Subject: Hooking
Posted by halo2pac on Fri, 09 Sep 2011 03:49:49 GMT

Besides what is provided in the default ssgm plugin, what other things are able to be hooked?

I see things such as AddKeyHook, addConnectionAcceptanceFilter,
from dllmain.cpp... Are there others such as hooking when the client is downloading resources?

and can someone explain how to use addConnectionAcceptanceFilter?