

AddDebugHook

This function allows tracing of NRP functions and events. It should only be used when debugging scripts as it may degrade script performance.

Debug hooks are not recursive, so functions and events triggered inside the hook callback will not be traced.

Syntax

```
bool addDebugHook ( string hookType, function callbackFunction [, table nameList ] )
```

Required Arguments

- **hookType:** The type of hook to add. This can be:
 - preEvent
 - postEvent
 - preFunction
 - postFunction
- preEventFunction
- postEventFunction
- **callbackFunction:** The function to call
 - Returning the string "skip" from the callback function will cause the original function/event to be skipped

Optional Arguments

- **nameList:** Table of strings for restricting which functions and events the hook will be triggered on
 - addDebugHook and removeDebugHook will only be hooked if they are specified in the name list

Returns

Returns *true* if the hook was successfully added, or *false* otherwise.

Callback parameters

```
string preFunction( resource sourceResource, string functionName, bool isAllowedByACL, string luaFilename, int luaLineNumber,
...functionArguments )
    postFunction( resource sourceResource, string functionName, bool isAllowedByACL, string luaFilename, int luaLineNumber
, ...functionArguments )
string preEvent( resource sourceResource, string eventName, element eventSource, element eventClient, string luaFilename, int
luaLineNumber, ...eventArguments )
    postEvent( resource sourceResource, string eventName, element eventSource, element eventClient, string luaFilename, in
t luaLineNumber, ...eventArguments )

string preEventFunction ( resource eventResource, string eventName, element eventSource, element eventClient, string eventFil
ename, int eventLineNumber, resource functionResource, string functionFilename, int functionLineNumber, ...eventArgs )
    postEventFunction ( resource eventResource, string eventName, element eventSource, element eventClient, string eventFi
lename, int eventLineNumber, resource functionResource, string functionFilename, int functionLineNumber, ...eventArgs )
```