
Subject: Blockable change team hook
Posted by [iRANian](#) on Tue, 26 Jun 2012 18:57:12 GMT
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Could a blockable team change hook be added?

Subject: Re: Blockable change team hook
Posted by [StealthEye](#) on Thu, 28 Jun 2012 09:30:41 GMT
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TT hooks the event at 0x004B4910, you can hook that place yourself and call the TT hook function iff you don't want it to be blocked.

It's not too hard to make a proper hook for it though, so I'll add it to the TODO.

Subject: Re: Blockable change team hook
Posted by [iRANian](#) on Thu, 28 Jun 2012 09:42:09 GMT
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I guess I could try that out, I've never modified a hook like that so it sounds challenging.

Subject: Re: Blockable change team hook
Posted by [iRANian](#) on Thu, 28 Jun 2012 12:34:00 GMT
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Done, took me a bit to figure the displacement out. ./

Doesn't trigger on TEAM2 and TEAM but you can just replace them (and have them call the original console commands):

```
Hook *TeamChangeHook = new Hook;
int TTHookAddress = 0;

bool __cdecl ChangeTeamHook(int ID)
{
    Console_Output("playerid = %d\n", ID);
    return true;
}

void _declspec(naked) TeamChangeHook_Glue()
{
    __asm
    {
```

```
mov edi, ecx
push [edi+6B4h]
call ChangeTeamHook
add esp, 4;
mov ecx, edi
```

```
test al, al
jz BlockTeamChange
```

```
mov edi, TTHookAddress
jmp edi
```

BlockTeamChange:

```
    retn
}
```

Toys::Toys()

```
{
char OpCodeBuffer[5];
Hooking::ReadMemory(0x004B4910, OpCodeBuffer, 5); // 0x004B4910 is where the JMP opcode
(E9) starts, next 4 are the displacement/relative address
```

```
int Displacement;
memcpy(&Displacement, OpCodeBuffer+1, sizeof(OpCodeBuffer)); // OpCodeBuffer+1 or we'll
also read the JMP opcode
```

```
TTHookAddress = 0x004B4910 + 5 + Displacement;
Console_Output("displacement = %x, function address = 0x%X\n", Displacement,
TTHookAddress);
```

```
TeamChangeHook->Install("\xE9', 0x004B4910, (int)&TeamChangeHook_Glue, "");
}
```