
Subject: Re: Get Client's BHS / Scripts Version
Posted by [Hex](#) on Sun, 16 Jan 2011 18:42:17 GMT
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This is what I do, first you need to load the function, if you are using SSGM you can do it in plugin_load() afaik

```
void plugin_load()
{
    AddVersionHook(VersionHook);
    memset((void *)BHS_Versions, 0, 128*sizeof(float));
}
```

```
float Functions::BHS_Versions[128];
```

```
void Functions::VersionHook(int PlayerID,float Version)
{
    BHS_Versions[PlayerID] = Version;
}
```

when the player joins you get the version store it to use

version id

```
p->BHS = Functions::BHS_Versions[ID];
Functions::BHS_Versions[ID] = 0;
```

Original code from Dan (jnz) afaik
