Subject: delay on pm script on join
Posted by sycar on Fri, 07 Jul 2006 11:20:44 GMT

ok so ive coded a welcome message to be pm'd to the users whey they join, by using the join hook. The script runs fine and the pm shows up in the clients logs but is not actually displayed in game. Is there a way of delaying this script so the client is fully loaded before it oms.

thanks buffymaniack

Subject: Re: delay on pm script on join
Posted by sycar on Fri, 07 Jul 2006 23:06:54 GMT

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);
  }

 }
}
```