
Subject: Re: START_TIMER Parameters

Posted by [Omar007](#) on Thu, 12 Aug 2010 09:26:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh woops my fault. I put the includes in the wrong order. Oh well that can happen when you do things on memorized info

Swap engine.h and scripts.h so scripts.h comes first

EDIT: If you also have that timer script still in your project, you should swap them in that CPP aswell

EDIT2: But if you looked at some existing scripts in the project you would have noticed this I guess
