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Subject: Timer\_Expired

Posted by [Omar007](#) on Wed, 11 Feb 2009 11:18:07 GMT

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Is there a way to use the Timer\_Expired inside the Enter part of a script??

small sample of what i mean:

```
void MyScript::Enter
{
    Commands->Start_Timer();
    Timer_Expired //want to call it here
    {
        //rest of code
    }
}
```

Instead of

```
void MyScript::Enter
{
    Commands->Start_Timer();
}
void MyScript::Timer_Expired
{
    //rest of code
}
```

EDIT: Now im already asking would this:

```
Kill_Enemy_Buildings_By_Team(0)
```

Be a better solution than:

```
ConsoleInput("win 0")
```

Guess this would also work if you don't run a Dedicated Server

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Subject: Re: Timer\_Expired

Posted by [jnz](#) on Wed, 11 Feb 2009 13:13:34 GMT

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Quote:

```
void MyScript::Enter(GameObject *o, GameObject *e)
{
    Commands->Start_Timer();
    Timer_Expired //want to call it here
    {
        //rest of code
    }
}
```

No, not possible.

You can do this, however:

Quote:

```
void MyScript::Enter(GameObject *o, GameObject *e)
{
    Commands->Start_Timer(o, this, 123.123, 10);
}
```

```
void MyScript::Timer_Expired(GameObject *o, int number)
{
    if(number == 10)
    {
        //do your stuff here
    }
}
```

As for the other thing;

Kill\_Enemy\_Buildings\_By\_Team(0)

Is much better, if your server is setup for it.

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Subject: Re: Timer\_Expired  
Posted by [Omar007](#) on Wed, 11 Feb 2009 13:58:12 GMT  
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RoShamBo wrote on Wed, 11 February 2009 14:13  
You can do this, however:

Quote:

```
void MyScript::Enter(GameObject *o, GameObject *e)
{
    Commands->Start_Timer(o, this, 123.123, 10);
}
```

```
void MyScript::Timer_Expired(GameObject *o, int number)
{
    if(number == 10)
    {
        //rest of code
    }
}
```

Yea the problem of this is that after the Timer\_Start i use receive info of the user that entered the zone. Can i call this in this part like this than??:

```
void MyScript::Timer_Expired(GameObject *obj, GameObject *enter, int number)
{
    if(number == Get_Int_Parameter("TimerNumber"))
    {
        playerid = Get_ID(enter)
        //rest of code
    }
}
```

---

Subject: Re: Timer\_Expired

Posted by [Jerad2142](#) on Wed, 11 Feb 2009 14:32:41 GMT

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---

```
void MyScript::Enter(GameObject *o, GameObject *e)
{
    Commands->Start_Timer(o, this, 123.123, 10);
    playerid = Get_ID(enter)
}
```

```
void MyScript::Timer_Expired(GameObject *obj, GameObject *enter, int number)
{
    if(number == Get_Int_Parameter("TimerNumber"))
    {
        GameObject *enterer = Commands->Find_Object(playerid);
        //rest of code
    }
}
```

```
void MyScript::Register_Auto_Save_Variables()
{
    Auto_Save_Variable(1,5,&playerid);
}
```

You'll have to investigate into arrays if you want the zone to ever be able to handle more then one person, because if thats a 60 second timer, the last id will be overridden before it is put to use if someone hops in.

---

Subject: Re: Timer\_Expired

Posted by [Omar007](#) on Wed, 11 Feb 2009 14:58:20 GMT

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When im home i'll paste some more of the code because it's going to be pritty complicated to get Enter into the Timer\_Expired part.

