Subject: Reneade EXE editing
Posted by Viking on Wed, 16 Nov 2005 20:09:06 GMT
View Forum Message <> Reply to Message

You could use a hex edator to edit renegade EXE and do whatever and it would be 100% legal!

Just thought I would let that out their.

Subject: Re: Reneade EXE editing
Posted by ben5015se on Wed, 16 Nov 2005 21:58:04 GMT
View Forum Message <> Reply to Message

=/ lol
 use
 reshacker

if you just want to modifie the form
but theres liek 90 forms =/

Subject: Re: Reneade EXE editing
Posted by rm5248 on Wed, 16 Nov 2005 22:34:41 GMT
View Forum Message <> Reply to Message

idjit626 wrote on Wed, 16 November 2005 15:09You could use a hex edator to edit renegade EXE and do whatever and it would be 100% legal!

Just thought I would let that out their.

...

I'm really not sure what to say... Have you actually tried that?

Subject: Re: Reneade EXE editing
Posted by ghostSWT on Thu, 17 Nov 2005 00:09:42 GMT
View Forum Message <> Reply to Message

idjit626 wrote on Wed, 16 November 2005 12:09You could use a hex edator to edit renegade EXE and do whatever and it would be 100% legal!...

I don't get it, what does it have to to with? What are you trying to do? Just WTF?

Subject: Re: Reneade EXE editing
Posted by Chronojam on Thu, 17 Nov 2005 01:47:07 GMT
View Forum Message <> Reply to Message

Ah, DrKillgood strikes again =/

Subject: Re: Reneade EXE editing
Posted by Viking on Sun, 20 Nov 2005 18:24:48 GMT
View Forum Message <> Reply to Message

I am just sayin if somone knows how to hex edit they could edit renegade EXE.

Subject: Re: Reneade EXE editing
Posted by Cat998 on Sun, 20 Nov 2005 20:22:08 GMT
View Forum Message <> Reply to Message

How to start the hex editor ?

Subject: Re: Reneade EXE editing
Posted by Try_lee on Mon, 21 Nov 2005 08:17:36 GMT
View Forum Message <> Reply to Message

I don't understand why this is so exciting.

Subject: Re: Reneade EXE editing
Posted by Scythar on Tue, 22 Nov 2005 21:38:08 GMT
View Forum Message <> Reply to Message

Try_lee wrote on Mon, 21 November 2005 03:17I don't understand why this is so exciting.

Because someone has just heard about a thing called "hex editing" from his friend or brother or whatever, and probably realized that Renegade.exe too, can be edited. Cool eh? And additionally, if you post about it on forums, you think you look intelligent "haxx0r".

Of course, it's nothing new to over 80% of there people here, I bet...

Subject: Re: Reneade EXE editing
Posted by Renx on Wed, 23 Nov 2005 21:53:03 GMT
View Forum Message <> Reply to Message

Except you probably get banned by renguard.

Subject: Re: Reneade EXE editing
Posted by mision08 on Sun, 27 Nov 2005 15:48:26 GMT
View Forum Message <> Reply to Message

Wouldn't you be better served hacking the dat file instead of the renegade.exe? I thought that was the application that starts Rengaurd, or Renegade if you don't use Rengaurd.

Subject: Re: Reneade EXE editing
Posted by EA-DamageEverything on Mon, 02 Jan 2006 02:58:04 GMT
View Forum Message <> Reply to Message

If you think of modifying the always.dat or the game.exe, forget playing with RG.

RG always checks the MD5 of the always.dat based on the original. The MD5 checksum is implemented in RG and cannot be changed. That means, RG doesnt create a new Checksum everytime it will be installed, it has it in its Code.

If you want to modify the game.exe, make it BEFORE installing RG. But I have zero Experience in this. All I can say, there are some cracked game.exe's (I'm NOT talking about simple NoCD Cracks) and if you use them, you will earn a Ban from the RG Network. I also dont know what will be transmitted while auto-banning, but I think it's more than just the serial. All I want to say is be careful by changing the game.exe.

