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Subject: I don't get why it don't page the player...  
Posted by [Distrbd21](#) on Wed, 06 Jun 2012 07:44:12 GMT  
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I've looked at the examples witch say to use InputConsole, but the I get an error InputConsole is a nil value.

So I changed it to Console\_Input, and it give's no errors, but it doesn't page me when I don't have enough money, even when I do it still doesn't page me saying I bought it.

```
if Message == "!ram" then
  if (Get_Money(pID) < 700) then
    Console_Input("ppage %d You need 700 credits", pID)
  else
    Set_Money(pID, Get_Money(pID)-700)
    Grant_Powerup(Get_GameObj(pID), "POW_RamjetRifle_Player")
    Console_Input("ppage %d You received a RamjetRifle!", pID)
  end
end
```

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Subject: Re: I don't get why it don't page the player...  
Posted by [robbyke](#) on Wed, 06 Jun 2012 07:47:03 GMT  
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```
try "CMSGP %d 255,0,0 blabla "
```

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Subject: Re: I don't get why it don't page the player...  
Posted by [Distrbd21](#) on Wed, 06 Jun 2012 07:54:33 GMT  
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robbyke wrote on Wed, 06 June 2012 02:47try "CMSGP %d 255,0,0 blabla "

I can get that to work But I want it to page the player.

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Subject: Re: I don't get why it don't page the player...  
Posted by [danpaul88](#) on Wed, 06 Jun 2012 10:10:37 GMT  
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I am fairly certain CMSGP \*is\* a page to a specific player.

CMSG - message to all  
CMSGT - message to team  
CMSGP - page to player

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Subject: Re: I don't get why it don't page the player...  
Posted by [BillieJoe67](#) on Wed, 06 Jun 2012 13:16:59 GMT  
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Do you get the ramjet when you have enough money though?

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Subject: Re: I don't get why it don't page the player...  
Posted by [Distrbd21](#) on Wed, 06 Jun 2012 16:52:41 GMT  
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I tried msgp.

I do get the ram if I have them money.

The point is I want n00bs to know what there getting and not say hey why did you get that and I didn't.

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Subject: Re: I don't get why it don't page the player...  
Posted by [Xpert](#) on Wed, 06 Jun 2012 20:48:13 GMT  
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What's pID set to.

If you're getting the Ramjet Rifle, then obviously there's something wrong with pID.

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Subject: Re: I don't get why it don't page the player...  
Posted by [BillieJoe67](#) on Thu, 07 Jun 2012 14:13:10 GMT  
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```
luatt.lua:  
function InputConsole(...)  
    Console_Input(string.format(unpack(arg)))  
end
```

At the top of your script put:  
dofile("LuaPlugins/LuaTT/LuaTT.lua")

Not sure, but Console\_Input for luatt probably doesn't format the string for you, so either do that first, then put the formatted string into Console\_Input, or include luatt as suggested, then use InputConsole()

Also, use msgp if the client's scripts support it, the blue of page is pretty awful to read on a lot of maps, and a nice green message or whatever stands out more than dark blue.

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