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,"ppage %d %s",PlayerID,"Welcome Message");
   Console_Input(message);
  }

 }
}
```