
Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin]
PrivateChatHookPlugin
Posted by [Neijwiert](#) on Wed, 18 Oct 2017 14:41:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some information when you are running a custom Scripts.dll for either Stock or Dragonade:

You will need to manually enter the address in ssgm.ini/da.ini for the ChatHookEventVectorAddress variable.

How do I get this address if I don't have any knowledge about reverse engineering:

- Stock

Add these lines anywhere in SSGMGameManager::Init

```
DWORD_PTR moduleBase = reinterpret_cast<DWORD_PTR>(GetModuleHandleW(NULL));  
DWORD_PTR registeredEventsEventChatHookCountOffset =  
reinterpret_cast<DWORD_PTR>(&(RegisteredEvents[EVENT_CHAT_HOOK])) - moduleBase;  
Console_Output("Chat Event Hook Address: %d\n",  
static_cast<int>(registeredEventsEventChatHookCountOffset));
```

- Dragonade

Add these lines anywhere in DAEEventManager::Init

```
DWORD_PTR moduleBase = reinterpret_cast<DWORD_PTR>(GetModuleHandleW(NULL));  
DWORD_PTR registeredEventsEventChatHookCountOffset =  
reinterpret_cast<DWORD_PTR>(&(Events[DAEvent::CHAT])) - moduleBase;  
Console_Output("Chat Event Hook Address: %d\n",  
static_cast<int>(registeredEventsEventChatHookCountOffset));
```

Whatever it outputs put it in ssgm.ini/da.ini at ChatHookEventVectorAddress

Now last step: If you're running an older version than TT 4.3 (so not including 4.3) and you're NOT running Dragonade set VanillaHasPrivateChatCheck=1 in ssgm.ini

Redownload latest file, I fixed an issue with it not using the address specified in ssgm.ini/da.ini
