
Subject: Re: page poke system

Posted by [Distrbd21](#) on Tue, 05 Jun 2012 22:06:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK I redid it, now it only works for that team, but when I poke it as nod, gdi can see the message that is suppose to be my team only.

```
void DSG_Poke_Page::Poked(GameObject *obj,GameObject *poker)
{
    int paraTeam = Get_Int_Parameter("Team");
    if (Get_Player_Type(poker) == paraTeam)
    {
        char ppage[256];
        sprintf(ppage,"%s",Get_Parameter("PPage"));
        Send_Message(Get_Int_Parameter("Red"),Get_Int_Parameter("Green"),Get_Int_Parameter("Blue"),ppage);
        Commands->Create_2D_WAV_Sound(Get_Parameter("WavSound"));
    }
}
```
