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Subject: Re: ASM Addresses

Posted by [jnz](#) on Tue, 20 Feb 2007 23:29:54 GMT

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you mean this?

Number of Exported Functions = 115 (decimal)

Addr:45018390 Ord: 1 (0001h) Name: AddCRCHook  
Addr:45018900 Ord: 2 (0002h) Name: AddCharacterPurchaseHook  
Addr:45018990 Ord: 3 (0003h) Name: AddCharacterPurchaseMonHook  
Addr:450170E0 Ord: 4 (0004h) Name: AddChatHook  
Addr:45017EE0 Ord: 5 (0005h) Name: AddConsoleOutputHook  
Addr:450185D0 Ord: 6 (0006h) Name: AddDataHook  
Addr:45017130 Ord: 7 (0007h) Name: AddGameOverHook  
Addr:450170F0 Ord: 8 (0008h) Name: AddHostHook  
Addr:45018830 Ord: 9 (0009h) Name: AddKeyHook  
Addr:45017120 Ord: 10 (000Ah) Name: AddLoadLevelHook  
Addr:45017100 Ord: 11 (000Bh) Name: AddPlayerJoinHook  
Addr:450185E0 Ord: 12 (000Ch) Name: AddPlayerLeaveHook  
Addr:450188A0 Ord: 13 (000Dh) Name: AddPowerupPurchaseHook  
Addr:45018930 Ord: 14 (000Eh) Name: AddPowerupPurchaseMonHook  
Addr:450188D0 Ord: 15 (000Fh) Name: AddVehiclePurchaseHook  
Addr:45018960 Ord: 16 (0010h) Name: AddVehiclePurchaseMonHook  
Addr:45017110 Ord: 17 (0011h) Name: AddVersionHook  
Addr:45017E10 Ord: 18 (0012h) Name: Change\_Radar\_Map  
Addr:450178A0 Ord: 19 (0013h) Name: Clear\_Info\_Texture  
Addr:450183C0 Ord: 20 (0014h) Name: Display\_GDI\_Sidebar  
Addr:45018470 Ord: 21 (0015h) Name: Display\_NOD\_Sidebar  
Addr:45018520 Ord: 22 (0016h) Name: Display\_Security\_Dialog  
Addr:450174B0 Ord: 23 (0017h) Name: GetBHSVersion  
Addr:450174A0 Ord: 24 (0018h) Name: GetCurrentMusicTrack  
Addr:45017DF0 Ord: 25 (0019h) Name: Get\_Build\_Time\_Multiplier  
Addr:45017AE0 Ord: 26 (001Ah) Name: Get\_Vehicle\_Limit  
Addr:45017ED0 Ord: 27 (001Bh) Name: Is\_Currently\_Building  
Addr:45017CF0 Ord: 28 (001Ch) Name: Load\_New\_HUD\_INI  
Addr:450187D0 Ord: 29 (001Dh) Name: NewAddObjectCreateHook  
Addr:450187F0 Ord: 30 (001Eh) Name: NewRemoveObjectCreateHook  
Addr:450183B0 Ord: 31 (001Fh) Name: New\_Change\_Time\_Limit  
Addr:450183A0 Ord: 32 (0020h) Name: New\_Change\_Time\_Remaining  
Addr:45016450 Ord: 33 (0021h) Name: New\_Clear\_Weapons  
Addr:45015BF0 Ord: 34 (0022h) Name: New\_Create\_2D\_Sound  
Addr:45017030 Ord: 35 (0023h) Name: New\_Create\_2D\_Sound\_Player  
Addr:45015C40 Ord: 36 (0024h) Name: New\_Create\_2D\_WAV\_Sound  
Addr:450171F0 Ord: 37 (0025h) Name: New\_Create\_2D\_WAV\_Sound\_Player  
Addr:45015D20 Ord: 38 (0026h) Name: New\_Create\_3D\_Sound\_At\_Bone  
Addr:450173A0 Ord: 39 (0027h) Name: New\_Create\_3D\_Sound\_At\_Bone\_Player

