

ListCallbacks in Trackmania Forever

Quick

Available callbacks

- Trackmania.**PlayerConnect**(string Login, bool IsSpectator);
- TrackMania.**PlayerDisconnect**(string Login);
- TrackMania.**PlayerChat**(int PlayerUid, string Login, string Text, bool IsRegisteredCmd);
- TrackMania.**PlayerManialinkPageAnswer**(int PlayerUid, string Login, int Answer);

Difference with previous TM: this is not called if the player doesn't answer, and thus '0' is also a valid answer.

- TrackMania.**Echo**(string Internal, string Public);
- TrackMania.**ServerStart**();
- TrackMania.**ServerStop**();

```
struct SChallengeInfo {  
    string Uid;  
    string Name;  
    string FileName;  
    string Author;  
    string Environnement;  
    string Mood;  
    int BronzeTime;  
    int SilverTime;  
    int GoldTime;  
    int AuthorTime;  
    int CopperPrice;  
    bool LapRace;  
    int NbLaps;  
    int NbCheckpoints;  
}
```

- TrackMania.**EndRace**(SPlayerRanking Rankings[], SChallengeInfo Challenge);

```
struct SPlayerRanking {  
    string Login;  
    string NickName;  
    int PlayerId  
  
    int Rank;  
    int BestTime;  
    int[] BestCheckpoints;  
    int Score;  
    int NbrLapsFinished;  
    double LadderScore;  
}
```

- TrackMania.**BeginChallenge**(SChallengeInfo Challenge, bool WarmUp, bool MatchContinuation);
- TrackMania.**EndChallenge**(SPlayerRanking Rankings[], SChallengeInfo Challenge, bool WasWarmUp, bool MatchContinuesOnNextChallenge, bool RestartChallenge);
- TrackMania.**BeginRound**();
- TrackMania.**EndRound**();
- TrackMania.**StatusChanged**(int StatusCode, string StatusName);

- TrackMania.**PlayerCheckpoint**(int PlayerUid, string Login, int TimeOrScore, int CurLap, int CheckpointIndex);
- TrackMania.**PlayerFinish**(int PlayerUid, string Login, int TimeOrScore);
- TrackMania.**PlayerIncoherence**(int PlayerUid, string Login);
- TrackMania.**BillUpdated**(int BillId, int State, string StateName, int TransactionId);
- TrackMania.**TunnelDataReceived**(int PlayerUid, string Login, base64 Data);
- TrackMania.**ChallengeListModified**(int CurChallengeIndex, int NextChallengeIndex, bool IsListModified);
- TrackMania.**PlayerInfoChanged**(SPlayerInfo PlayerInfo);

```
struct SPlayerInfo {
    string Login;
    string NickName;
    int PlayerId;
    int TeamId;
    int SpectatorStatus;
    int LadderRanking;
    int Flags;
}
```

- TrackMania.**ManualFlowControlTransition**(string Transition);
- TrackMania.**VoteUpdated**(string StateName, string Login, string CmdName, string CmdParam);

StateName values: NewVote, VoteCancelled, VotePassed or VoteFailed