
Subject: Re: scripts.dll 2.2 is underway
Posted by [z310](#) on Fri, 02 Sep 2005 02:38:41 GMT
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pvtschlag wrote on Thu, 01 September 2005 22:37 Can you add support for host messages as part of the ChatHook? Or maybe add a seperate hook for it? Also, it would be nice if you had hooks for player joins and quits.

Thanks.

What he said... o_o
