You indeed don't need a timer for that. Though if you are still interested here is a little example for the timer.
This script shows 2 timers in one.

Header

```cpp
class MyTimerScript : public ScriptImpClass
{
    void Created(GameObject *obj);
    //'GameObject *obj' is the gameobject the script runs on

    void Timer_Expired(GameObject *obj, int number);
    //obj see above
    //'int number' takes an int value that you can use to check which timer ended.
};
```

CPP

```cpp
#include "engine.h"
#include "scripts.h"
#include "MyTimerScript.h"

void MyTimerScript::Created(GameObject *obj)
{
    Commands->Start_Timer(obj, this, 10.0f, 1);
    //param 1 (obj) = object to run the timer on
    //param 2 (this) = a ScriptImpClass class or sub-class (in the header you extended
ScriptImpClass so 'this' is a sub-class)
    //param 3 (10.0f) = time in seconds before the timer expires
    //param 4 (1) = number used to check which timer ended (timer ID)

    Commands->Start_Timer(obj, this, 20.0f, 2);
    //param 1 (obj) = see above
    //param 2 (this) = see above
    //param 3 (20.0f) = see above
    //param 4 (2) = see above (number is now 2 so this timer ID is different from the previous one)
}

void MyTimerScript::Timer_Expired(GameObject *obj, int number)
{
    if(number == 1) //if timer with number (ID) 1 ended (the 10 second timer)
    {
        //Do stuff
```

```
   }
   else if(number == 2) //else, if timer with number (ID) 2 ended (the 20 second timer)
   {
      //Do other stuff
   }
}
```

I hope this clears thing up. And you dont have to make scripts in existing CPP or H files. You can add your own. Making your own and adding the above code should work immediately (if you name the header file 'MyTimerScript.h' in this case)