
Subject: Re: START_TIMER Parameters

Posted by [T0tNI](#) on Wed, 11 Aug 2010 05:39:31 GMT

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Thank you for your response, I have checked and no where is RR even on this pc.

If you don't mind sharing but where do created events and expired event's go and in what .cpp. I'm trying to use them for a timer from switching from your current character preset to setting it to a model to one of the "Hidden" models in renegade.

I checked again, I cannot find any global functions or event's that have "this" in their parameters.

I needed this for:

```
void Timer::Created(GameObject *obj) {  
    Commands->Start_Timer(obj,this,40.0f,1);  
}
```

I also don't know where to place my "Timer_Expired" script either.
