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Subject: Third party suicide hook crashes with beta 5  
Posted by [iRANian](#) on Tue, 26 Jun 2012 18:38:08 GMT  
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I've been using a suicide hook from the OnOeS bot released by Hex for a plugin (Suicide5MinWait), it works just fine with beta 4 but with beta 5 it crashes (even if I change the hook to just print something to the console):

```
Hook *Suicide = new Hook;
```

```
void __cdecl Suicide_Hook(int PlayerID)
{
    Console_Output("test\n");
}
```

```
void __declspec(naked) Suicide_Glue()
{
    __asm
    {
        mov eax, [edi+6B4h];
        push eax;
        call Suicide_Hook;
        add esp, 4;
        pop edi;
        pop ecx;
        retn;
    }
}
```

```
Suicide5MinWait::Suicide5MinWait()
{
    RegisterEvent(EVENT_LOAD_LEVEL_HOOK,this);
    RegisterEvent(EVENT_PLAYER_LEAVE_HOOK,this);

    Suicide->Install("\xE9', 0x004BA144, (int)&Suicide_Glue, "");
}
```

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Subject: Re: Third party suicide hook crashes with beta 5  
Posted by [Whitedragon](#) on Tue, 26 Jun 2012 21:25:51 GMT  
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Mine still works fine.

```
void __declspec(naked) Suicide_Hook() {
    __asm {
```

```
mov eax, [ecx+6B4h]
push eax
call DAEEventManager::Suicide_Event
add esp, 4
ret
}
}
```

```
void InitEngineDA() {
  DAMemoryPatcher::Install_Jump_Hook(0x004BA140,Suicide_Hook); //Hook cSuicideEvent::Act
}
```

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Subject: Re: Third party suicide hook crashes with beta 5  
Posted by [iRANian](#) on Tue, 26 Jun 2012 21:51:18 GMT  
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Thanks a bunch

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