
Subject: Re: scripts.dll requests

Posted by [jonwil](#) on Thu, 08 Jun 2006 04:10:26 GMT

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Get_BHS_Version, already considered and rejected.

There is the nice BHS version hook you can use instead.

PlayerLeftHook I want to do once I can figure out how to handle all cases of players leaving (e.g. unplugging a network cable etc)

Vertical_Distance, the problem with that is that one would need to do all the math manually (since there is no easy way to tell from the engine code)

All_Objects_Within_Distance, I dont particularly want an array for this but there are other options I can consider to do the same thing.

Get_Serial_Hash, I dont know how to pull that from the server yet but I will consider it if I can figure out how.
