timer

From Mafia2-Online

Description

This function is used to create a timer.

Parameters

```
(function, int interval, int repeat, ...)
```

function	The function to call once the timer is complete
int interval	The amount of time before the function is called (milliseconds)
int repeat	The amount of times to repeat the timer, -1 for infinite
...	(Optional) Arguments to pass onto function

Return Values

- int - The timer id

Example

```
?
1  function announcement( text )
2  {
3      // Output "This is my announcement!"
4      sendPlayerMessageToAll( text );
5  }
6
7  function init()
8  {
9      // Create a timer to send "This is my announcement" every 10 minutes
10     local rTimer = timer( announcement, 600000, -1, "This is my announcement!" );
11 }
12 addEventHandler( "onScriptInit", init );
```

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