Subject: Re: Timer_Expired
Posted by Omar007 on Wed, 11 Feb 2009 14:58:20 GMT
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When im home i'll paste some more of the code because it's going to be pritty complicated to get
Enter into the Timer_Expired part.

Also soon (this afternoon) i'll have a showoff on the ModDB on the Tiberium Redux page of the
code so far. Everything is working except this second timer   (yes this script uses 2 timers xD)
Seems i have to rewrite the code for a big part if i have to move my proccesing of data from the
void MyScript::Enter to void MyScript::Timer_Expired