
Subject: [Code]Custom PPAGE

Posted by [iRANian](#) on Tue, 28 Jun 2011 21:05:43 GMT

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This function will sent custom a specified message (with specified custom colours) and a specified sound that emulates PPAGE, if the player who is being paged doesn't have scripts 2.9 or later installed, it will fallback to using PPAGE. There's also a convenience function with the same name that takes less arguments and has defaults for the custom sound and message colour.

This is about the same code as the ones used in YaRR & OnOeS and it's based off that so credits go to their author(s).

.cpp:

Toggle Spoiler

```
#include "stdlib.h"
#include "stdarg.h"
#include "stdio.h"
#include YOUR_CORRESPONDING_HEADER_FILE
#include "scripts.h"
#include "engine.h"
```

```
float BHS_Versions[128];
```

```
void PPage(int ID, bool use_sound, const char* soundname, const char* rgb_colour, const char*Format, ...)
```

```
{
    if(ID < 1)
    {
        return;
    }
    char buffer[256];
    va_list va;
    _crt_va_start(va, Format);
    vsnprintf(buffer, 256, Format, va);
    va_end(va);

    if (!Get_GameObj(ID))
    {
        return;
    }

    if(BHS_Versions[ID] < 2.9)
    {
        Console("ppage %d %s",ID, buffer);
        return;
    }
}
```

```

else
{
    Console("cmsgp %d %s Host (to %s): %s", ID, rgb_colour, Get_Player_Name_By_ID(ID),
buffer);
}
if (use_sound) //m01evag_dsgn0193a1evag_snd.wav, //Unknown command, please re-iterate
    Console("sndp %d %s", ID, soundname);
}

//Workaround for variable arguments
void PPage(int ID, const char* message, char* soundname, char* rgb_colour )
{
    PPage(ID, true, soundname, rgb_colour, message);
}

void VersionHook(int PlayerID,float Version)
{
    BHS_Versions[PlayerID] = Version;
}

void Console(const char *Format, ...)
{
    char buffer[256];
    va_list va;
    _crt_va_start(va, Format);
    vsnprintf(buffer, 256, Format, va);
    va_end(va);
    Console_Input(buffer);
}
.h:
Toggle Spoilervoid __cdecl PPage(int ID, bool use_sound, const char* soundname, const char*
rgb_colour, const char *Format, ...);
void PPage(int ID, const char* message, char* soundname = "paging_caution_2.wav", char*
rgb_colour = "255,128,64" );

void Console(const char *Format, ...);
void VersionHook(int PlayerID,float Version);

```

And then in your start-up code, add the version hook somewhere, e.g.:

```

void Plugin_Load() {
...
    AddVersionHook(VersionHook);
...
}

```