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Subject: Re: SSGM Chat Hook  
Posted by [reborn](#) on Sat, 21 Jul 2007 18:10:09 GMT  
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MathK1LL wrote on Sat, 21 July 2007 13:29: Game Object \* - Data type?  
Donater - variable?

-MathK1LL

In c++ you must declare a variable before using it.

The variable name is whatever you decide to use. So you could say "gameobject  
\*Some\_really\_long\_unhelpful\_name\_that\_doesnt\_really\_help;"  
(actually i think theres a limit to the length of a variable name, but i cant remember what it is)  
A variable is something you can think of as a bucket, and this bucket holds information, or rather,  
data. But it can only hold the type of data you told it to hold when you declared it.  
The type data that you can store in it is defined by the data type.  
Data types are for example: int, float, char, double, short, signed char etc etc, however you will  
see in renegade allot, the data type "gameobject \*".

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