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Subject: Re: Output Text Question

Posted by [reborn](#) on Sun, 04 May 2008 23:23:26 GMT

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```
typedef void (*_Display_Text_Player) (GameObject *obj,int strnum);
typedef void (*_Display_Int_Player) (GameObject *obj,int num,const char *msg);
typedef void (*_Display_Float_Player) (GameObject *obj,float num,const char *msg);
```

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