
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
```
