
Subject: Re: START_TIMER Parameters

Posted by [T0tNI](#) on Fri, 13 Aug 2010 00:52:36 GMT

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Thank's Omar && Reborn, I tested it a few time's it does NOT work. It just changes me to the preset sbh, I just capitalized what Omar had said. If I change Chance_Character(obj, "clown") to Commands->Set_Model(obj, "clown") what it does is the first time you type the command it change's to the sbh only, the second time it changes you to the clown model, however it's in animation freeze.
