

timer::Kill

From Mafia2-Online

Description

This function is used to kill (stop) a timer.

Parameters

```
()
```

Return Values

- bool - true if the timer was stopped, else false

Example

```
?
1 local task;
2
3 function completeTask( text )
4 {
5     // Output "Task Completed!"
6     sendPlayerMessageToAll( text );
7 }
8
9 function init()
10{
11    // Create a timer to send "Task Completed" in 10 minutes time
12    task = timer( completeTask, 600000, 0, "Task Completed!" );
13}
14addEventHandler( "onScriptInit", init );
15
16addCommandHandler( "stoptask",
17    function( playerid )
18    {
19        // Check to see if the timer is still active
20        if( task.IsActive() )
21        {
22            // The timer is active, lets kill it
23            task.Kill()
24            sendPlayerMessage( playerid, "You have stopped the task." );
25        }
26        else
27        {
28            // The timer is no longer active, completeTask() has been called
29            sendPlayerMessage( playerid, "The task is no longer active." );
30        }
31    }
32);
```

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