Subject: Re: Function Hooking

Posted by jonwil on Wed, 24 Dec 2014 21:42:45 GMT

View Forum Message <> Reply to Message

If you want to hook Commands->Find\_Object, just read the address out of that variable (the "original" Find\_Object) then replace it with the address of your new function.

Your new funxtion would then call the stock function through the pointer you saved ealier.

р