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Subject: [CODE] Vehicle enter hook

Posted by [iRANian](#) on Sun, 01 Jul 2012 08:22:43 GMT

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This hook hooks two functions, TransitionInstanceClass::Start() and TransitionInstanceClass::End(). I based this off Hex' hook from his OnOeS regulator bot. This one is a lot hackier so you should check if it doesn't have any issues, I haven't checked if this hook breaks ladder or anything. The Start() function teleports the player into the "thing" he transitions into, like a ladder or vehicle, so the hook needs to teleport him back to his old position in the End() hook if you don't want a guy to enter a vehicle.

```
Hook *TransitionInstanceClass_End = new Hook;
Matrix3D OldTransform;
```

```
bool Vehicle_Enter_Hook(SoldierGameObj *Soldier, ReferencerClass Vehicle)
{
    Console_Output("Soldier = %s, Vehicle = %s\n",
        Commands->Get_Preset_Name(Soldier), Commands->Get_Preset_Name(Vehicle));

    return true;
}
```

```
void _stdcall TransitionInstanceClass_Glue(SoldierGameObj *Sender)
{
    VehicleGameObj *Vehicle;
    _asm { mov Vehicle, ecx}

    if (Vehicle_Enter_Hook(Sender, Vehicle) == true)
    {
        _asm
        {
            mov ecx, Vehicle
            push Sender
            mov eax, 0x0067AB20 // call VehicleGameObj::Add_Occupant()
            call eax
        }
    }
    else // If false is returned we need to teleport the player to his old position
    { // or he will be teleported inside the vehicle
        Set_Transform(Sender, OldTransform);
    }
}
```

```
Hook *TransitionInstanceClass_Patch = new Hook;
```

```
void _stdcall TransitionInstanceClassPatch(Matrix3D &Transform)
{
```

```
PhysicalGameObj *Sender;
_asm{ mov Sender, ecx };
OldTransform = Get_Transform(Sender->As_ScriptableGameObj());
Set_Transform(Sender->As_ScriptableGameObj(), Transform);
}
/* add the following to the hook installation function: */

TransitionInstanceClass_End->Install("\xE8', 0x006D47C8, (int)&TransitionInstanceClass_Glue,
");
TransitionInstanceClass_Patch->Install("\xE8', 0x006D45A3, (int)&TransitionInstanceClassPatch,
");

/* end installation function shit */
```

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