
Subject: Re: [REQUEST]Sound on turret rotate
Posted by [danpaul88](#) on Thu, 27 Dec 2012 22:13:35 GMT
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Actually... I'm not even sure timers NEED unique numbers... custom messages do because all scripts receive them, but timers pass a pointer to the calling script into the timer and I believe only that script gets notified when the timer expires.

As for saying they suck... why exactly do they suck? I find them very flexible and haven't found anything I can't do with either a timer or a custom.
