## Subject: SSGM+TT?
Posted by =HT=T-Bird on Tue, 01 Jul 2008 14:00:54 GMT

1) How is SSGM going to change to accommodate TT?

2) Some hooks just aren't going to be exposed as TT.dll APIs (because TT.dll runs on both client and server).  Would it be possible to include an "extra" hooks DLL with SSGM that contains server-side-only hooks for console commands, console input (yes, both hooks are useful in different circumstances so they should both be included), and think as well as either exposing an enhanced chathook or enhancing the existing (TT.dll) chathook so that PPAGE/teamchat destinations can be obtained?


Also, how about an engine call to distinguish between the two times the Scripts.dll is loaded?