Also soon (this afternoon) i'll have a showoff on the ModDB on the Tiberium Redux page of the code so far. Everything is working except this second timer (yes this script uses 2 timers xD ) Seems i have to rewrite the code for a big part if i have to move my proccesing of data from the void MyScript::Enter to void MyScript::Timer\_Expired

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Subject: Re: Timer\_Expired

Posted by [Jerad2142](#) on Wed, 11 Feb 2009 15:14:41 GMT

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Here, I actually put a minute into this example, it will be a lot more helpful to you I'm sure.

```
class MyScript : public ScriptImpClass {
    int playerid[127];
    int lastid;
void Created(GameObject *o);
void Enter(GameObject *o, GameObject *e);
void Timer_Expired(GameObject *obj,int number);
void Register_Auto_Save_Variables();
};

void MyScript::Created(GameObject *o)
{
    lastid = 0;
    for (int x = 0;x < 127;x++)
    {
        playerid[x] = 0;
    }
}

void MyScript::Enter(GameObject *o, GameObject *e)
{
    int end = 0;
    for (int x = 0;x < 128;x++)
    {
        if (playerid[x] == Commands->Get_ID(e);
        {
            end = 1;
        }
    }
    for (int x = lastid;x < 128 && end == 0;x++)
    {
```

```

if (playerid[x] == 0)
{
    playerid[x] = Get_ID(e);
    lastid = x;
    end = 1;
    Commands->Start_Timer(o, this, 123, 10);
}
if (x == 127)
{
    x = 0;
}

}
}

void MyScript::Timer_Expired(GameObject *obj,int number)
{
    if(number == 123)
    {
        int startarray = lastid + 1;
        if (startarray > 127)
        {
            startarray = 0;
        }
        for (int x = startarray,end = 0;x < 128 && end == 0;x++)
        {

            if (playerid[x] != 0)
            {
                GameObject *enterer = Commands->Find_Object(playerid[x]);
                playerid[x] = 0;
                end = 1;
            }
            if (x == lastid)
            {
                end = 1;
            }
            if (x == 127)
            {
                x = 0;
            }
        }
    }
}
}
}

```

```

void MyScript::Register_Auto_Save_Variables()
{

```

```
Auto_Save_Variable(1,4,&playerid);
Auto_Save_Variable(1,4,&lastid);
}
```

Lol, forgot the whole point of all my code, make it check if there is already a timer running for your soldier, lol, with out that check you may as well make the timer send the ID of the soldier as the number and then just have it get the id's when expired by the number lol.

---

---

Subject: Re: Timer\_Expired

Posted by [Omar007](#) on Wed, 11 Feb 2009 16:33:43 GMT

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---

Part of my Enter script:

Toggle Spoiler

```
void O_Conquest::Entered(GameObject *obj, GameObject *enter)
```

```
{
if (teamid == 0 || teamid == 1)
{
char pick[256];
const char *c = Get_Player_Name(enter);
sprintf(pick,"msg %s Is contesting a zone!",c);
delete[] c;

Console_Input(pick);
}
else if (Commands->Get_Player_Type(enter) == 0)
{
if (currentcontrol == 0)
{
char pick[256];
const char *c = Get_Player_Name(enter);
sprintf(pick,"ppage %s This zone is already under NOD's Control",c);
delete[] c;

Console_Input(pick);
}
else if (currentcontrol == 1)
{
playerid = Commands->Get_ID(enter);
givepoints = false;
teamid = Commands->Get_Player_Type(enter); // Get the id of the team that entered the zone
Commands->Start_Timer(obj,this,Get_Float_Parameter("Time_Before_Takeover[secs]"),Get_In
t_Parameter("TimerNumber"));
givepoints = true;
currentcontrol = Commands->Get_Player_Type(enter);
nod++;
}
```

```
gdi--;
```

```
char pick[256];  
const char *c = Get_Player_Name(enter);  
sprintf(pick,"msg %s has taken over a zone for NOD!",c);  
delete[] c;
```

```
Console_Input(pick);  
}  
else  
{  
    playerid = Commands->Get_ID(enter);  
    givepoints = false;  
    teamid = Commands->Get_Player_Type(enter); // Get the id of the team that entered the zone  
    Commands->Start_Timer(obj,this,Get_Float_Parameter("Time_Before_Takeover[secs]"),Get_Int_Parameter("TimerNumber"));  
    givepoints = true;  
    currentcontrol = Commands->Get_Player_Type(enter);  
    nod++;
```

```
char pick[256];  
const char *c = Get_Player_Name(enter);  
sprintf(pick,"msg %s has taken over a zone for NOD!",c);  
delete[] c;
```

```
Console_Input(pick);  
}  
}
```

