Subject: Re: Message script bug?
Posted by Genesis2001 on Tue, 20 Jan 2009 17:53:19 GMT
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cAmpa wrote on Tue, 20 January 2009 09:10void

```
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.



What's the ScriptRegistrant look like?