
Subject: Re: Draw distance

Posted by [Jerad2142](#) on Sat, 06 Oct 2007 17:43:22 GMT

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Could some one give me an example what I would be hunting for in the hex editor to do this?

File Attachments

1) [pic.png](#), downloaded 327 times

Command and Conquer: Renegade Official Forums - Windows Internet Explorer

http://www.renegadeforums.com/index.php?t=post&reply_to=279035&rid=21300

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4D5A 9000 0300 0000 0400 0000 FFFF 0000 B800 MZ... ..

0000 0000 0000 4000 0000 0000 0000 0000 0000@.....

0000 0000 0000 0000 0000 0000 0000 0000 0000

0000 0000 0000 0801 0000 0E1F BA0E 00B4 09CD

21B8 014C CD21 5468 6973 2070 726F 6772 616D !..L.!This pr

2063 616E 6E6F 7420 6265 2072 756E 2069 6E20 cannot be ru

444F 5320 6D6F 6465 2E0D 0D0A 2400 0000 0000 DOS mode....s

0000 FCC3 3E25 B8A2 5076 B8A2 5076 B8A2 5076>%..Pv..E

C3BE 5C76 BEA2 5076 3BBE 5E76 ACA2 5076 D7BD ..\v..Pv;.^v

Renegade

offset: 4 [0x00000004]

8BIT Signed Byte 3

8BIT Unsigned Byte 3

16BIT Signed Short 3

16BIT Unsigned Short 3

32BIT Signed Long

32BIT Unsigned Long

64BIT Signed Quad

64BIT Unsigned Quad

32BIT Float

Data Inspector Structure Viewer

0 instances of '300' found in Renegade

Address	Length
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Compare Checksum Find Book

Find All Complete. Offset: 00000006 Value: 3 94208 bytes

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Wind... Rene... Torn... JMG... script... Hex ...