

idTarget_Timer

When activated, displays a countdown on the player's HUD.

idTarget_Timer

```
entity {  
  [entityDef example_countdown {  
    [class = "idTarget_Timer";  
    [expandInheritance = false;  
    [poolCount = 0;  
    [poolGranularity = 2;  
    [networkReplicated = false;  
    [disableAIPooling = false;  
    [edit = {  
      [spawnPosition = {  
        [x = 1;  
        [y = 1;  
        [z = 1;  
      }  
    ]  
    [dormancy = {  
      [allowPvsDormancy = false;  
    }  
    [time = 20;  
  }  
}
```

time : the only mandatory argument. Measured in seconds.

Do not rely on the failTarget paramater to activate entities when the timer runs out. The targeted entity will not be activated if the player's HUD is disabled. Instead, use either a relay delay, or an encounter manager wait event call.

stopOnSecondActivate : if true, then only the first activation will set a countdown. The second activation will immediately set the countdown to 0. Any subsequent activation of this timer will have no effect. Defaults to false.

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