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);
 }
}
```

Subject: Re: page poke system
Posted by iRANian on Thu, 31 May 2012 17:35:02 GMT
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if (Commands->Get_Object_Type(obj) == 1)

1 = GDI, 0 = Nod

If you're working on a player ID instead of GameObj* you need to use Get_Team(PlayerID).

Subject: Re: page poke system
Posted by Distrbd21 on Tue, 05 Jun 2012 22:06:59 GMT
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OK I redid it, now it only works for that team, but when I poke it as nod, gdi can see the message that is suppose to be my team only.

```
void DSG_Poke_Page::Poked(GameObject *obj,GameObject *poker)
{
 int paraTeam = Get_Int_Parameter("Team");
 if (Get_Player_Type(poker) == paraTeam)
 {
  char ppage[256];
  sprintf(ppage,"%s",Get_Parameter("PPage"));
  Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blu
e"),ppage);
  Commands->Create_2D_WAV_Sound(Get_Parameter("WavSound"));
   }
}
```

Subject: Re: page poke system
Posted by Ethenal on Tue, 05 Jun 2012 22:31:56 GMT
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Send_Message_Team(int team, unsigned int red, unsigned int green, unsigned int blue, const char *msg)

Subject: Re: page poke system
Posted by Distrbd21 on Wed, 06 Jun 2012 00:57:28 GMT
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Ethenal wrote on Tue, 05 June 2012 17:31Send_Message_Team(int team, unsigned int red, unsigned int green, unsigned int blue, const char *msg)

Thanks but I figured it out, someone else helped me in the mean time.

Send_Message_Team(paraTeam, Get_Int_Parameter("red") , Get_Int_Parameter("green") , Get_Int_Parameter("blue"), tpage);