
Subject: Re: [CODE] cScTextObj class definition
Posted by [iRANian](#) on Fri, 06 Apr 2012 20:18:13 GMT
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There are various uses, see the last example in my OP, another example would be sending a host message to one player only and you can "create" messages that are sent as if a player typed them in, e.g. you can create a public chat message for a player with chat message being "your maps is bad" or whatever you want (same thing as what TMSG does but then for public chat).