My Timer\_Expired part:

Toggle Spoiler

```
void O_Conquest::Timer_Expired(GameObject *obj, int number)  
{  
    if (nod == Get_Int_Parameter("Number_Of_Zones"))  
    {  
        Console_Input("win 0");  
    }  
    else if (gdi == Get_Int_Parameter("Number_Of_Zones"))  
    {  
        Console_Input("win 1");  
    }  
    else  
    {  
        if (number == 776600)  
        {  
            Commands->Start_Timer(obj,this,01.00,776600);
```

```
if (givepoints)
{
  Commands->Give_Points(Commands->Find_Object(playerid),Get_Float_Parameter("Points_Per_Sec"),1);
}
}
}
```

This is now.

EDIT: Kill\_All\_Building\_By\_Team is no option when it is a map without buildings... (duhu) Anyone who could tell me an alternative for ConsoleInput so it will also work when not running a dedicated server??

EDIT2: Sorry if some things are really n00bish. This is my first script

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Subject: Re: Timer\_Expired  
Posted by [danpaul88](#) on Thu, 12 Feb 2009 17:40:58 GMT  
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---

Just use the Custom system instead, make it send a custom to itself with an x second delay and put the players ID as the parameter to the custom. Easy.

---

---

Subject: Re: Timer\_Expired  
Posted by [Omar007](#) on Thu, 12 Feb 2009 21:45:00 GMT  
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---

Sorry can you tell me how i would send to itself?? What would i call for that??  
I know what you mean with the second part

---

---

Subject: Re: Timer\_Expired  
Posted by [Jerad2142](#) on Thu, 12 Feb 2009 23:06:54 GMT  
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---

danpaul88 wrote on Thu, 12 February 2009 10:40Just use the Custom system instead, make it send a custom to itself with an x second delay and put the players ID as the parameter to the custom. Easy.  
Kind of removes the whole delay part though...

---

---

Subject: Re: Timer\_Expired

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Posted by [danpaul88](#) on Thu, 12 Feb 2009 23:17:13 GMT

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Jerad Gray wrote on Thu, 12 February 2009 23:06danpaul88 wrote on Thu, 12 February 2009 10:40Just use the Custom system instead, make it send a custom to itself with an x second delay and put the players ID as the parameter to the custom. Easy.

Kind of removes the whole delay part though...

Quote:typedef void (\*\_Send\_Custom\_Event) (GameObject \*Sender,GameObject \*Reciever,int Message,int Param,float Delay);

Highlighting added for emphasis. Why else do you think the Send\_Custom\_Event takes a delay parameter if not to delay the delivery of the custom?

Example;

```
float delay = 10.0f; // delay in seconds
```

```
int message = 12345; // unique message code to identify this from other customs
```

```
int param = Get_Player_ID( enter ); // ID of player (use Commands->Get_ID(obj) to get the player object ID, which is probably what you really need)
```

```
Commands->Send_Custom_Event ( obj, obj, message, param, delay );
```

No need to create the variables, you can condense it into a single line statement, I added them for clarity only. You need to decide if you want to send the player ID (as seen from FDS) or the player's object ID (which also makes it work for AI units and makes it easy to cancel triggering if the player died before the delay was triggered)

---

---

Subject: Re: Timer\_Expired

Posted by [Omar007](#) on Fri, 13 Feb 2009 18:48:48 GMT

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---

Seems to be a very good option

Only one thing... (kinda stupid xD) What do i call to receive the custom??

---

---

Subject: Re: Timer\_Expired

Posted by [Genesis2001](#) on Fri, 13 Feb 2009 19:00:58 GMT

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Omar007 wrote on Fri, 13 February 2009 11:48Seems to be a very good option

Only one thing... (kinda stupid xD) What do i call to receive the custom??

