

# CustomHookPoints - CHP

*EE2 Module*

*Alpha*

# Table of Contents

[Foreword](#)  
[About](#)  
[Installation](#)  
[How to use](#)  
[Un-install](#)  
[To Do](#)

## Foreword

Custom Hook Points (CHP) is a module that allows you to insert a hook into any file in Expression Engine2. This works by reading the file contents and inserting designated code into functions selected by you, the user.

It is important to note that this module is not, in its self a hook. CHP does not create any hooks (pieces of code that run at certain junctures) it just allows you to put hook points at the start of a function in any file.

**I would suggest creating a complete back up of you site before you use this module.**

## About

CHP came about from the need to be able to create custom functionality in the existing ExpressionEngine2 core code (im talking core controller files with no hooks defined), however I realised that in order to do so I would need to continuously edit core EE2 code.

I wanted to use hooks as they allowed me to store the bulk of my custom code in separate files - this proved a problem, i still had to manually go to the core files and add the custom hook code to the right function etc. This also meant a potentially long list of hooks to keep track of.

The solution was to write this module, it will auto enter hook points in code where you need them, keep track of your hook points, remove your hook points and allow your code to be separated from the main core of EE2.

At present the CHP module allows you to insert a hook point into any function in any file in the / system/expressionengine/ directory.

### Important Notes:

- Hook points are currently only entered at the start of the function you have selected.
- Every file you create a hook in is backed up in the following format:  
original\_file\_name.ext\_date\_time\_BACKUP, for example:  
addons.php\_2012\_03\_19\_10\_00\_00\_BACKUP - this is supposed to allow you to manually recover if needs be.

## Installation

1. Copy the "CustomHookPoints" folder into your root/system/expressionengine/thirdparty/ directory.
2. Login to your admin panel: <http://domain/system>
3. Once Logged in go to Add-Ons > Modules
4. Find the Custom Hook Points row and click "install"
5. Job Done.

## How to use

Once Installed go your modules page and click on the CHP module, you will now be shown a list of custom hook points (if any) that you have already installed.

To add a new hook point click on the "Add Hook Point" button on the right hand side (above the list of hooks) and use the following steps:

1. Enter a hook name - this must be unique and have no spaces, example: custom\_hook.  
This should be name that you will call in your hook.
2. Select a file to add the hook to from the list provided.
3. Select a function from the new drop down list that has appeared.
4. Hit the "create" button.
5. Your hook is now created.

To remove a hook Open the CHP main page and click delete against the hook you wish to remove.

Note this will delete the hook from the file but not restore the original file.

## Un-install

To un-install go to your Modules screen and click "Remove". This will delete all custom hook points that you have created but will not remove the code from the associated files.

## To Do

This module is currently in development. This is a list of items that are planned for future releases:

1. Auto Detect Hook Point Status - this is for when upgrading. The module will scan existing hook point locations and give a status update (Good/Bad) this feature will be switchable to allow you to turn it off (i can foresee it using a load of resources). This i am hoping will be good for when you have upgraded EE2 and will give you the option to Auto restore all your affected hook points.

2. Manual Detect Hook Point Status - same as above but will be a menu item in the main hook point table allowing you to check the status one hook at a time.
3. Restore Previous Backup - Restore option in the main hook point table will allow you to select all previous backups of the file the hook is in to restore the file to (not quite sure how to tally this up with the database though).
4. Mass Delete/Restore All - Main hook point table options to select multiple hook points and either delete or restore them.
5. Any other items brought to my attention. (bugs, feature requests etc)