The connection acceptance filter runs before a player really joins. You can use it to detect when a client is joining the game. RequestSerial and SerialHook became obsolete. Radio hook is implemented as far as I know, as is a chat hook.

So the things remaining are:
- OnDamage
- OnPing (what does this do exactly?)
- OnSuicide
- OnDownloadStart
- direct connect (I still have no idea how this should be done properly without hooking wolapi, which may be a lot of work.)

The on body damage thing cannot be done; the server does not have that information.

I think these are low priority though; we will focus on fixing bugs first.