

# McPhone | Developer guide

List of functions hooks and usefull information for developers

- [Hook List](#)
- [ExtraNumber Data](#)
- [Scripted phone numbers](#)

# 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

# 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

### **nickname** [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.