Omar007 wrote on Fri, 13 February 2009 11:48Seems to be a very good option

Only one thing... (kinda stupid xD) What do i call to receive the custom??

in the class defintion, add:

void Custom(GameObject *o, int msg, int param, GameObject *s);

where,

GameObject *o -> the game object that the script is attached to.
GameObject *s -> the game object that sent the custom
int msg -> the message that was sent
int param -> the parameter that was sent with 'msg'