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Subject: Re: START\_TIMER Parameters  
Posted by [T0tNI](#) on Wed, 11 Aug 2010 19:50:51 GMT  
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Thank you both of you, and thank's Omar, for clarifying that.

This does not seem to work, for a apperant reason . . . .

I also noticed reborn mentioned a way but I'm not to sure on how to do the "transtion" . If I use the change\_character function then set\_model it won't set the model to the desired model I want it'll only change the character.

```
.h codeclass MyTimerScript : public ScriptImpClass
{
    void Created(GameObject *obj);
    Commands->Start_Timer(obj, this, 1.0f, 1);

    void Timer_Expired(GameObject *obj, int number);
{
    if(number == 1) //if timer with number (ID) 1 ended (the 10 second timer)
    {
        Commands->Set_Model(obj, "clown");
    }
};
```

gmmain.cpp chat hook code

```
class testChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        {
            if(Credits >= 10 && (Team == 0) ){
                Commands->Give_Money(obj,-10,false);
                char message[256];
                sprintf(message,"msg %s has bought a test character.", Get_Player_Name_By_ID(ID));
                Console_Input(message);
                Commands->Attach_Script(obj, "MyTimerScript" , "");
                Commands->Set_Position(obj,position);
            }
        }
        else{
            Console_Input(StrFormat("ppage %d You need 10 credits for this
            selection!.",Get_Player_ID(obj)).c_str());
        }
    }
};
```

```
};  
ChatCommandRegistrant<testChatCommand>  
testChatCommandReg("!test",CHATTYYPE_ALL,0,GAMEMODE_AOW);
```

I really don't know what's wrong maybe I'm not attaching it correctly :L

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