Scheduled Server Events

At server load, you can schedule anything to happen at later time. Within callback handler you can also call `callback.reschedule()` to repeat this event after initial timer or `callback.reschedule(newTime)` to change it.

Whatever you pass as 2nd argument will be returned in callback as `data`.

The example script restarts server after 2 hours but notifies players 5 minutes before that.

```
onEvent('server.load', function (event) {
  event.server.schedule(115 * MINUTE, event.server, function (callback) {
    callback.data.tell('Server restarting in 5 minutes!')
  })

  event.server.schedule(120 * MINUTE, event.server, function (callback) {
    callback.data.runCommand('/stop')
  })
})
```

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