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Subject: Re: scripts.dll 3.0

Posted by [StealthEye](#) on Sun, 20 Aug 2006 23:31:21 GMT

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Quote:so we know when poeple leave

Yup, I gave him a hint, as HTT-Bird requested it from me, lol. Just hope jonwil thinks the location is good enough to hook...

Why ppl want it? probably to clean up things nicely, stop watching a player. For example I keep an extra player list keeping track of ingame user levels, this should be cleaned up when the player left and updated when a player joins... I used to hook the console output and parse it but a hook for it will be much nicer

Building destroy hook could be done by just attaching a script to the building object I guess... I don't see a reason to add a hook for it.

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