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Subject: Re: How to Turn the Ped on after a specific time

Posted by [iRANian](#) on Wed, 10 Aug 2011 20:33:47 GMT

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iran\_scripts.cpp:

```
#include "scripts.h"
#include "engine.h"
#include "iran_scripts.h"

void Iran_Beaconing_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
    Commands->Start_Timer(obj,this,0.1,Commands->Get_ID(enter));
}

void Iran_Beaconing_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
{
    GameObject* checkplayerobj = Commands->Find_Object(number);
    if ( !IsInsideZone(obj,checkplayerobj))
    {
        Commands->Start_Timer(obj,this,0.5,number);
        const char* currentweapon = Get_Current_Weapon(checkplayerobj);
        if (strcmp(currentweapon, "CnC_Weapon_NukeBeacon_Player") == 0 &&
            Get_Current_Bullets(checkplayerobj) > 0)
        {
            Remove_Weapon(checkplayerobj,"CnC_Weapon_NukeBeacon_Player");
            Grant_Powerup(checkplayerobj,"CnC_POW_Nuclear_Missile_Beacon");
        }
        else if (strcmp(currentweapon,"CnC_Weapon_IonCannonBeacon_Player") == 0 &&
            Get_Current_Bullets(checkplayerobj) > 0)
        {
            Remove_Weapon(checkplayerobj,"CnC_Weapon_IonCannonBeacon_Player");
            Grant_Powerup(checkplayerobj,"CnC_POW_IonCannonBeacon_Player");
        }
    }
}
```

iran\_scripts.h:

```
class Iran_Beaconing_Prevention_Zone : public ScriptImpClass {
    void Entered(GameObject *obj,GameObject *enter);
    void Timer_Expired(GameObject *obj,int number);
};
```

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