McPhone | Advanced Phone System

List of functions hooks and usefull information for developers

- Hook List
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Hook List

Here you can find list of hooks and Information about them. More general information about hook usage you can find **here.**

McPhone.Hook.CallStart

Server McPhone.Hook.CallStart(**Player** caller, **Player** receiver)

Description

Called when player (caller) starts calling a player (receiver)

Arguments

1. **Player caller |** Player, who started the call
2. **Player receiver |** Player, who received the call

McPhone.Hook.UnsuccessCall

Server McPhone.Hook.UnsuccessCall(**Player** caller, **string** number)

Description

Called when player (caller) starts unsuccessful phone call

Arguments

1. **Player caller |** Player, who started the call
2. **string numbe |** Number, which player tried to reach

McPhone.Hook.ExtraNumberCalled

> **Server** McPhone.Hook.ExtraNumberCalled(**Player** caller, **table** number)

Description

Called when player (caller) calls scripted phone number

Arguments

1. **Player caller |** Player, who started the call
2. **table number | ExtraNumber** data

McPhone.Hook.OnCallEnd

> **Server** McPhone.Hook.CallStoped(**Player** ply1, **Player** ply2)

Description

Called when player (ply1) interrupts phone call with another player (ply2)

Arguments

1. **Player ply1 |** Player, who stopped the call
2. **Player ply2 |** Player, who was on call

McPhone.Hook.Accept

Server McPhone.Hook.Accept(**Player** receiver, **Player** caller)

Description

Called when player (receiver) accept call from player (caller)

Arguments

1. **Player receiver |** Player, who accepted the call
2. **Player caller |** Player, who calle

McPhone.Hook.SendSMS

> **Server** McPhone.Hook.SendSMS(**Player** sender, **Player** receiver, **string** message)

Description

Called when player (sender) sent an sms message to player (receiver)

Arguments

1. **Player receiver |** Player, who sent the sms
2. **Player caller |** Player, who received the sms
3. **string message |** Message text

McPhone.Hook.SendMail

> **Server** McPhone.Hook.SendMail(**Player** sender, **string** topic, **string** message)

Description

Called when player (sender) sends an email

Arguments

1. **Player sender |** Player, who sent the email
2. **string topic |** Email topic
3. **string message |** Message text

McPhone.Hook.OnPhoneDropped

Server McPhone.Hook.OnPhoneDropped(**Player** ply, **Entity** phone)

Description

Called when player drops his phone

Arguments

1. **Player ply |** Player, who dropped his phone
2. **Entity phone |** Phone entity, that was created

McPhone.Hook.OnPhonePicked

Server McPhone.Hook.OnPhonePicked(**Player** ply, **Entity** phone)

Description

Called when player picked up a phone entity

Arguments

1. **Player ply |** Player, who picked up the phone entity
2. **Entity phone |** Phone entity, that was picked up

McPhone.Hook.BlockPhone

Shared McPhone.Hook.BlockPhone(**Player** ply)

Description

Server side | **C**alled before player starts any phone call

Client side | **C**alled every frame. Automatically closes phone, if hook returns true

Arguments

1. **Player ply** | Player, who wants to use a phone

Returns

1. **boolean** | block phone from usage by a player

ExtraNumber Data

Description

Used to create a scriptable phone number

Parameters

delay [number]

Length of call in seconds. Also a delay before running linked function.

icon [table] or [string]

Sets icon to be used inside contact list. You can set string, containing path to the materia directly, without using table, if you don't need icon to ignore button highlight.

Table parameters - **[string** path to the material, **boolean** ignore icon highlight**]**

giphy.gif

Image not found or type unknown

nicename [string]

Name to display inside contact list

addtocontacts [boolean]

Add this number to contact list or not. If set to false, this number can be called only manually and can't be saved by player inside the contact list.

sound [table]

Sound to play when number called.

Table parameters - **[string** path to the sound or url, **boolean** use url playback instead of local assets**]**

func [string]

Index to find function inside ExtraNumbersFunc table. This function automatically runs on call end. If call was interrupted by player this function will be ignored. If this function returns true value, phone will be closed on call end. Function calls client side.

delay_func [string]

Index to find function inside ExtraNumbersFunc table. This function automatically runs on call start. If this function returns true value, number will be unavailable. Function calls server side with **Player caller** argument.

Scripted phone numbers

This page is under **development**!

For now you can see some examples of scripted numbers **inside lua\mc_phone\sh_init.lua** file.

Also **this page** can help you too.