

Hook	Implementation in Core
A <code>hook_access(\$op, \$node, \$account)</code> Define access restrictions.	modules/poll/poll.module
B <code>hook_block(\$op = 'list', \$delta = 0, \$edit = array())</code> Declare a block or set of blocks.	modules/comment/comment.module
C <code>hook_boot()</code> Perform setup tasks. See also, hook_init.	N/A
C <code>hook_comment(\$a1, \$op)</code> Act on comments.	modules/user/user.module
C <code>hook_cron()</code> Perform periodic actions.	modules/search/search.module
D <code>hook_db_rewrite_sql(\$query, \$primary_table, \$primary_field, \$args)</code> Rewrite database queries, usually for access control.	modules/node/node.module
D <code>hook_delete(&\$node)</code> Respond to node deletion.	modules/poll/poll.module
D <code>hook_disable()</code> Perform necessary actions before module is disabled.	N/A
E <code>hook_elements()</code> Allows modules to declare their own form element types and specify their default values.	modules/system/system.module
E <code>hook_enable()</code> Perform necessary actions after module is enabled.	modules/menu/menu.module
E <code>hook_exit(\$destination = NULL)</code> Perform cleanup tasks.	modules/statistics/statistics.module
F <code>hook_file_download(\$file)</code> Allow file downloads.	modules/user/user.module
F <code>hook_filter(\$op, \$delta = 0, \$format = -1, \$text = '')</code> Define content filters.	modules/filter/filter.module
F <code>hook_filter_tips(\$delta, \$format, \$long = false)</code> Provide tips for using filters.	modules/filter/filter.module
F <code>hook_footer(\$main = 0)</code> Insert closing HTML.	N/A
F <code>hook_form(&\$node, &\$param)</code> Display a node editing form.	modules/search/search.module
F <code>hook_forms()</code> Map form_ids to builder functions.	modules/search/search.module
F <code>hook_form_alter(&\$form, \$form_state, \$form_id)</code> Perform alterations before a form is rendered.	modules/locale/locale.module
H <code>hook_help(\$path, \$arg)</code> Provide online user help.	modules/openid/openid.module,
I <code>hook_init()</code> Perform setup tasks. See also, hook_boot.	modules/forum/forum.module
I <code>hook_insert(\$node)</code> Respond to node insertion.	modules/poll/poll.module
I <code>hook_install()</code> Install the current version of the database schema, and any other setup tasks.	N/A
L <code>hook_link(\$type, \$object, \$teaser = FALSE)</code> Define internal Drupal links.	modules/node/node.module
L <code>hook_link_alter(&\$links, \$node)</code> Perform alterations before links on a node are rendered. One popular use of this hook is to add/delete links from other modules.	modules/forum/forum.module
M <code>hook_load(\$node)</code> Load node-type-specific information.	modules/path/path.module
M <code>hook_mail(\$key, &\$message, \$params)</code> Prepare a message based on parameters. See drupal_mail for more.	modules/update/update.module
M <code>hook_mail_alter(&\$message)</code> Alter any aspect of the emails sent by Drupal	N/A
M <code>hook_menu()</code> Define menu items and page callbacks.	modules/path/path.module
M <code>hook_menu_alter(&\$callbacks)</code> Alter the data being saved to the {menu_router} table after hook_menu is invoked.	modules/upload/upload.module
M <code>hook_menu_link_alter(&\$item, \$menu)</code> Alter the data being saved to the {menu_links} table by menu_link_save().	modules/forum/forum.module



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N <code>hook_nodeapi(&\$node, \$op, \$a3 = NULL, \$a4 = NULL)</code> Act on nodes defined by other modules.	modules/path/path.module
<code>hook_node_access_records(\$node)</code> Set permissions for a node to be written to the database.	N/A
<code>hook_node_grants(\$account, \$op)</code> Inform the node access system what permissions the user has.	N/A
<code>hook_node_info()</code> Define module-provided node types.	modules/poll/poll.module modules/blog/blog.module modules/forum/forum.module modules/node/node.admin.inc
<code>hook_node_operations()</code> Add mass node operations.	modules/taxonomy/taxonomy.module
<code>hook_node_type(\$op, \$info)</code> Act on node type changes.	modules/search/search.module
P <code>hook_perm()</code> Define user permissions.	modules/ping/ping.module
<code>hook_ping(\$name = '', \$url = '')</code> Ping another server.	modules/node/node.module
<code>hook_prepare(&\$node)</code> This is a hook used by node modules. It is called after load but before the node is shown on the add/edit form.	N/A
<code>hook_profile_alter(&\$fields, \$account)</code> Perform alterations profile items before they are rendered. You may omit/add/re-sort/re-categorize, etc.	modules/update/update.module
R <code>hook_requirements(\$phase)</code> Check installation requirements and do status reporting.	N/A
S <code>hook_schema()</code> Define the current version of the database schema.	modules/user/user.module
<code>hook_search(\$op = 'search', \$keys = null)</code> Define a custom search routine.	N/A
<code>hook_search_item(\$item)</code> Format a search result.	N/A
<code>hook_search_preprocess(\$text)</code> Preprocess text for the search index.	N/A
<code>hook_submit(&\$node)</code> This is a hook used by node modules. It is called after validation has succeeded and before insert/update. It is used to for actions which must happen only if the node is to be saved.	modules/node/node.module
T <code>hook_taxonomy(\$op, \$type, \$array = NULL)</code> Act on taxonomy changes.	modules/forum/forum.module
<code>hook_theme()</code> Register a module's (or theme's) theme implementations.	modules/search/search.module
U <code>hook_uninstall()</code> Remove any tables or variables that the module sets.	N/A
<code>hook_update(\$node)</code> Respond to node updating.	modules/poll/poll.module
<code>hook_update_index()</code> Update Drupal's full-text index for this module.	modules/node/node.module
<code>hook_update_N()</code> Perform a single update. For each patch which requires a database change add a new hook_update_N() which will be called by update.php.	N/A
<code>hook_user(\$op, &\$edit, &\$account, \$category = NULL)</code> Act on user account actions.	modules/dblog/dblog.module
<code>hook_user_operations()</code> Add mass user operations.	modules/user/user.module
V <code>hook_validate(\$node)</code> Verify a node editing form.	modules/poll/poll.module
<code>hook_view(\$node, \$teaser = FALSE, \$page = FALSE)</code> Display a node.	modules/poll/poll.module
W <code>hook_watchdog(\$log_msg)</code> Log an event message	modules/dblog/dblog.module
X <code>hook_xmlrpc()</code> Register XML-RPC callbacks.	modules/blogapi/blogapi.module

