
Subject: Re: teleport on poke

Posted by [reborn](#) on Wed, 14 Jun 2006 11:00:06 GMT

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buffymaniack wrote on Tue, 13 June 2006 12:37 cheers mate, worked perfectly! any ideas about the PM on poke thingy? Cheers buffymaniack

I had 4 minutes before I had to go to work, so don't blame me if this is crap... but i think it should be fine for what you want...

```
//script
```

```
void reb_msg_poke::Poked(GameObject *obj,GameObject *poker)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(poker,x)
    {
        return;
    }
    if (!Commands->Is_A_Star(poker))
    {
        return;
    }
    char message[1000];
    sprintf(message,"msg %d %s",Get_Player_ID(poker),Get_Parameter("Message"));
    Console_Input(message);
}
```

```
//registrant
```

```
ScriptRegistrant<reb_msg_poke>
reb_msg_poke_Registrant("reb_msg_poke","Player_Type:int,Message:string");
```

```
//for the .h file
```

```
class reb_msg_poke : public ScriptImpClass {
    void Poked(GameObject *obj,GameObject *poker);
};
```
