Please follow instalation instructions carefuly.

I've created a simple dll that contains some of the hooks that I've used.

Simply create 2 new files in your project and add the following code.

"Hooks.h"
Toggle Spoiler


```
typedef void (*_SerialHook)(int, const char *);
typedef void (*_LoadingEHook)(int, bool);
typedef bool (*_DamageHook)(int, int, int, float, unsigned int);
typedef bool (*_ChatEHook)(int, int, WideStringClass &, int);
typedef void (*_PingHook)(int, int);
typedef bool (*_SuicideHook)(int);
typedef bool (*_RadioHook)(int, int, int, int, int);

typedef void (*_AddSerialHook)(_SerialHook);
typedef void (*_AddLoadingEHook)(_LoadingEHook);
typedef void (*_AddDamageHook)(_DamageHook);
typedef void (*_AddChatEHook)(_ChatEHook);
typedef void (*_AddPingHook)(_PingHook);
typedef void (*_AddSuicideHook)(_SuicideHook);
typedef void (*_AddRadioHook)(_RadioHook);

typedef void (*_RequestSerial)(int, StringClass &);

extern _RequestSerial RequestSerial;

extern _AddSerialHook AddSerialHook;
extern _AddLoadingEHook AddLoadingEHook;
extern _AddDamageHook AddDamageHook;
extern _AddChatEHook AddChatEHook;
extern _AddPingHook AddPingHook;
extern _AddSuicideHook AddSuicideHook;
extern _AddRadioHook AddRadioHook;

void Load_Hooks();
```

"Hooks.cpp"
Toggle Spoiler

```cpp
#include "Windows.h"
#include "stdio.h"
#include "scripts.h"
#include "engine.h"
#include "Hooks.h"

_RequestSerial RequestSerial = 0;
_AddSerialHook AddSerialHook = 0;
_AddLoadingEHook AddLoadingEHook = 0;
_AddDamageHook AddDamageHook = 0;
_AddChatEHook AddChatEHook = 0;
_AddPingHook AddPingHook = 0;
_AddSuicideHook AddSuicideHook = 0;
_AddRadioHook AddRadioHook = 0;

inline void LoadHook(HMODULE dll, void **hook, const char *name)
{
 *hook = (void *)GetProcAddress(dll, name);
 if(!*hook)
 {
  printf("Error loading \"%s\"", name);
  *hook = 0;
 }
}

void Load_Hooks()
{
 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");
}
```

Make sure you call

Load_Hooks();

Make sure you load the file attached into the server before you call Load_Hooks.
If you use SSGM, just load it as a plugin in the 01 slot.

Here is a sample SSGM plugin "plugin.cpp" file that uses this:

Toggle Spoiler

```
/* Renegade Scripts.dll
 Example Plugin Code
 Copyright 2007 Whitedragon(MDB), Jonathan Wilson

 This file is part of the Renegade scripts.dll
 The Renegade scripts.dll is free software; you can redistribute it and/or modify it under
 the terms of the GNU General Public License as published by the Free
 Software Foundation; either version 2, or (at your option) any later
 version. See the file COPYING for more details.
 In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any
closed source module that does not contain code covered by this licence.
 Only the source code to the module(s) containing the licenced code has to be released.
*/

/*  This is designed to serve as both an example on how to make a plugin and to give users the
basic framework of a plugin.
    The plugin is simple: it creates an object creation hook and attaches the script
"Plugin_Example_Script" to all objects.
 The script prints out a message whenever an object is created or destroyed.
 There are also examples of the new format for bhs.dll hooks.
*/

#include "scripts.h"
#include <windows.h>
#include "engine.h"
#include "gmmain.h"
#include "plugin.h"
#include "Hooks.h"


void Serial_Hook(int ID, const char *Serial)
{
```

```cpp
  printf("[Serial] %d - %s\n", ID, Serial);
}

void Loading_Hook(int PlayerID, bool IsInGame)
{
 printf("[Load] %d %s\n", PlayerID, IsInGame ? "True" : "False");
}

bool Damage_Hook(int PlayerID, int Damager, int Target, float Damage, unsigned int Warhead)
{
 printf("[Damage] %d %d %d %f %u\n", PlayerID, Damager, Target, Damage, Warhead);
 return 1;
}

bool Chat_Hook(int PlayerID, int Type, WideStringClass &Message, int Target)
{
 printf("[Chat] %d %d %S %d\n", PlayerID, Type, (const wchar_t *)Message, Target);
 return 1;
}

void Ping_Hook(int PlayerID, int PingID)
{
 printf("[Ping] %d %d\n", PlayerID, PingID);
}

bool Suicide_Hook(int PlayerID)
{
 printf("[Suicide] %d\n", PlayerID);
 return 1;
}

bool Radio_Hook(int Team, int PlayerID, int a, int RadioID, int b)
{
 printf("[Radio] %d %d %d %d %d\n", Team, PlayerID, a, RadioID, b);
 return 1;
}

void Plugin_Load()
{
 Load_Hooks();

 AddSerialHook(Serial_Hook);
 AddLoadingEHook(Loading_Hook);
 AddDamageHook(Damage_Hook);
 AddChatEHook(Chat_Hook);
 AddPingHook(Ping_Hook);
 AddSuicideHook(Suicide_Hook);
 AddRadioHook(Radio_Hook);
```

```
}

void Plugin_Unload()
{

}

extern "C" {
DLLEXPORT void SSGM_Player_Join_Hook(int ID, const char *Nick)
{
 StringClass tmp;
 RequestSerial(ID, tmp);
}
}
```

