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

```cpp
#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;
 }
```

```cpp
 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.:

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

Subject: Re: [Code]Custom PPAGE
Posted by sla.ro(master) on Tue, 28 Jun 2011 21:39:08 GMT
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i use this PPage function on Lua but similar codded, it creates a table where stores info about player's scripts versions and checks if player has scripts when the function is called and does the action. nice to see it and on C++

edit: based on YARR? my script is based on YALB (who is similar to YARR)

Subject: Re: [Code]Custom PPAGE
Posted by iRANian on Tue, 28 Jun 2011 22:58:43 GMT
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Yeah.

Subject: Re: [Code]Custom PPAGE
Posted by danpaul88 on Wed, 29 Jun 2011 10:37:16 GMT
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BRenBot does the same (if enabled in config), sending cmsgs when a players scripts.dll version supports it and a standard page otherwise.

Subject: Re: [Code]Custom PPAGE
Posted by iRANian on Wed, 29 Jun 2011 19:31:08 GMT
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It's a pity SSGM doesn't use it, though. :/ It's really annoying to get paged with the dark blue message and the paging sound when it's just random bot/regulator stuff like getting a vehicle bound to you.