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Subject: Re: a new renhawk!

Posted by [StealthEye](#) on Mon, 27 Nov 2006 08:57:12 GMT

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I think the best would be to put it into some kind of log file, then read the next line, calculate when the log time + delay == current time, then check whether that time has been reached and if it is, send it and start the same thing. You would continually write to the end of the file too. Watch out that the file does not get too big though.

You could use (an extended version of?) gamelog as the log file, that will make things a bit easier for you.

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