

---

Subject: Re: Hooking

Posted by [halo2pac](#) on Sat, 10 Sep 2011 01:17:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

```
HMODULE hooks = LoadLibrary("hooks.dll");
LoadHook(hooks, (void **)&RequestSerial, "RequestSerial");
LoadHook(hooks, (void **)&AddSerialHook, "AddSerialHook");
LoadHook(hooks, (void **)&AddLoadingEHook, "AddLoadingEHook");
LoadHook(hooks, (void **)&AddDamageHook, "AddDamageHook");
LoadHook(hooks, (void **)&AddChatEHook, "AddChatHook");
LoadHook(hooks, (void **)&AddPingHook, "AddPingHook");
LoadHook(hooks, (void **)&AddSuicideHook, "AddSuicideHook");
LoadHook(hooks, (void **)&AddRadioHook, "AddRadioHook");
```

"As far as I know you can hook keys much like in previous versions of SSGM."

Its flakey, and doesnt hook most keys at all.. just things defined in keys.cfg. , and keys.cfg is a pain in the ass to deal with server and client wise.

"What's the purpose of the ersource download hook? When would it trigger?"

it would trigger the moment a player starts downloading the server's resources. if I am not mistaken this is before the player even joins... As it would be nice to see who is lagged behind waiting for there download to finish.

Daniel had some other hooks that were awesome, such as a player joined the channel and is debating joining the game. I will try to find his private source that I have to see what they were.

"How did you detect DC in SSGM 2?"

It was a combination of the player loading game event.. if there was only one event, it was a direct connect.

Also onbodydamage would be nice, as thne old headshot code was messed up and we couldnt detect shots properly.

---