
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 do 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 doesn't 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 don't 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 crappy 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. That's how the draw distance increaser was made. Editing a value somewhere.

second of all, ResHacker can't 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 doesn't 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 probably not approve any new game.exe files without a good reason and not without checking them thoroughly)

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. That's how the draw distance increaser was made. Editing a value somewhere.

second of all, ResHacker can't 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 can't 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 22:20
Better use Irfan View
www.irfanview.com

Hell yeah! 4 years and counting.

File Attachments

1) [clipboard01.jpg](#), downloaded 546 times

