
Subject: Re: START_TIMER Parameters

Posted by [Omar007](#) on Wed, 11 Aug 2010 22:57:59 GMT

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Well yea that is obvious as you probably copy/pasted and I only gave the CPP part

Header is needed aswell.

For the above the header would be:

```
class MySwapCharScript : public ScriptImpClass
{
    Created(GameObject *obj);
};
```

Though needing this to be written down means you dont have looked much into scripts yet.

I would suggest you look into some of the existing scripts and their headers so you get to know the system a bit
