Subject: How do I create scripts?
Posted by deadmoap on Mon, 31 May 2004 04:01:54 GMT

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You know what I would absolutely love? If EA would at least make it so that we could write progams that hook onto game.exe. If I could at least get the addresses to some of the functions that renegade uses, I could do a lot. I bet renegade also uses some custom events.

But this also be a bad thing, too. Because someone could write a program that gets the position of the nearest enemy, and points the main character right at them, automatically. In fact it would be even easier to increase the speed of characters and vehicles... there's a lot you could do if you knew how to properly hook onto game.exe.