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Subject: START\_TIMER Parameters

Posted by [T0tNI](#) on Wed, 11 Aug 2010 00:58:08 GMT

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Here's just a example I found on the forums. I'm wondering what the parameter's are respectively for this statement?:

```
Commands->start_timer(obj,this,2.0f,2);
```

Second question is I've noticed in the chat hook when I use set\_model, their is an "animation freeze" in the character:

[img]http://img844.imageshack.us/img844/4987/animationfreeze.jpg[/img]

I believe I need to setup a timer, between the time it change's from it's original preset to another preset. I'm a rookie with c++ so I'm wondering if someone can show me?

I think I need a created event and also a timer\_expired event, I'm not sure what .cpp should they go in>?

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