

# 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<br>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<br>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<br>string \$msg: The message the player said<br>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<br>string \$command: Command which got executed<br>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<br>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