I also constructed a new piece of code, while I was trying to make it work. Maybe this is getting more in the direction, but I failed another time to make it work.

Something like this:

```
if (RunIt == true)
{
 StopTime_1 = current_time + 5000;
 RunIt = false;
}

if (current_time == StopTime_1)
{
 HealthVisible = true;
 StopTime_2 = current_time + 5000;
 Commands->Create_2D_WAV_Sound("stpccw1.wav"); /* test, and it seems that the sound is
never played ingame */
}

if (current_time == StopTime_2)
{
 HealthVisible = false;
 RunIt = true;
}
```