
Subject: Re: I need reverse engineering help with the scripts.dll
Posted by [CompHobbyist](#) on Wed, 28 Dec 2005 19:37:21 GMT
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I'm interested, though I don't have any game-specific reverse engineering experience I've been reverse engineering various things (hardware, software written in C and assembly language) for 4 years and have been coding in C and assembly language (DLLs, console-mode utilities, etc) for around 3 years. I'll have to get more information on the usage/general design of scripts.dll before I'll be of any use, but I'm interested in helping out if I can.

I could use another few days/possibly a week before starting though, I'm not done with my current project (reverse engineering the IBM PC-XT BIOS)

is scripts.dll armored/encrypted or compressed in any way, or is it a standard no-nonsense DLL?

EDIT: hooooly crap didn't notice how long ago this was posted, sorry to dig it back up. I'm still interested, if you haven't already finished the project...