
Subject: Re: delay on pm script on join
Posted by [sycar](#) on Fri, 07 Jul 2006 23:06:54 GMT
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ok tried a different approach... on join the client gets sent a pm with the word !join. Of course this doesnt show up on the clients screen.

ive then used the hosthook to send a welcome message to the user when it detects that !join has been said but the hosthook isnt working.

Any ideas why

buffymaniack

```
void Host_Hook(int PlayerID,int Type,const char *Message) {
if (Type == 2)
{
if (stricmp(Message,"!join") == 0)
{
char message[1000];
sprintf(message,"page %d %s",PlayerID,"Welcome Message");
Console_Input(message);
}
}
}
```