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Subject: page poke system

Posted by [Distrbd21](#) on Thu, 31 May 2012 17:22:55 GMT

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So say I put this on a switch and I set the team to GDI.

What am I missing to only page GDI the msg?

```
void DSG_Poke_PPAGE::Poked(GameObject *obj, GameObject *poker)
{
    if (dopage)
    {
        int x;
        x = Get_Int_Parameter("Team");
        if (CheckPlayerType(poker,x)
            if (_stricmp(Get_Parameter("PPage"),"0") != 0)
            {
                char p[250];
                sprintf(p,"ppage %d %s",Get_Player_ID(poker),Get_Parameter("PPage"));
                Console_Input(p);
            }
        dopage = false;
        Commands->Start_Timer(obj,this,5.0f,150);
        Commands->Enable_HUD_Pokable_Indicator(obj, false);
    }
}
```

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