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Subject: Re: scripts.dll 2.2 is underway

Posted by [Cat998](#) on Fri, 02 Sep 2005 03:17:47 GMT

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pvtschlag wrote on Fri, 02 September 2005 04:37: Can you add support for host messages as part of the ChatHook? Or maybe add a separate hook for it? Also, it would be nice if you had hooks for player joins and quits.

Thanks.

Yes, I need this too.

Hooks for joins, leaves, pings to the server and host messages.

Get\_Player\_Ping, Get\_Player\_KBPS and Get\_Player\_Time would be

also great, or just a command for getting the playerinfo

Btw. I think you are doing a great job jonwil, optimizing

Renegade.

UESCat998

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