

GetProjectileCounter

Get the time left before a projectile detonates.

Syntax

```
int getProjectileCounter ( projectile projectile )
```

OOP Syntax Help! I don't understand this!

Method: *projectile:getCounter(...)*

Variable: *.counter*

Counterpart: *setProjectileCounter*

Required Arguments

- **projectile:** the projectile to get the timer of.

Returns

Returns the the time in milliseconds to detonation which depending on the projectile type will do different things:

- Grenades will explode when it hits 0
- Teargas may be a duration timer
- Both types of rockets will explode when it hits 0
- Satchels restarts so I do not think it does anything