Some of the hook functions allow you to return a bool. For example, the chat hook. If you return 0 you BLOCK the message. With the chat hook, you can also change the message.

```
bool Chat_Hook(int PlayerID, int Type, WideStringClass &Message, int Target)
{
 Message.Format("Hello world!"); //now everyone will always say "Hello world!"
 return 1;
}
```

All of these hooks are compatable with RR, scripts and BIATCH as far as I know. If not, give me a shout.

Updated download.

File Attachments
1) Hooks.dll, downloaded 335 times

Subject: Re: [Script] Hooks.dll
Posted by Genesis2001 on Sun, 01 Feb 2009 17:12:30 GMT
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Subject: Re: [Script] Hooks.dll
Posted by cAmpa on Sun, 01 Feb 2009 17:31:27 GMT
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Great release, Good work man!

Subject: Re: [Script] Hooks.dll
Posted by halo2pac on Sun, 01 Feb 2009 21:38:22 GMT
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HOLY SEXINESS!

Subject: Re: [Script] Hooks.dll
Posted by Omar007 on Sun, 01 Feb 2009 21:42:27 GMT
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NICE!!

Subject: Re: [Script] Hooks.dll
Posted by YazooGang on Mon, 02 Feb 2009 00:12:50 GMT
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What does this do?

Subject: Re: [Script] Hooks.dll
Posted by Caveman on Mon, 02 Feb 2009 00:29:13 GMT
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Well if you dont know what it does then you're most likely not going to have a use for it.

Subject: Re: [Script] Hooks.dll
Posted by _SSnipe_ on Mon, 02 Feb 2009 00:31:39 GMT

Caveman wrote on Sun, 01 February 2009 16:29Well if you dont know what it does then you're most likely not going to have a use for it.
True but im also wondering, I have a idea but Id like to know aswell

---

Subject: Re: [Script] Hooks.dll
Posted by raven on Mon, 02 Feb 2009 01:22:14 GMT

Wow, this is awesome. Thanks RoShamBo

Subject: Re: [Script] Hooks.dll
Posted by Ethenal on Mon, 02 Feb 2009 04:43:34 GMT

Very nice release.

Subject: Re: [Script] Hooks.dll
Posted by _SSnipe_ on Mon, 02 Feb 2009 04:53:42 GMT

wat does it do

Subject: Re: [Script] Hooks.dll
Posted by raven on Mon, 02 Feb 2009 04:55:29 GMT

Caveman wrote on Sun, 01 February 2009 18:29Well if you dont know what it does then you're most likely not going to have a use for it.

Subject: Re: [Script] Hooks.dll
Posted by _SSnipe_ on Mon, 02 Feb 2009 05:03:24 GMT

raven wrote on Sun, 01 February 2009 20:55Caveman wrote on Sun, 01 February 2009 18:29Well if you dont know what it does then you're most likely not going to have a use for it.

Don't give a fuck Im curious about what it is nothings wrong with that I just want an answer.....damn....

does a chat hook show the serial and etc or something?

Subject: Re: [Script] Hooks.dll
Posted by jnz on Mon, 02 Feb 2009 07:08:10 GMT
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I do plan to add Main_Think_Loop hook, Renlog hook, BHS_Renlog_Hook, Bio Hook (players joining game), BIATCH hook, Pre-Join hook (map loading) and start button hook (players in the start screen).

The Bio hook may or may not be included because it's difficult to get BIATCH to like it.

Subject: Re: [Script] Hooks.dll
Posted by Genesis2001 on Mon, 02 Feb 2009 14:08:42 GMT
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RoShamBo wrote on Mon, 02 February 2009 00:08I do plan to add Main_Think_Loop hook, Renlog hook, BHS_Renlog_Hook, Bio Hook (players joining game), BIATCH hook, Pre-Join hook (map loading) and start button hook (players in the start screen).

The Bio hook may or may not be included because it's difficult to get BIATCH to like it.

I know reborn would love you for the renlog hook

Subject: Re: [Script] Hooks.dll
Posted by CarrierII on Mon, 02 Feb 2009 20:22:31 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Mon, 02 February 2009 05:03raven wrote on Sun, 01 February 2009 20:55Caveman wrote on Sun, 01 February 2009 18:29Well if you dont know what it does then you're most likely not going to have a use for it.

Don't give a fuck Im curious about what it is nothings wrong with that I just want an answer.....damn....

does a chat hook show the serial and etc or something?

No, this is for script writers. It lets them hook on to events within the game easily.

You could use the chat hook for a (better) language filter) for example.