Addr:45015C90 Ord: 40 (0028h) Name: New\_Create\_3D\_WAV\_Sound\_At\_Bone  
Addr:450172A0 Ord: 41 (0029h) Name: New\_Create\_3D\_WAV\_Sound\_At\_Bone\_Player  
Addr:45015620 Ord: 42 (002Ah) Name: New\_Create\_Explosion  
Addr:45015690 Ord: 43 (002Bh) Name: New\_Create\_Explosion\_At\_Bone  
Addr:45015B50 Ord: 44 (002Ch) Name: New\_Create\_Sound  
Addr:45016F10 Ord: 45 (002Dh) Name: New\_Create\_Sound\_Player  
Addr:45017BA0 Ord: 46 (002Eh) Name: New\_Disable\_All\_Collisions  
Addr:45017C10 Ord: 47 (002Fh) Name: New\_Disable\_Physical\_Collisions  
Addr:45016820 Ord: 48 (0030h) Name: New\_Display\_Float  
Addr:45016C80 Ord: 49 (0031h) Name: New\_Display\_Float\_Player  
Addr:45016110 Ord: 50 (0032h) Name: New\_Display\_GDI\_Player\_Terminal\_Player  
Addr:45017AF0 Ord: 51 (0033h) Name: New\_Display\_Health\_Bar  
Addr:45016880 Ord: 52 (0034h) Name: New\_Display\_Int  
Addr:45016D50 Ord: 53 (0035h) Name: New\_Display\_Int\_Player  
Addr:450161B0 Ord: 54 (0036h) Name: New\_Display\_NOD\_Player\_Terminal\_Player  
Addr:450167D0 Ord: 55 (0037h) Name: New\_Display\_Text  
Addr:45016BD0 Ord: 56 (0038h) Name: New\_Display\_Text\_Player  
Addr:45017C80 Ord: 57 (0039h) Name: New\_Enable\_Collisions  
Addr:45016A30 Ord: 58 (003Ah) Name: New\_Enable\_HUD\_Player  
Addr:45016050 Ord: 59 (003Bh) Name: New\_Enable\_Radar\_Player  
Addr:450155A0 Ord: 60 (003Ch) Name: New\_Enable\_Stealth  
Addr:45016E10 Ord: 61 (003Dh) Name: New\_Enable\_Stealth\_Player  
Addr:450164D0 Ord: 62 (003Eh) Name: New\_Enable\_Vehicle\_Transitions  
Addr:45015A30 Ord: 63 (003Fh) Name: New\_Fade\_Background\_Music  
Addr:45015E30 Ord: 64 (0040h) Name: New\_Fade\_Background\_Music\_Player  
Addr:45016960 Ord: 65 (0041h) Name: New\_Force\_Camera\_Look\_Player  
Addr:45015DB0 Ord: 66 (0042h) Name: New\_Play\_Building\_Announcement  
Addr:450168D0 Ord: 67 (0043h) Name: New\_Select\_Weapon  
Addr:45015AB0 Ord: 68 (0044h) Name: New\_Set\_Background\_Music  
Addr:45015F00 Ord: 69 (0045h) Name: New\_Set\_Background\_Music\_Player  
Addr:45016760 Ord: 70 (0046h) Name: New\_Set\_Display\_Color  
Addr:45016AF0 Ord: 71 (0047h) Name: New\_Set\_Display\_Color\_Player  
Addr:45018050 Ord: 72 (0048h) Name: New\_Set\_Fog\_Color  
Addr:45018280 Ord: 73 (0049h) Name: New\_Set\_Fog\_Density  
Addr:45015700 Ord: 74 (004Ah) Name: New\_Set\_Fog\_Enable  
Addr:450157D0 Ord: 75 (004Bh) Name: New\_Set\_Fog\_Enable\_Player  
Addr:45018180 Ord: 76 (004Ch) Name: New\_Set\_Fog\_Mode  
Addr:45015750 Ord: 77 (004Dh) Name: New\_Set\_Fog\_Range  
Addr:45015890 Ord: 78 (004Eh) Name: New\_Set\_Fog\_Range\_Player  
Addr:45018740 Ord: 79 (004Fh) Name: New\_Set\_Model  
Addr:45017520 Ord: 80 (0050h) Name: New\_Set\_Obj\_Radar\_Blip\_Color  
Addr:45017660 Ord: 81 (0051h) Name: New\_Set\_Obj\_Radar\_Blip\_Color\_Player  
Addr:450174C0 Ord: 82 (0052h) Name: New\_Set\_Obj\_Radar\_Blip\_Shape  
Addr:45017580 Ord: 83 (0053h) Name: New\_Set\_Obj\_Radar\_Blip\_Shape\_Player  
Addr:45016550 Ord: 84 (0054h) Name: New\_Set\_Player\_Type  
Addr:450165D0 Ord: 85 (0055h) Name: New\_Set\_Screen\_Fade\_Color  
Addr:45016250 Ord: 86 (0056h) Name: New\_Set\_Screen\_Fade\_Color\_Player  
Addr:45016660 Ord: 87 (0057h) Name: New\_Set\_Screen\_Fade\_Opacity

