Subject: Re: Get Client's BHS / Scripts Version
Posted by snazy2000 on Tue, 11 Jan 2011 18:43:31 GMT

Sorry for bumping this topic but thought it was pointless creating new one :/
Anyways I've done everything i can do try and get this to work but i just don't understand what i'm doing wrong :S i added the version hook and the AddVersionhook into the void SSGM_Secondary_Load() but when a player joins it doesn't get the version :S do i need to do anything anywhere else ?? please help :S