reborn wrote on Thu, 12 February 2009 06:18Pretty cool man, nice.
Just a couple of suggestions that might be nice for people...

Make the variables for r,g,b input parameters so people can send different colored messages.
This is helpful for mods where the team colours are different to Red and Yellow, White messages
are boring.
Also, allow the user to choose between a team message and a global message, and a team
sound, or a global sound.

 All I did was clone what Renegade does already, but what Renegade does for only buildings, this
works for anything.

EDIT: Reborn, you can always just use "Get_Team_Color()" :/

unsigned int R, G, B; //might need to be pointers, but unsure - lol
Get_Team_Color(0, &R, &G, &B);