
Subject: Re: Message script bug?

Posted by [cAmpa](#) on Tue, 20 Jan 2009 16:10:31 GMT

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```
void JFW_Message_Send_Custom_Team::Custom(GameObject *obj,int message,int
param,GameObject *sender)
{
    if (message == Get_Int_Parameter("Message"))
    {
        int team = Get_Int_Parameter("Player_Type");
        Create_2D_Sound_Team(Get_Parameter("Sound"),team);
        Send_Message_Team(team,Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Pa
rameter("Blue"),Get_Parameter("Message"));
        if (Get_Int_Parameter("Delete"))
        {
            Destroy_Script();
        }
    }
}
```

This is the code and yes it looks like you are right.
