
Subject: Re: Information Gathering
Posted by [reborn](#) on Sun, 22 Aug 2010 21:06:15 GMT
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I was referring to hooking the clients connection, not the server's. However, you're right, that would only work for XWIS clients.

I suppose you could hook the client chat, and have the server send this information on player join?

What you really want to do is actually possible, as I have inquired about this too, but I am not sure how.
