
Subject: Scripting Question

Posted by [Tankkiller](#) on Sat, 03 Feb 2007 14:09:27 GMT

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

In most scripts like JKW_resource_feild, It has a option called timer number, what it is used for? Message, ID or something like that)

Subject: Re: Scripting Question

Posted by [danpaul88](#) on Sat, 03 Feb 2007 14:53:13 GMT

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

Just put in a random number like 8989, it's just to make sure that you can put two copies of the same script on without the timers falling over each other, if they have different numbers

Subject: Re: Scripting Question

Posted by [Tankkiller](#) on Sat, 03 Feb 2007 15:37:58 GMT

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

OH I See, Thanks for the help