---

in the class definition, add:

```
void Custom(GameObject *o, int msg, int param, GameObject *s);
```

where,

GameObject \*o -> the game object that the script is attached to.

GameObject \*s -> the game object that sent the custom

int msg -> the message that was sent

int param -> the parameter that was sent with 'msg'

---

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Subject: Re: Timer\_Expired

Posted by [Omar007](#) on Wed, 18 Feb 2009 11:08:42 GMT

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Thanks all

With this info im going to rewrite the script. Was kinda busy with school but i hope tomorrow i can modify it

BTW sorry for the late response

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Subject: Re: Timer\_Expired

Posted by [Jerad2142](#) on Thu, 19 Feb 2009 23:02:34 GMT

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danpaul88 wrote on Thu, 12 February 2009 16:17 Jerad Gray wrote on Thu, 12 February 2009 23:06 danpaul88 wrote on Thu, 12 February 2009 10:40 Just use the Custom system instead, make it send a custom to itself with an x second delay and put the players ID as the parameter to the custom. Easy.

Kind of removes the whole delay part though...

Quote: 

```
typedef void (*_Send_Custom_Event) (GameObject *Sender,GameObject *Reciever,int Message,int Param,float Delay);
```

Highlighting added for emphasis. Why else do you think the Send\_Custom\_Event takes a delay parameter if not to delay the delivery of the custom?

Example;

```
float delay = 10.0f; // delay in seconds
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```
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```

```
int param = Get_Player_ID( enter ); // ID of player (use Commands->Get_ID(obj) to get the player object ID, which is probably what you really need)
```

```
Commands->Send_Custom_Event ( obj, obj, message, param, delay );
```

No need to create the variables, you can condense it into a single line statement, I added them for clarity only. You need to decide if you want to send the player ID (as seen from FDS) or the player's object ID (which also makes it work for AI units and makes it easy to cancel triggering if the player died before the delay was triggered)

Either way you still have the same possible issue as you would with a timer, which my code is designed to go around, as in, you walk in the zone, out of the zone, back in, back out, back in, and then you get hit by 3 customs because you weren't checking to make sure there wasn't a custom delayed/timer running.

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---

Subject: Re: Timer\_Expired

Posted by [danpaul88](#) on Fri, 20 Feb 2009 00:16:12 GMT

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---

Depending on the effect of the custom, that might not matter.

PS: What \*does\* that Auto\_Save\_Variable thing actually DO anyway? I have yet to find anything that actually explains it's function. How is it different to just having a variable inside the scripts class to store the value?

---

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Subject: Re: Timer\_Expired

Posted by [jnz](#) on Fri, 20 Feb 2009 17:17:33 GMT

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---

danpaul88 wrote on Fri, 20 February 2009 00:16 Depending on the effect of the custom, that might not matter.

PS: What \*does\* that Auto\_Save\_Variable thing actually DO anyway? I have yet to find anything that actually explains it's function. How is it different to just having a variable inside the scripts class to store the value?

I imagine it's to preserve the values if ever the script is deleted and recreated by the server. I can't think of any reason why the server would do this though.

---

---

Subject: Re: Timer\_Expired

Posted by [saberhawk](#) on Fri, 20 Feb 2009 17:24:41 GMT

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---

danpaul88 wrote on Thu, 19 February 2009 19:16 Depending on the effect of the custom, that

might not matter.

PS: What \*does\* that Auto\_Save\_Variable thing actually DO anyway? I have yet to find anything that actually explains it's function. How is it different to just having a variable inside the scripts class to store the value?

It's used to automatically save and restore certain variables should the script instance ever end up being saved or loaded.

---

Subject: Re: Timer\_Expired

Posted by [mr£\\$z](#) on Fri, 20 Feb 2009 17:45:29 GMT

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Just Edit ShaderHud and add a Counter to your Hud.

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