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Subject: Re: Dragonade 1.3

Posted by [iRANian](#) on Sat, 13 Jul 2013 09:55:22 GMT

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Ah, I see that's pretty cool. Found the code that overwrites the function pointer for the `ScriptsCommand::Enable_Stealth()` function, saw you overwriting the RNG functions with a Mersenne twister RNG, but for some reason didn't think you'd overwrite the `Enable_Stealth()` function.

I see you're doing some interesting things to hook vehicle flip kills. Are you initializing the hooks outside of the hook DLL's `DLLMain` entry point? Because the CRT seems to be calling the function used to install the hooks and another function that appears to be grabbing the network handler location or value from the FDS, instead of the `DLLMain` entry point calling that function. Same with the hooks shutdown function.

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