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

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