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Subject: Re: Various scripting and modding questions  
Posted by [Jerad2142](#) on Fri, 25 Jan 2008 01:29:49 GMT  
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.mp3 or .wav

```
void TDA_Send_Custom_Zone::Entered(GameObject *obj,GameObject *enter)
{
    if (CheckPlayerType(enter,Get_Int_Parameter("Team_ID")))
        return;
    GameObject *object = Commands->Find_Object(Get_Int_Parameter("ID"));
    int message;
    int param;
    message = Get_Int_Parameter("EnterMessage");
    param = Get_Int_Parameter("EnterParam");
    if (message)
    {
        if (!param)
        {
            param = Commands->Get_ID(enter);
        }
        Commands->Send_Custom_Event(obj,object,message,param,0);
    }
}
```

```
void TDA_Send_Custom_Zone::Exited(GameObject *obj,GameObject *exit)
{
    if (CheckPlayerType(exit,Get_Int_Parameter("Team_ID")))
        return;
    GameObject *object = Commands->Find_Object(Get_Int_Parameter("ID"));
    int message;
    int param;
    message = Get_Int_Parameter("ExitMessage");
    param = Get_Int_Parameter("ExitParam");
    if (message)
    {
        if (!param)
        {
            param = Commands->Get_ID(exit);
        }
        Commands->Send_Custom_Event(obj,object,message,param,0);
    }
}
```

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