

# List of events

List of events you can listen to in your plugins.

<b><u>Event name</u></b>	<b><u>Passed arguments</u></b>	<b><u>Description</u></b>
playerJoined	string \$guid: Guid of the player who just joined	Gets triggered, when a new player joins the server
playerJoinTeam	string \$guid: Guid of the player who joined the team int \$oldteam: Previous team of the player	Gets triggered, when a player joins a team
playerJoinSquad	string \$guid: Guid of the player who joined the squad int \$oldsquad: Previous squad of the player	Gets triggered, when a player joins a squad
playerQuit	string \$guid: Guid of the player who just quit	Gets triggered, when a player leaves the server
playerSay	string \$guid: Guid of the player who said something string \$msg: The message the player said bool \$executed: Wether the message was executed as a command	Gets triggered, when a player says something in the chat
nextMap	array \$dvars: Current active server dvars	Gets triggered on a map change / map restart
serverRestart	void	Gets triggered on a server restart
roundover	int \$team: winning team	Gets triggered when a round is over
punkBuster	string \$line: Punkbuster logline	Gets triggered on new punkbuster log entries
playerWin	string \$guid: Guid of the player	Gets triggered on win
playerLoss	string \$guid: Guid of the player	Gets triggered on loss
playerTie	string \$guid: Guid of the player	Gets triggered on tie
playerExecutedCommand	string \$guid: Guid of the player who executed the command string \$command: Command which got executed array \$parameters: Command arguments	Gets triggered on command execution
parseConfig	void	Gets triggered after all configs are parsed
adminAdded	string \$guid: guid of the player who got added as admin array &\$admins: Reference to the admins array	Gets triggered, when a player gets added to a admin group
rconYell	string \$msg: Messages which gets yelled	Gets triggered before a player gets yelled at

playerTeamChange	<pre>string \$guid: Guid of the player who changed team int \$oldteam: Teamnumber of the old team</pre>	Gets triggered, when a player changes teams
playerSquadChange	<pre>string \$guid: Guid of the player who changed squad int \$oldsquad: Squadnumber of the old squad</pre>	Gets triggered, when a player changes squad
playerKilled	<pre>string \$guid: Guid of the killed player string \$reason: Reason for kill string \$killer: Guid of the killer</pre>	Gets triggered, when a player gets killed due to adminaction
playerKicked	<pre>string \$guid: Guid of the kicked player string \$reason: Reason for kick string \$kicker: Guid of the kicker</pre>	Gets triggered, when a player gets kicked due to adminaction

WIP

unedited list:

Code

adminAdded  
BFHLWeaponNotFound  
everyTime  
gsmStarted  
ipBanAdded  
logAction  
mapEnd  
nextMap  
parseConfig  
playerWin  
playerLoss  
playerTie  
playerActorsDamageGiven  
playerBanned  
playerDamageGiven  
playerDamageTaken  
playerDeath  
playerExecutedCommand  
playerIPUpdated  
playerJoined  
playerJoinSquad  
playerJoinTeam  
playerKicked  
playerKill  
playerKilled  
playerMoved  
playerNameChange  
playerPbUpdated  
playerPIDChange  
playerQuit  
playerSay  
playerSelfDamage  
playerSelfKill  
playerSquadChange  
playerTeamActorsDamageGiven  
playerTeamChange  
playerTeamDamageGiven  
playerTeamDamageTaken  
playerTeamDeath  
playerTeamKill  
playerTeamVehicleDamageGiven  
playerTempBanned  
playerVehicleDamageGiven  
punkBuster  
rconSay  
rconYell  
roundover  
serverRestart

Alles anzeigen