
Subject: Re: Timer_Expired

Posted by [Jerad2142](#) on Wed, 11 Feb 2009 14:32:41 GMT

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```
void MyScript::Enter(GameObject *o, GameObject *e)
{
    Commands->Start_Timer(o, this, 123.123, 10);
    playerid = Get_ID(enter)
}
```

```
void MyScript::Timer_Expired(GameObject *obj, GameObject *enter, int number)
{
    if(number == Get_Int_Parameter("TimerNumber"))
    {
        GameObject *enterer = Commands->Find_Object(playerid);
        //rest of code
    }
}
```

```
void MyScript::Register_Auto_Save_Variables()
{
    Auto_Save_Variable(1,5,&playerid);
}
```

You'll have to investigate into arrays if you want the zone to ever be able to handle more than one person, because if thats a 60 second timer, the last id will be overridden before it is put to use if someone hops in.