Addr:45016370 Ord: 88 (0058h) Name: New\_Set\_Screen\_Fade\_Opacity\_Player  
Addr:45015990 Ord: 89 (0059h) Name: New\_Set\_War\_Blitz  
Addr:450166D0 Ord: 90 (005Ah) Name: New\_Shake\_Camera  
Addr:45015B10 Ord: 91 (005Bh) Name: New\_Stop\_Background\_Music  
Addr:45015FB0 Ord: 92 (005Ch) Name: New\_Stop\_Background\_Music\_Player  
Addr:45018A00 Ord: 93 (005Dh) Name: RemoveCharacterPurchaseHook  
Addr:45018A60 Ord: 94 (005Eh) Name: RemoveCharacterPurchaseMonHook  
Addr:45018810 Ord: 95 (005Fh) Name: RemoveKeyHook  
Addr:450189C0 Ord: 96 (0060h) Name: RemovePowerupPurchaseHook  
Addr:45018A20 Ord: 97 (0061h) Name: RemovePowerupPurchaseMonHook  
Addr:450189E0 Ord: 98 (0062h) Name: RemoveVehiclePurchaseHook  
Addr:45018A40 Ord: 99 (0063h) Name: RemoveVehiclePurchaseMonHook  
Addr:45017D60 Ord: 100 (0064h) Name: Remove\_Weapon  
Addr:45017A20 Ord: 101 (0065h) Name: Send\_Message  
Addr:45017940 Ord: 102 (0066h) Name: Send\_Message\_Player  
Addr:45017EC0 Ord: 103 (0067h) Name: Set\_Currently\_Building  
Addr:450180B0 Ord: 104 (0068h) Name: Set\_Fog\_Color\_Player  
Addr:450182D0 Ord: 105 (0069h) Name: Set\_Fog\_Density\_Player  
Addr:450181D0 Ord: 106 (006Ah) Name: Set\_Fog\_Mode\_Player  
Addr:45017740 Ord: 107 (006Bh) Name: Set\_HUD\_Texture  
Addr:450177F0 Ord: 108 (006Ch) Name: Set\_Info\_Texture  
Addr:45017EF0 Ord: 109 (006Dh) Name: Set\_Reticle\_Texture1  
Addr:45017FA0 Ord: 110 (006Eh) Name: Set\_Reticle\_Texture2  
Addr:45017140 Ord: 111 (006Fh) Name: Set\_Scope  
Addr:450185F0 Ord: 112 (0070h) Name: Set\_Shader\_Number  
Addr:45017A90 Ord: 113 (0071h) Name: Set\_Vehicle\_Limit  
Addr:45017B50 Ord: 114 (0072h) Name: Set\_Wireframe\_Mode  
Addr:45017DE0 Ord: 115 (0073h) Name: Update\_PT\_Data

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