
Subject: Re: SSGM Chat Hook
Posted by [jnz](#) on Sat, 21 Jul 2007 17:20:55 GMT
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Reborn wrote on Sat, 21 July 2007 08:56: `GameObject *Donater;`

"Gameobject" is the data type, and "*Donater" is the variable.
[/code]

"GameObject *" is the data type
