
Subject: Re: timers little question

Posted by [Whitedragon](#) on Wed, 18 Apr 2012 20:08:31 GMT

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zunnie wrote on Wed, 18 April 2012 03:29 If there are two scripts on ONE object and they both use timer 1 they will conflict i believe. Then both scripts will trigger when timer 1 runs out.

No, a timer will only trigger the script that started it, or rather, the script class that was passed to it. Generally you pass the "this" pointer which points to the script class you're calling it from.

As for the timer number, it's so you can have multiple timers in one script class. The timer number will be passed to Timer_Expired when it's called.

For example you could have a regen script that regenerated 1 health every second and 1 armor every 5 seconds. The health timer would have a timer number of 1 which you would check for in the Timer_Expired function, and the armor regen timer would have a timer number of 2 which you would again check for.

If your timer is only doing one thing then you don't need to worry about the timer number.
