
Subject: Re: Get Client's BHS / Scripts Version
Posted by [jnz](#) on Sun, 08 Feb 2009 21:07:33 GMT
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```
void VersionHook(int PlayerID, float Version)
{
    printf("%S's version is: %.1f\n", Get_Wide_Player_Name_By_ID(PlayerID), Version);
}
```

```
AddVersionHook(VersionHook); //not a real hook, but whatever
```