
Subject: Re: [CODE] SCAnnouncement class definition

Posted by [iRANian](#) on Fri, 06 Apr 2012 00:23:20 GMT

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halo2pac wrote on Thu, 05 April 2012 17:00I wonder what else you can do with
Send_Object_Update and NetworkObjectClass

A lot of stuff, like sending cScTextObj to only one player, and creating powerups that can only be
picked up by one player, delete crate objects only for people who have an SBH, sending radio
commands to both teams.
