List of events

List of events you can listen to in your plugins.

Event name	Passed arguments	Description
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`	`string $guid`: Guid of the player who changed team `int $oldteam`: Teamnumber of the old team	Gets triggered, when a player changes teams
`playerSquadChange`	`string $guid`: Guid of the player who changed squad `int $oldsquad`: Squadnumber of the old squad	Gets triggered, when a player changes squad
`playerKilled`	`string $guid`: Guid of the killed player `string $reason`: Reason for kill `string $killer`: Guid of the killer	Gets triggered, when a player gets killed due to adminaction
`playerKicked`	`string $guid`: Guid of the kicked player `string $reason`: Reason for kick `string $kicker`: Guid of the kicker	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