Subject: Re: [Script] Hooks.dll
Posted by Gen_Blacky on Mon, 02 Feb 2009 20:25:51 GMT
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Wow this is awesome.

Subject: Re: [Script] Hooks.dll
Posted by Omar007 on Mon, 02 Feb 2009 21:23:01 GMT
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Can't this be added to scripts 4.0???

Subject: Re: [Script] Hooks.dll
Posted by cAmpa on Mon, 02 Feb 2009 21:41:12 GMT
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A good idea, the scripts chathook for example is a little bit limited.

Subject: Re: [Script] Hooks.dll
Posted by raven on Tue, 03 Feb 2009 06:40:57 GMT
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Quote:Hooks
This application has failed to start because the application configuration is incorrect. Reinstalling the application may fix this problem.

It loads fine on my desktop, but when I try to use it on my server, it gives me this error. I've talked with others and some get the same problem

---

Subject: Re: [Script] Hooks.dll
Posted by saberhawk on Tue, 03 Feb 2009 06:54:14 GMT
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cAmpa wrote on Mon, 02 February 2009 16:41A good idea, the scripts chathook for example is a little bit limited.

In 3.4.4 maybe. Not so much in 4.0.

Subject: Re: [Script] Hooks.dll
Posted by jnz on Tue, 03 Feb 2009 07:30:38 GMT

heh MVS was trying to sneak it's own crap into it. This should work.

File Attachments
1) Hooks.dll, downloaded 244 times

Subject: Re: [Script] Hooks.dll
Posted by raven on Tue, 03 Feb 2009 07:50:42 GMT

Worked beautifully. Thanks again =D

Subject: Re: [Script] Hooks.dll
Posted by Genesis2001 on Tue, 03 Feb 2009 18:02:19 GMT

RoShamBo wrote on Tue, 03 February 2009 00:30heh MVS was trying to sneak it's own crap into it. This should work.

I'll try when I get home. Thanks!

Subject: Re: [Script] Hooks.dll
Posted by halo2pac on Fri, 27 Feb 2009 01:29:15 GMT

Can you
 StringClass tmp;
 RequestSerial(ID, tmp);

In the Loading_Hook?

also if the loader is in a ban list, can u disconnect him before he joins?

Subject: Re: [Script] Hooks.dll
Posted by raven on Fri, 27 Feb 2009 11:47:52 GMT

You'd need a connect/preconnect hook to do the second part.. perhaps something to be included in a future release?

Subject: Re: [Script] Hooks.dll
Posted by jnz on Fri, 27 Feb 2009 12:31:28 GMT
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halo2pac wrote on Fri, 27 February 2009 01:29Can you
 StringClass tmp;
 RequestSerial(ID, tmp);

In the Loading_Hook?

also if the loader is in a ban list, can u disconnect him before he joins?

You can request a player's serial wherever you want, but it will only call the hook when a player's client sends it, and it only sends it when it's requested. Also be careful, there is a bug in server.exe. The loading hook is called twice, with the boolian toggled. Just do a check on it to make sure it is 0 before sending the request. The loading hook isn't called for the player join, so don't expect to get the serial when they join.

A pre-join hook that is block-able will be avaliable. I think there's 3 options:
"The game is full"
"Version missmatch"
"You are banned from this channel"
The user sees this message as they try to join.

I wont be putting any sort of functionality in Hooks.dll, the actuall banning is up to you to impliment.

Subject: Re: [Script] Hooks.dll
Posted by halo2pac on Fri, 27 Feb 2009 18:32:23 GMT
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Is it also possible took hook their scripts version while they load?

And is it possible to make a custom hook:
Like if extra data is sent along with the client...
like i send like ...
"CMD_VAR 0111"

Could you hook that?

Subject: Re: [Script] Hooks.dll
Posted by jnz on Fri, 27 Feb 2009 18:36:28 GMT
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halo2pac wrote on Fri, 27 February 2009 18:32Is it also possible took hook their scripts version while they load?

And is it possible to make a custom hook:
Like if extra data is sent along with the client...
like i send like ...
"CMD_VAR 0111"

Could you hook that?

Sure, but as I said before, the loaded hook isn't called for the first load.

It's possible, but i'm definetly not implimenting it. Also pointless.

Subject: Re: [Script] Hooks.dll
Posted by sla.ro(master) on Sat, 23 Apr 2011 07:04:24 GMT
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i included hooks.dll into my scripts.dll and Version Hook Call not work, if i remove hooks.dll from being loaded, version call works.

how to fix that?

btw.. i use a Lua SSGM and worked before i added hooks.dll

Subject: Re: [Script] Hooks.dll
Posted by jnz on Sat, 23 Apr 2011 07:36:35 GMT
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Make sure your code is not blocking the chat hook when a player joins, or when ever you requesting them to send the serial.

Subject: Re: [Script] Hooks.dll
Posted by sla.ro(master) on Sat, 23 Apr 2011 07:38:13 GMT
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jnz wrote on Sat, 23 April 2011 10:36Make sure your code is not blocking the chat hook when a player joins, or when ever you requesting them to send the serial.

chat hooks blocks version, lol, i fixed it by removing add chat hook.