

Events/Hooks

The server communicates with the controller through callbacks/events. Some of the more important events are preprocessed by EvoSC to make them easier to use. All those events called "Hooks" will be listed below.

Registering a Hook

To bind a method to an EvoSC-Hook or TM-Event, you simply call

```
Hook::add('NameOfHookOrEvent', [FullyQualifiedClassName, 'methodName']);
```

inside the start method of the module.

You can always create a hook for the methods listed in <https://github.com/maniaplanet/script-xmlrpc/blob/master/XMLRpcListing.md#callbacks>

Hooks

| Name | Passed arguments | Description |
|----------------------|--|---|
| PlayerConnect | Player \$player | Called when a player spawns in the server |
| PlayerDisconnect | Player \$player | Called when a player leaves the server |
| PlayerFinish | Player \$player, int \$timeInMilliseconds, string \$checkpointsCommaSeparated | Called when a player finishes or resets, then the time is 0 |
| PlayerCheckpoint | Player \$player, int \$timeInMilliseconds, int \$checkpointNumber, bool \$isFinish | Called when a player passes a checkpoint |
| PlayerStartCountdown | Player \$player | Called when the 3-2-1-countdown starts for a player |
| PlayerPb | Player \$player, int \$timeInMilliseconds | Called when player drives a new personal best |
| BeginMatch | - | Called when the countdown/match starts |
| EndMatch | - | Called when the match ended |

| | | |
|---------------------|--|---|
| BeginMap | Map \$map | Called when a map starts and when EvoSC boots |
| EndMap | Map \$map | Called when a map ends |
| MatchSettingsLoaded | string \$matchSettingsFile | Called when a match-settings is loaded |
| AddedTimeChanged | int \$addedSeconds | Called when the timelimit was in/decreased |
| MapPoolUpdated | - | Called when the maplist changed |
| MatchTrackerUpdated | Collection \$scores | Called when scores affecting the match changed (player finished with better time, got points, etc...) |
| MapQueueUpdated | Collection \$mapsInQueue | Called when a map was added/removed to/from the jukebox |
| WarmUpStart | - | Called when the warmup phase starts |
| WarmUpEnd | - | Called when the warmup phase ends |
| AnnounceWinner | Player \$winner | Called on match end, when the winner is decided |
| ShowScores | Collection \$allPlayersThatParticipatedInMatch | Called when the end result is displayed after the match ended |
| GroupChanged | Player \$player | Called when the group of a player was changed |

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