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Subject: [Code] Sending WOL pages without the PAGE console command  
Posted by [iRANian](#) on Wed, 25 Apr 2012 16:43:06 GMT

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Something simple I figured out while trying to find a way to check if a player is on WOL with the FDS. This does the same thing that the PAGE console command does internally. Not sure about any issues. Guess this could be useful to someone..

```
RENEGADE_FUNCTION
```

```
void Page_WOL_User(WideStringClass Name, WideStringClass Message)  
AT2(0x004D5100, 0x004D5100);
```

```
REF_DEF2(WWOnlineInstance, int, 0x0082EEBC, 0x0082EEBC);
```

```
void Page_WOL_User_Wrapper(WideStringClass Name, WideStringClass Message)
```

```
{  
    int pointer = WWOnlineInstance;
```

```
    _asm
```

```
{  
    push Message  
    push Name  
    mov ecx, pointer  
    call Page_WOL_User  
}
```

```
// Page_WOL_User(Name, Message);
```

```
}
```

Use it like:

```
Page_WOL_User_Wrapper("Iran", "sup bro");
```

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