
Subject: Re: Get Client's BHS / Scripts Version
Posted by [Omar007](#) on Fri, 14 Jan 2011 11:53:59 GMT
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snazy2000 wrote on Fri, 14 January 2011 12:46its the code at the top lol that jnz posted lol :/

Quote:void VersionHook(int PlayerID, float Version)
{
 printf("%S's version is: %.1f\n", Get_Wide_Player_Name_By_ID(PlayerID), Version);
}

AddVersionHook(VersionHook); //not a real hook, but whatever

That should actually say it all...
