
Subject: Get Client's BHS / Scripts Version
Posted by [a000clown](#) on Sun, 08 Feb 2009 21:02:15 GMT
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Anyone know how to find the bhs.dll/scripts.dll version of a player ingame? I've searched through the SSGM source but could only find things relating to the server's version instead of the client.

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: %.1fn", Get_Wide_Player_Name_By_ID(PlayerID), Version);
}
```

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

Subject: Re: Get Client's BHS / Scripts Version
Posted by [a000clown](#) on Sun, 08 Feb 2009 21:46:12 GMT
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Thanks
I saw ur nick in the online users list and hoped you would answer haha

Subject: Re: Get Client's BHS / Scripts Version
Posted by [jnz](#) on Sun, 08 Feb 2009 22:22:38 GMT
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heh

Subject: Re: Get Client's BHS / Scripts Version
Posted by [_SSnipe_](#) on Mon, 09 Feb 2009 07:11:52 GMT
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Clown wrote on Sun, 08 February 2009 13:46Thanks
I saw ur nick in the online users list and hoped you would answer haha
Roshambo and saberhawk are like the best people to ask anything renegade later
(coding/modding/etc)
reborn as well and some others i cant remember

Subject: Re: Get Client's BHS / Scripts Version
Posted by [mr£ÄŞÄ-z](#) on Mon, 09 Feb 2009 16:32:52 GMT
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You forgot Danpaul88 and Sir_Kane

Subject: Re: Get Client's BHS / Scripts Version
Posted by [reborn](#) on Mon, 09 Feb 2009 16:49:58 GMT
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There are lots of people note worthy, however SSnipe is right. SaberHawk and Roshambo are the most approachable and friendly. StealthEye is another excellent example of a helpful and friendly individual.

Subject: Re: Get Client's BHS / Scripts Version
Posted by [ErrorR](#) on Mon, 09 Feb 2009 16:53:13 GMT
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madrackz wrote on Mon, 09 February 2009 18:32Sir_Kane
ur always talking about him

Subject: Re: Get Client's BHS / Scripts Version
Posted by [mr£ÄŞÄ-z](#) on Mon, 09 Feb 2009 17:16:14 GMT
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What ? are you stupid ?

Subject: Re: Get Client's BHS / Scripts Version
Posted by [dr3w2](#) on Mon, 09 Feb 2009 17:23:57 GMT
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pfft saberhawk sucks and doesn't know or help with anything

Subject: Re: Get Client's BHS / Scripts Version
Posted by [ErroR](#) on Mon, 09 Feb 2009 17:25:12 GMT
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no, what did i say

Subject: Re: Get Client's BHS / Scripts Version
Posted by [cAmpa](#) on Mon, 09 Feb 2009 17:36:45 GMT
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ErroR wrote on Mon, 09 February 2009 17:53madrackz wrote on Mon, 09 February 2009
18:32Sir_Kane
ur always talking about him

His secret hero tbh.

Subject: Re: Get Client's BHS / Scripts Version
Posted by [mrÅ£Å\\$Ä-z](#) on Mon, 09 Feb 2009 17:44:30 GMT
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Show me that i always talk about him,

Quote:pfft saberhawk sucks and doesn't know or help with anything Big Grin Big Grin

Shaders *Sniff*

Subject: Re: Get Client's BHS / Scripts Version
Posted by [ErroR](#) on Mon, 09 Feb 2009 17:50:16 GMT
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i see only you say his name

Subject: Re: Get Client's BHS / Scripts Version
Posted by [mrÅ£Å\\$Ä-z](#) on Mon, 09 Feb 2009 17:53:44 GMT
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Subject: Re: Get Client's BHS / Scripts Version
Posted by [Genesis2001](#) on Mon, 09 Feb 2009 20:08:59 GMT
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madrackz wrote on Mon, 09 February 2009 10:44Quote:pfft saberhawk sucks and doesn't know or help with anything Big Grin Big Grin

Shaders *Sniff*

Subject: Re: Get Client's BHS / Scripts Version
Posted by [dr3w2](#) on Mon, 09 Feb 2009 21:07:18 GMT
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Zack wrote on Mon, 09 February 2009 14:08madrackz wrote on Mon, 09 February 2009 10:44Quote:pfft saberhawk sucks and doesn't know or help with anything Big Grin Big Grin

Shaders *Sniff*

saberhawk will understand my comment

Subject: Re: Get Client's BHS / Scripts Version
Posted by [mr£Ä\\$Ä-z](#) on Mon, 09 Feb 2009 21:10:14 GMT
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He will burn down your House and eat your Bones

Subject: Re: Get Client's BHS / Scripts Version
Posted by [snazy2000](#) on Tue, 11 Jan 2011 18:43:31 GMT
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Sorry for bumping this topic but thought it was pointless creating new one :/
Anyways I've done everything i can do try and get this to work but i just don't understand what i'm doing wrong :S i added the version hook and the AddVersionhook into the void SSGM_Secondary_Load() but when a player joins it doesn't get the version :S do i need to do anything anywhere else ?? please help :S

Subject: Re: Get Client's BHS / Scripts Version
Posted by [halo2pac](#) on Thu, 13 Jan 2011 23:29:15 GMT
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You need to show code.

Subject: Re: Get Client's BHS / Scripts Version
Posted by [snazy2000](#) on Fri, 14 Jan 2011 11:46:14 GMT
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its the code at the top lol that jnz posted lol :/
Quote:void VersionHook(int PlayerID, float Version)
{
 printf("%S's version is: %.1fn", Get_Wide_Player_Name_By_ID(PlayerID), Version);
}

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

Subject: Re: Get Client's BHS / Scripts Version
Posted by [Omar007](#) on Fri, 14 Jan 2011 11:53:59 GMT
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snazy2000 wrote on Fri, 14 January 2011 12:46its the code at the top lol that jnz posted lol :/
Quote:void VersionHook(int PlayerID, float Version)
{
 printf("%S's version is: %.1fn", Get_Wide_Player_Name_By_ID(PlayerID), Version);
}

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

That should actually say it all...

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

Subject: Re: Get Client's BHS / Scripts Version
Posted by [snazy2000](#) on Sun, 16 Jan 2011 19:59:58 GMT
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Thats what i do but i cant get it to work ./ when the player joins the server the hook doesnt get called?? prob summin stupid but ya lol its exactly the same as what Hex has done ./

Subject: Re: Get Client's BHS / Scripts Version
Posted by [Omar007](#) on Sun, 16 Jan 2011 23:06:54 GMT
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Don't you need the Hooks.dll from JNZ aswell then?

Subject: Re: Get Client's BHS / Scripts Version
Posted by [snazy2000](#) on Mon, 17 Jan 2011 07:19:25 GMT
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i dont think so but i have that already part of my source

Subject: Re: Get Client's BHS / Scripts Version
Posted by [jnz](#) on Mon, 17 Jan 2011 18:08:53 GMT
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I may very well be my hooks.dll blocking the chat message. Have you taken a look to see if the chat message is being blocked when a player joins?

If so, allowing it through will fix your problem and the version hook will be called.

Subject: Re: Get Client's BHS / Scripts Version
Posted by [snazy2000](#) on Mon, 17 Jan 2011 20:03:14 GMT
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Edit:: Maby i didnt fix it ./ I fixed another hook that i had in there but the version one still dont wna work ./
