
Subject: Run function after X milliseconds

Posted by [Omar007](#) on Mon, 18 Jan 2010 17:35:23 GMT

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I currently have a piece of code that will run Function A on level loaded

This function initiates Function B a little later.

In Function B im getting the length of an MP3 file (in milliseconds)

After this, Function B has to run again after that time, while any other code still runs.

Problem is i cant use Sleep(); or w/e to wait that long because all other code must continue running.

Afaik i cant make it a script either (so i can use Start_Timer + Timer_Expired) that will be attached to a player because it'll will then restart the whole code after every die (AKA object change)

```
void FunctionA()
{
//Code here; read file containing sounds

FunctionB();
}

void FunctionB()
{
if(runnow)
{
//Pick a random song from the file
//Play the song

fsystem->update();
{
//Set Volume

//Get song length (in milliseconds)
}
FunctionB(); //This should run after 'song length' above
}
//More code; should still run and not only after X milliseconds as Sleep(); would do
}
```

If needed i'll upload the whole file

EDIT:

i believe in Javascript you have something like setInterval() that does what i want

EDIT2:

Oh and if anyone knows how to get the music volume settings from renegade, please tell ^^
