Put this in a chat hook and it will send the enemy's team chat to any players that
Commands->Set_Is_Visible has been used on.

```
if (Type == TEXT_MESSAGE_TEAM) {
 int Team = Get_Player_Team(ID);
 cScTextObj *ChatEvent = 0;
 for (SLNode<SoldierGameObj> *z = GameObjManager::StarGameObjList.Head();z;z =
z->Next()) {
  SoldierGameObj *Soldier = z->Data();
  if (!Soldier->Is_Visible() && Soldier->Get_Player_Type() != Team) {
   if (!ChatEvent) {
    ChatEvent = Send_Client_Text(Msg,TEXT_MESSAGE_TEAM,false,ID,-1,false,false);
   }
   ChatEvent->Set_Object_Dirty_Bits(Get_Player_ID(Soldier),NetworkObjectClass::BIT_CREATI
ON);
  }
 }
}
```

File Attachments
1) Screenshot.182.JPG, downloaded 499 times

wtdragon7

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Time