Subject: Re: Timer_Expired
Posted by Jerad2142 on Thu, 12 Feb 2009 23:06:54 GMT

View Forum Message <> Reply to Message

danpaul88 wrote on Thu, 12 February 2009 10:40Just use the Custom system instead, make it send a custom to itself with an x second delay and put the players ID as the parameter to the custom. Easy.
Kind of removes the whole delay part though...