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Subject: Re: Dragonade 1.3

Posted by [iRANian](#) on Mon, 15 Jul 2013 14:28:10 GMT

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I'm interested in how you're hooking vehicle flips but I know I won't do anything with that information, I saw some code a year or so back which hooks it but I couldn't understand it.

Can you send me a PM on this forums if you're interested in explaining to me how it works? I won't share the info if you don't want me to.

Is there any interest to replace SSGM with the latest Dragonade? Considering it's superior to SSGM in many ways.

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