
Subject: [Resolved] Few SSGM questions
Posted by [halo2pac](#) on Tue, 03 Mar 2009 01:35:21 GMT
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Few questions about functions / hooks.

Under class BaseControllerClass : public NetworkObjectClass {

What is:

```
void Import_Occasional(BitStreamClass &BitStream);  
void Export_Occasional(BitStreamClass &BitStream);  
void Set_Delete_Pending();  
void Delete();
```

Under class cGameData : public Signaler<TypedEventPair<bool,int> > {

```
virtual void ReceiveSignal(TypedEventPair<bool,int> &signal);  
virtual void Soldier_Added(GameObject *obj);  
virtual void Export_Tier_1_Data(cPacket &packet);  
virtual void Import_Tier_1_Data(cPacket &packet);  
virtual void Import_Tier_1_Data(const WOLGameInfo &packet);  
virtual void Export_Tier_2_Data(cPacket &packet);  
virtual void Import_Tier_2_Data(cPacket &packet);  
virtual bool Remember_Inventory();  
virtual void Get_Description(WideStringClass &w);
```

under class cGameDataSkirmish : public cGameData {

```
void Soldier_Added(GameObject *obj);
```

Subject: Re: Few SSGM questions
Posted by [halo2pac](#) on Fri, 06 Mar 2009 12:53:23 GMT
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"RoShamBo"Quote:

```
virtual void ReceiveSignal(TypedEventPair<bool,int> &signal);  
virtual void Soldier_Added(GameObject *obj);  
virtual void Export_Tier_1_Data(cPacket &packet);  
virtual void Import_Tier_1_Data(cPacket &packet);  
virtual void Import_Tier_1_Data(const WOLGameInfo &packet);  
virtual void Export_Tier_2_Data(cPacket &packet);  
virtual void Import_Tier_2_Data(cPacket &packet);  
virtual bool Remember_Inventory();  
virtual void Get_Description(WideStringClass &w);
```

All those are virtual and you cannot call them. The rest are not likely to work either. They are to do

with single player missions and saves.
