
Subject: Re: [REQUEST]Sound on turret rotate
Posted by [Omar007](#) on Fri, 28 Dec 2012 01:35:12 GMT
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It does allow you to do whatever you want and it's more of a personal preference but I'd like to be able to give a function pointer instead of a number so that that function is executed when the timer ends instead of the Timer_Expired function where you have to check the number.

So kinda like

//Ampersand is actually optional but just added it to make it obvious that I'm giving the address of the function to the timer

```
Commands->Start_Timer(obj, this, 0.5f, &myFunction);
```

```
public void myFunction()
{
    //Do stuff
}
```

It'd also make it readable what the job of the timer is by reading the name of the function attached to it. (assuming the programmer named it 'harvesterCheckTimer' and not 'timer123' or something)

But as I said it is more of a personal thing. The system does not suck in that it is limited or anything. It's just that it could be done in a more useable manner.

Scripts wouldn't ever need custom timer numbers to be set in LE.

You would never have the problem of Script A and Script B both running a timer with number 1337 on the same object. (if Timer_Expired is indeed only called on the calling script and not on the object, you don't have this problem anyway; it has been a while so I'm not sure which one it was)
