
Subject: "No Gameplay Pending" patch for LFDS!
Posted by [howang](#) on Sun, 08 Oct 2006 14:25:30 GMT
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After a few days of work and much help from BadBoy, I've found out the way to patch the LFDS for always "Gameplay in process". This is my first reserve engineering product, and the experience is great! If there is anything wrong, please tell me so that I can have a chance to improve.

RH7.3

```
=====
offset xxxxx | org | new
offset 23A38 | B8 | 90
offset 23A39 | 87 | B8
offset 23A3A | F8 | 01
offset 23A3B | 01 | 00
offset 3FECA | 00 | 01
=====
```

Special thanks to:

StealthEye for the initial idea on patching the `cGameDataCnc::Is_Gameplay_Permitted(void)`

v00d00 for the wFDS version patch

BadBoy for finding out `sub_472C40 = cGameData::Export_Tier_1_Data(cPacket &)` and explain the tricks in the wFDS version patch

P.S. I'll find out the offsets in the RH8 version of LFDS soon
