
Subject: chat hook logic in scripts.dll 2.1.2
Posted by [jonwil](#) on Sun, 08 May 2005 15:57:59 GMT
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I keep getting people asking me how to use the new chat hook logic in scripts.dll 2.1.2 but I just dont have the time to do up an example

Is there any C/C++ people out there who can help by doing up an example for me?

Subject: chat hook logic in scripts.dll 2.1.2
Posted by [laeubi](#) on Sun, 08 May 2005 17:31:00 GMT
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I'm not very good at C... sorry :-\

Subject: chat hook logic in scripts.dll 2.1.2
Posted by [Cat998](#) on Sun, 08 May 2005 17:41:02 GMT
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I know there is any1 that knows howto

bhs.txt :

Quote:

There is also a hook that lets custom scripts.dll mods (e.g. server-side mods) get access to all f2/f3 chat that passes through the server.

You create a function of the form

```
void Chat_Hook(int PlayerID,int Type,const char *Message)
```

Then you pass the function to AddChatHook (defined in engine.h)

Then, the function gets called everytime f2/f3 chat passes through the server.

PlayerID is the player ID of the player that sent the chat.

Type is 1 for team mesasge and 0 for everyone message.

Message is the message itself. If you need to save the message data for later use, copy the string, dont save the pointer passed into your chat hook function, copy the data somewhere else.

You can only have one chat hook function registered at any one time. Also, if you want to have no chat hook at all registered, pass NULL to AddChatHook.

This works on the server regardless of if clients have bhs.dll

This functionality is quite useful if you want to make new !xxx commands, especially since you can use the player ID to verify that the person using the command is authorized to use it. It also means you can do all the things that you would otherwise need new console commands to do.
