

# setAmmoTimer



<b>Introduced in</b>	
<b>Version:</b>	2.15
<b>Description</b>	
<b>Description:</b>	<p>Starts a countdown timer for a satchel charge.</p> <p>This only works with the type <code>vbs2_mag_m183satchel</code> (class <code>pipebomb</code> is not supported).</p> <p>To get the object of a player-placed charge, the following three methods can be used:</p> <ul style="list-style-type: none"><li>• Attach a <a href="#">Fired</a> to the player, and use the object when the magazine is <code>vbs2_mag_m183satchel</code>: <pre>player addEventHandler ["Fired", "if (_this select 5=='vbs2_mag_m183satchel') then {bomb = _this select 6}"]</pre></li><li>• Look for: <code>nearestObjects [player, ["vbs2_iedbase"], 5]</code></li><li>• Look for: <code>allStaticVehicles "_x isKindOf 'vbs2_iedbase'"</code></li></ul> <p>To create a satchel charge using a script (instead of the player placing it), create the associated ammo:</p> <pre>bomb="vbs2_ammo_E_m112DemoCharge" createVehicle (player modelToWorld [0,2,0])</pre>
<b>Syntax</b>	
<b>Syntax:</b>	<code>bomb setAmmoTimer timeout</code>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>• <code>bomb</code>: <a href="#">Object</a> - Satchel charge of type <code>vbs2_mag_m183satchel</code>.</li><li>• <code>timeout</code>: <a href="#">Number</a> - Seconds until detonation (0 - immediately).</li></ul>
<b>Return Value:</b>	<a href="#">Nothing</a>
<b>Examples</b>	
<b>Examples:</b>	<code>bomb setAmmoTimer 10</code>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">getAmmoTimer</a> , <a href="#">TouchOff</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes

