
Subject: Re: [REQUEST]Sound on turret rotate
Posted by [danpaul88](#) on Fri, 28 Dec 2012 19:17:02 GMT
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It helps if you used named constants for your timer numbers, instead of magic numbers. For example;

```
void dp88_RemoteControlConsole::Timer_Expired ( GameObject *obj, int number )
{
if ( number == TIMER_REMOTECONTROL_TIMEOUT && vehicleID == 0 )
{
<code>
}
```

```
else if ( number == TIMER_REMOTECONTROL_DRIVERENTER )
{
<code>
}
```

```
// This can be called for the vehicle being destroyed OR the console becoming disabled
else if ( number == TIMER_REMOTECONTROL_DRIVEREXIT )
{
<code>
}
```

```
// Count down tick for charge time
else if ( number == TIMER_REMOTECONTROL_CHARGETICK )
{
<code>
}
}
```

The above is actually very read-able and you could call separate functions to handle each if/elseif case. You could alternatively use a timed custom and pass the address of a function to be called when the custom is fired if you really wanted to.

This also works for custom messages, in cases where you don't need them to be user-controllable (because the script shouldn't be attached to the same object twice anyway). For instance;

```
void dp88_buildingScripts_baseClass::Custom ( GameObject *obj, int type, int param,
GameObject *sender )
{
if ( (m_parentId == -1 && obj == sender)
|| (m_parentId != -1 && Commands->Get_ID(sender) == m_parentId ) )
```

```
{
  if ( type == CUSTOM_BUILDINGSCRIPTS_BUILDINGOFFLINE )
    return OnBuildingOffline(obj);
  if ( type == CUSTOM_BUILDINGSCRIPTS_BUILDINGONLINE )
    return OnBuildingOnline(obj);
  if ( type == CUSTOM_BUILDINGSCRIPTS_BUILDINGCAPTURED )
    return OnBuildingCaptured(obj, param);
  if ( type == CUSTOM_BUILDINGSCRIPTS_BUILDINGDESTROYED )
  {
    OnBuildingDestroyed(obj);
    m_parentId = -1;
    return;
  }
}

OnCustom(obj,type,param,sender);
}
```
