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Subject: Re: Hooking

Posted by [StealthEye](#) on Fri, 09 Sep 2011 13:28:22 GMT

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The SSGM plugin interface (see example plugin) basically contains all hooks that are available. You should use that instead of the Add...Hook functions, because contrary to what the name suggests, they support only a single hook, and SSGM is already using it. Calling the Add...Hook functions will often break SSGM or plugin functionality.

If there is any hook you think would be useful, let us know, so that we can implement it.

As for addConnectionAcceptanceFilter, best look at ConnectionAcceptanceFilter.h and BanSystem.cpp. A connection acceptance filter is basically used to check whether a user can join or not, and makes it possible to do some relatively time consuming background checking asynchronously without stalling the server and causing lag for all players ingame. This allows for "nice" banning of the player, instead of the join-and-kick behavior that was used before TT.

The ban system currently handles serial validation, and waits for the serial to be fetched before allowing the player to join. For example, this may be useful to implement route-based/"localnode" banning nicely without the join-and-kick behavior.

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