Subject: Re: scripts.dll 2.5 is in progress
Posted by jonwil on Mon, 13 Mar 2006 01:07:57 GMT
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WOL page hook is not going to happen.
The hard part with player leave hook is making sure you detect all the leave events (such as if the client was to loose network connectivity all of a sudden and not send any events to the server). I would like to do it but only if it can be done such that it catches all events.