
Subject: [SSGM 4.0 Plugin] Better PPAGE Console Command
Posted by [iRANian](#) on Tue, 26 Jun 2012 17:52:34 GMT

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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 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 289 times

Subject: Re: [SSGM 4.0 Plugin] Better PPAGE Console Command
Posted by [iRANian](#) on Sun, 01 Jul 2012 14:05:02 GMT

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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

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Nice work as usual iRaN.
