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Subject: Re: Few SSGM questions

Posted by [halo2pac](#) on Fri, 06 Mar 2009 12:53:23 GMT

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"RoShamBo"Quote:

```
virtual void ReceiveSignal(TypedEventPair<bool,int> &signal);
virtual void Soldier_Added(GameObject *obj);
virtual void Export_Tier_1_Data(cPacket &packet);
virtual void Import_Tier_1_Data(cPacket &packet);
virtual void Import_Tier_1_Data(const WOLGameInfo &packet);
virtual void Export_Tier_2_Data(cPacket &packet);
virtual void Import_Tier_2_Data(cPacket &packet);
virtual bool Remember_Inventory();
virtual void Get_Description(WideStringClass &w);
```

All those are virtual and you cannot call them. The rest are not likely to work either. They are to do with single player missions and saves.

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