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