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Subject: Re: Server.dat patch

Posted by [jnz](#) on Tue, 08 Feb 2011 17:04:40 GMT

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Backup 6 bytes at 3 addresses: 0x474CF0, 0x4616A0, 0x0472c95

To pause,

Write {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3} at 0x474CF0

Write {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3} at 0x4616A0

Write {0x90, 0x90, 0x90, 0x90, 0x90, 0x90} at 0x0472c95

To resume, just restore the backed up bytes.

If you are using the LuaPlugin, the following code should work:

```
function Pause_Game()
```

```
  Stop_Game_Tmp = MemoryRead(0x474CF0, 6)
```

```
  NoGameOver_Tmp = MemoryRead(0x4616A0, 6)
```

```
  Pause_Tmp = MemoryRead(0x0472c95, 6)
```

```
  MemoryWrite(0x474CF0, {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3})
```

```
  MemoryWrite(0x4616A0, {0xB8, 0x00, 0x00, 0x00, 0x00, 0xC3})
```

```
  MemoryWrite(0x0472c95, {0x90, 0x90, 0x90, 0x90, 0x90, 0x90})
```

```
end
```

```
function Resume()
```

```
  if NoGameOver_Tmp == nil or Stop_Game_Tmp == nil or Pause_Tmp == nil then
```

```
    return
```

```
  end
```

```
  MemoryWrite(0x474CF0, Stop_Game_Tmp)
```

```
  MemoryWrite(0x4616A0, NoGameOver_Tmp)
```

```
  MemoryWrite(0x0472c95, Pause_Tmp)
```

```
end
```