Subject: timers little question
Posted by robbyke on Wed, 18 Apr 2012 09:27:19 GMT
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the number you give with a timer does it have any effect?

i have always used 1 and it works but could it be things are getting delayed?

Subject: Re: timers little question
Posted by zunnie on Wed, 18 Apr 2012 10:29:48 GMT
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If there are two scripts on ONE object and they both use timer 1 they will conflict i believe. Then both scripts will trigger when
timer 1 runs out.
Its best to keep them as unique as possible.

Subject: Re: timers little question
Posted by robbyke on Wed, 18 Apr 2012 13:55:31 GMT
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how do i know im not using one of the timers in scripts?

Subject: Re: timers little question
Posted by Whitedragon on Wed, 18 Apr 2012 20:08:31 GMT
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zunnie wrote on Wed, 18 April 2012 03:29If there are two scripts on ONE object and they both use timer 1 they will conflict i believe. Then both scripts will trigger when
timer 1 runs out.
No, a timer will only trigger the script that started it, or rather, the script class that was passed to it. Generally you pass the "this" pointer which points to the script class you're calling it from.

As for the timer number, it's so you can have multiple timers in one script class. The timer number will be passed to Timer_Expired when it's called.

For example you could have a regen script that regened 1 health every second and 1 armor every 5 seconds. The health timer would have a timer number of 1 which you would check for in the Timer_Expired function, and the armor regen timer would have a timer number of 2 which you would again check for.

If your timer is only doing one thing then you don't need to worry about the timer number.

Subject: Re: timers little question
Posted by robbyke on Fri, 20 Apr 2012 02:16:17 GMT
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so if youre kinda lazy adn always just use number 1 2 3 in your script to make it easy there no troubles at all

nice to know this for sure now