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Subject: Re: [Script] Hooks.dll  
Posted by [jnz](#) on Fri, 27 Feb 2009 12:31:28 GMT  
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halo2pac wrote on Fri, 27 February 2009 01:29: Can you  
StringClass tmp;  
RequestSerial(ID, tmp);

In the Loading\_Hook?

also if the loader is in a ban list, can u disconnect him before he joins?

You can request a player's serial wherever you want, but it will only call the hook when a player's client sends it, and it only sends it when it's requested. Also be careful, there is a bug in server.exe. The loading hook is called twice, with the boolean toggled. Just do a check on it to make sure it is 0 before sending the request. The loading hook isn't called for the player join, so don't expect to get the serial when they join.

A pre-join hook that is block-able will be available. I think there's 3 options:

"The game is full"

"Version mismatch"

"You are banned from this channel"

The user sees this message as they try to join.

I won't be putting any sort of functionality in Hooks.dll, the actual banning is up to you to implement.

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