

sideChat



Introduced in	
Version:	1.00
Description	
Description:	Sends a text message to the side radio channel.
Syntax	
Syntax:	unit sideChat message
Parameters:	<ul style="list-style-type: none">unit: Object - Unit sending the message.message: String - Text message to send.
Return Value:	Nothing
Alternative Syntax	
Syntax:	[side, sender] sideChat message
Parameters:	<ul style="list-style-type: none">side: Side-2 - Side to which the message is sent.sender: String - Message sender (the label in front of the actual message). Possible strings, and the displayed source are:<ul style="list-style-type: none">"base", "hq", and "papa_bear": "CROSSROAD""airbase": "BASE FIREFLY"The two used callsign strings can be redefined, using a custom <code>stringTable.csv</code>, using <code>STR_CFG_PAPABEAR</code> and <code>STR_CFG_FIREFLYBASE</code>.message: String - Text message to send.
Return Value:	Nothing
Examples	
Examples:	<pre>_soldierOne sideChat "Show this text" PAPABEAR=[West,"HQ"]; PAPABEAR SideChat "Hi there";</pre>
Additional Information	
See also:	globalChat , groupChat , vehicleChat , systemChat
Multiplayer:	As the effect of this command is local, the message only appears on the sender PC. To make it visible on all connected clients, it has to use publicExec .
Problems:	

Notes

