Posted by Whitedragon on Fri, 06 Jul 2007 00:08:27 GMT
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=HT=T-Bird wrote on Thu, 05 July 2007 20:04Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird
1) Is there a good reason why plugins are not allowed to have their own purchase hooks?  Or is that just an omission on WhiteDragon's part?

You can make purchase hooks. There just isn't an example of one.

Well, not without stomping on what other plugins might do with them.

You can have multiple purchase hooks. Unlike the player join, player leave, console output, chat, and host chat hooks which only allow one hook. That's why they were implemented in plugins like they are.