
Subject: Re: SSGM "FDSMessage" function
Posted by [Xpert](#) on Wed, 08 Apr 2009 05:12:29 GMT
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Works fine for me. Double check again what you have in your ssgm.ini

```
FDSMessage(StrFormat("%ls lost %d veteran  
point(s)",Get_Wide_Player_Name(shooter),GetPoints(Commands->Get_Preset_Name(obj))).c_str(), "_VETERAN");
```

Just my example ;o
