

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 | Called before player starts any phone call

Client side | Called 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

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