
Subject: Re: Timer page Player
Posted by [jnz](#) on Sun, 13 Jul 2008 10:46:26 GMT
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Should look something like this.

```
class A_Tiberium_Field
{
    int PlayerID;
    void Entered(GameObject *obj,GameObject *enter);
    void Timer_Expired(GameObject *obj, int number);
};

void A_Tiberium_Field::Entered(GameObject *obj,GameObject *enter)
{
    int x = Commands->Get_Player_Type(enter);
    Vector3 spawn_position;
    if (CheckPlayerType(enter,x))
    {
        return;
    }
    char message[1000];
    if (Commands->Get_Player_Type(enter) == 1)
    {
        PlayerID = Get_Player_ID(enter);
        sprintf(message,"ppage %d Harvesting...",Get_Player_ID(enter));
        Console_Input(message);
        Commands->Start_Timer(obj,this,10f,1);
        Commands->Start_Timer(obj,this,9f,2);
        Commands->Start_Timer(obj,this,8f,3);
        Commands->Start_Timer(obj,this,7f,4);
        Commands->Start_Timer(obj,this,6f,5);
        Commands->Start_Timer(obj,this,5f,6);
        Commands->Start_Timer(obj,this,4f,7);
        Commands->Start_Timer(obj,this,3f,8);
        Commands->Start_Timer(obj,this,2f,9);
        Commands->Start_Timer(obj,this,1f,10);
    }
}

void A_Tiberium_Field::Timer_Expired(GameObject *obj, int number) {

    char message[256];
    sprintf(message,"ppage %d Harvesting Complete in: %d.",PlayerID, number);
```

```
    Console_Input(message);  
}  
ScriptRegistrant<A_Tiberium_Field> A_Tiberium_Field_Registrant("A_Tiberium_Field","");
```
