
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by [Genesis2001](#) on Sat, 15 Dec 2007 21:25:33 GMT
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```
class zbl_Kamikaze_Suit_Crate : public ScriptImpClass {  
    int Team;  
    void Created(GameObject *obj);  
    void Timer_Expired(GameObject *obj, int number);  
};
```

Thanks to Hex for pointing out that I didn't post my class declaration.

~MathK1LL
