
Subject: Re: ASM Addresses

Posted by [0x90](#) on Wed, 21 Feb 2007 10:14:41 GMT

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but that are just the exported functions of a dll (in this case the bhs.dll i guess?!)

this is useless if youre looking for engine pointers in a closed-source "exe" file like you will find them in jonwils scripts.dll source. dont have the sources here right now but i think it was
InitEngine()@Engine.c

oh and btw, just to do some smalltalk, instead of using typedefs for all those funcptr calls i wrote myself a small function:

```
pCall(ptraddress, argcount, arguments...)
```

for example: if there was a function in the renegade engine to set some players money at 0x12345678 and it needs two arguments (playerid and moneyamount) you would call it that way:

```
pCall(0x12345678, 2, playerid, moneyamount);
```

of course a typedef is more failsafe/nicer but if you have to call many funcptr's randomly, this is a quick'n'dirty, asm-based solution to do it. the contra: it has of course some (code)overhead.

regards

0x90
