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Subject: Re: Is this illegal?

Posted by [danpaul88](#) on Fri, 04 May 2007 23:42:31 GMT

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It is not possible to disassemble any compiled binary and get the original source code back. You can get back to assembly level and from there approximate the source code, but with something as complex as game.exe it would be quicker to write your own engine from scratch.

It's easier to do what scripts.dll does and simply hook into specific memory locations to do what you want to do, but its very limited that way.

(NB: This is just as I understand it, I don't disassemble things myself, but that's a general picture of how it all works)

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