
Subject: Re: SSGM Chat Hook
Posted by [reborn](#) on Sat, 21 Jul 2007 07:56:19 GMT
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GameObject *Donater;

"GameObject" is the data type, and "*Donater" is the variable.

some other statements for example:

double some_variable name;

int another_variable_name;

etc etc...

This should make more sense to you now, as you are most likely used to seeing int, float, double etc etc, but not really gameobject.