
Subject: Making a buildup with Timers and Set_Position?

Posted by [whtdrgnpl](#) on Thu, 02 Apr 2009 07:37:11 GMT

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I'm trying to make a build up thing using timers and Set_Position but whenever I use it, it doesn't move at all... but the timer part works it's just not moving the conyard at all. Does Set_Position only work on players?

```
void NodCYTimer::Timer_Expired(GameObject *obj, int number) {
    Vector3 position;
    position = Commands->Get_Position(obj);
    if (number == 1){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 2){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 3){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 4){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 5){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 6){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 7){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 8){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 9){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 10){
```

```
position.Z += 1.0f;
Commands->Set_Position(obj,position);
}
if (number == 11){
position.Z += 1.0f;
Commands->Set_Position(obj,position);
}
if (number == 12){
position.Z += 1.0f;
Commands->Set_Position(obj,position);
Console_Input("snda m00bgwf_dsgn0004i1evag_snd.wav");
}
}
```
