
Subject: [FIXED] Refill Hook Not working
Posted by [halo2pac](#) on Sun, 18 Sep 2011 07:36:34 GMT
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For some reason the
bool H2PGunGame::OnRefill(GameObject *purchaser)

does not do anything... I have tried returning false... but it doesnt work. This is the stock function with the plugin example so everything is initialized and declared.

any ideas?

Subject: Re: Refill Hook Not working
Posted by [halo2pac](#) on Tue, 20 Sep 2011 23:20:39 GMT
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bump

Subject: Re: Refill Hook Not working
Posted by [StealthEye](#) on Wed, 21 Sep 2011 00:09:44 GMT
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Did you register the hook? I've had a quick look at the code and see nothing wrong with it.

Subject: Re: Refill Hook Not working
Posted by [Gen_Blacky](#) on Wed, 21 Sep 2011 08:20:57 GMT
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same thing here the refill hook doesn't trigger.

Subject: Re: Refill Hook Not working
Posted by [jonwil](#) on Wed, 21 Sep 2011 12:11:03 GMT
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Can someone with the refill hook problem post their entire code so I can check it?

Subject: Re: Refill Hook Not working
Posted by [Gen_Blacky](#) on Wed, 21 Sep 2011 15:59:41 GMT
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AddRefillHook(RefillHook);

was never added to SSGMGameManager::Init so that's why it wasn't working.

Subject: Re: Refill Hook Not working

Posted by [halo2pac](#) on Thu, 22 Sep 2011 02:09:00 GMT

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Gen_Blacky wrote on Wed, 21 September 2011 11:59AddRefillHook(RefillHook);

was never added to SSGMGameManager::Init so that's why it wasn't working.

well theres our problem

I'm guessing this will be fixed next release?

Subject: Re: Refill Hook Not working

Posted by [jonwil](#) on Thu, 22 Sep 2011 03:16:49 GMT

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Yes it will be fixed in the next build.
