Subject: Whitespace in renegade executables
Posted by Veyrdite on Sun, 14 Sep 2008 08:49:27 GMT

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I'm confused as to why the renegade executables (game2.exe, Leveledit.exe etc) have so much white-space in them. Is this due to a bad compiler or does Westwood want people to inject code into their games without touching the filesize? I'm sure this would have been exploited at one point over p2p file-sharing networks to place malicious content in the game, and it doesn't help the file-size, appearing for a hundred or so lines

File Attachments
1) RF_whitespace.png, downloaded 413 times

Overwrite | Pos: 2ah (42) | Byte: 0 | Size: 5,397,365 bytes | Original