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Subject: Re: Hooking

Posted by [iRANian](#) on Sun, 18 Sep 2011 14:34:14 GMT

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Could a suicide hook like the one from jnz' Hooks.dll be added? Also would it be possible to allow kill messages to be disabled server-side? I know there's a client-side option in tt.ini. Could logic be added to only disable the vehicle flip kill logic on flying vehicles? At the moment this logic in tt.ini is applied to all vehicles.

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