
Subject: [SSGM 4.0 Plugin] Better PPAGE Console Command

Posted by [iRANian](#) on Tue, 26 Jun 2012 17:52:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

This plugin will replace the PPAGE console command with a custom version that'll show a coloured message and play a sound to players running scripts 2.9.2 or higher, or a WOL page if the player is on WOL and not running scripts that support that, otherwise it will do the same old stuff. This is a similar to the custom MSG console command plugin I wrote, although this one doesn't use a hack to remove the 'Host:' crap at the start of Host messages.

You can contact me under the nick 'iRANian' on [renegadeforums.com](#).

To install place 'BetterPPAGEConsoleCommand.dll' inside the root FDS folder and add an entry for it under the [Plugins] section of ssgm.ini, then at the bottom of SSGM.ini add and configure:

[BetterPPAGEConsoleCommand]

PrependText = (Page from DPRKserv): ; the string gets prepended with a white space, e.g. "%s %s", PrependString, Message

SoundFile = m00avis_kiov0037i1gcp1_snd.wav ; an optional WAV file to play when a message appears, keep this empty to not play a sound

RedColour, = 122 ; The red value of the RGB colour to display the message in

GreenColour = 122 ; Green value...

BlueColour = 122 ; I wonder what this is for?

File Attachments

1) [Better PPAGE Console Command SSGM 4.0 Plugin v2.zip](#),
downloaded 265 times

Subject: Re: [SSGM 4.0 Plugin] Better PPAGE Console Command

Posted by [iRANian](#) on Sun, 01 Jul 2012 14:05:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uploaded v2, the plugin will now use a WOL page when a player is on WOL and NOT running custom scripts that supports custom coloured messages.

Subject: Re: [SSGM 4.0 Plugin] Better PPAGE Console Command

Posted by [shaitan](#) on Sun, 01 Jul 2012 19:11:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice work as usual iRaN.
