
Subject: Re: Get Client's BHS / Scripts Version
Posted by [snazy2000](#) on Fri, 14 Jan 2011 11:46:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

its 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
