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 ther end result is displayed after the match ended
GroupChanged	**Player** $player	Called when the group of a player was changed

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