
Subject: Re: Timer_Expired

Posted by [Genesis2001](#) on Fri, 13 Feb 2009 19:00:58 GMT

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Omar007 wrote on Fri, 13 February 2009 11:48 Seems to be a very good option

Only one thing... (kinda stupid xD) What do i call to receive the custom??

in the class defintion, add:

```
void Custom(GameObject *o, int msg, int param, GameObject *s);
```

where,

GameObject *o -> the game object that the script is attached to.

GameObject *s -> the game object that sent the custom

int msg -> the message that was sent

int param -> the parameter that was sent with 'msg'
