SetProjectileCounter

Will change the projectile counter timer which depending on the projectile type will do different things:

- Rockets and Grenades will explode when it hits 0
- Teargas may be a duration timer
- Satchels restart (we currently assume it doesn't cause an effect)
- Molotov will explode with search ground level when it hits 0

Syntax

```
bool setProjectileCounter ( projectile projectile, int timeToDetonate )
```

OOP Syntax Help! I don't understand this!

> **Method**: *projectile:setCounter(...)*
> **Variable**: *.counter*
> **Counterpart**: *getProjectileCounter*

Required Arguments

- **projectile:** The projectile to edit the timer of.
- **timeToDetonate:** The time in milliseconds to detonation.

Returns

Returns *true* on success, *false* otherwise.