Subject: timers in LE
Posted by CdCyBoRg on Tue, 31 Jul 2007 20:32:44 GMT

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I am making a Co-Op map and i have got a timer saying what the objective is. Then i got a zone to enable the next Objective. i done all that, just want to know how i disable the timer for objective 1? the timernum for Objective 1 is 101583

Thanks in advance.

Subject: Re: timers in LE
Posted by Ivan275 on Tue, 31 Jul 2007 23:13:45 GMT

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Instead of enabling the next timer, just change what the 1st timer displays. 1st timer displays what ever is in a specific char string then when you enter the zone just change what is in that char string...

Subject: Re: timers in LE
Posted by CdCyBoRg on Wed, 01 Aug 2007 19:29:01 GMT

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how do i do that? :S