If someone wants a NoCD Crack, I can upload one of mine which is way better (and more comfortable) than the crapy one from djlaptop.

Subject: Re: Reneade EXE editing
Posted by Oblivion165 on Mon, 02 Jan 2006 04:09:08 GMT
View Forum Message <> Reply to Message

First of all, yes you can edit Game.exe or anything else. Thats how the draw distance increaser was made. Editing a value somewhere.

second of all, ResHacker cant enhance Renegade in anyway. You can move some textbox's around.....wooo.

Subject: Re: Reneade EXE editing
Posted by jonwil on Mon, 02 Jan 2006 04:51:12 GMT
View Forum Message <> Reply to Message

I can tell you that if you have a game.exe, always.dat, always.dbs or always2.dat that doesnt match one of the files RenGuard has in its database, renguard will block you.
The only approved always.dat files are the official dat files from each language version of renegade.
The approved always.dbs files are the same plus those included with Core Patch 1 (and when CP2 is added, those files will be approved too)
Same with always2.dat, the only approved one is the one from normal renegade (always2.dat is not language specific) and the CP1 version. The CP2 version will be approved too when its done.

As for game.exe, we approve the stock westwood exe plus a few different no-cd cracks (such as the djlaptop crack). We would probobly not approve any new game.exe files without a good reason and not without checking them throughly)

Subject: Re: Reneade EXE editing
Posted by ben5015se on Mon, 02 Jan 2006 05:57:19 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Sun, 01 January 2006 23:09First of all, yes you can edit Game.exe or anything else. Thats how the draw distance increaser was made. Editing a value somewhere.

second of all, ResHacker cant enhance Renegade in anyway. You can move some textbox's around.....wooo.

i never said it was to enhance

Subject: Re: Reneade EXE editing
Posted by PaRaDoX on Mon, 02 Jan 2006 11:08:08 GMT
View Forum Message <> Reply to Message

idjit626 i think if you talk about a hex editor you should see the DATA the game.EXE has

sorry about how big that is but i don't know how to make it smaller with photobucket

---

Subject: Re: Reneade EXE editing
Posted by Oblivion165 on Mon, 02 Jan 2006 16:37:30 GMT
View Forum Message <> Reply to Message

Just the kind of guy to hexedit the game. A person that cant resize an image before he uploads it....

UltraEdit is the best.

Subject: Re: Reneade EXE editing
Posted by PaRaDoX on Mon, 02 Jan 2006 17:12:45 GMT
View Forum Message <> Reply to Message

well i wanted to make it a 10x10 thumbnail but i resized it from 1280x1024 and im not a guy

---

Subject: Re: Reneade EXE editing
Posted by Oblivion165 on Mon, 02 Jan 2006 18:23:49 GMT
View Forum Message <> Reply to Message

I see, my apologies.

Subject: Re: Reneade EXE editing
Posted by Chronojam on Mon, 02 Jan 2006 23:23:01 GMT
View Forum Message <> Reply to Message

Why was this revived anyways?

Subject: Re: Reneade EXE editing
Posted by Aprime on Tue, 03 Jan 2006 00:45:23 GMT
View Forum Message <> Reply to Message

Good question.

Subject: Re: Reneade EXE editing
Posted by EA-DamageEverything on Sat, 14 Jan 2006 03:20:34 GMT
View Forum Message <> Reply to Message

Better use Irfan View www.irfanview.com

Subject: Re: Reneade EXE editing
Posted by Oblivion165 on Sat, 14 Jan 2006 03:33:52 GMT
View Forum Message <> Reply to Message

EA-DamageEverything wrote on Fri, 13 January 2006 22:20Better use Irfan View
www.irfanview.com

Hell yeah! 4 years and counting.

File Attachments

1) Clipboard01.jpg, downloaded 314 times