
Subject: Function

Posted by [Eyeless](#) on Tue, 04 Oct 2005 09:58:56 GMT

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Hello,

I have these function "DrawViewModel"

How do i hook these into the Wall settings ??

And am i correct that i have to inject these in the game2.exe ??

Subject: Re: Function

Posted by [Spice](#) on Wed, 05 Oct 2005 05:03:39 GMT

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Ok, well, wait. What are you talking about? A view distance increase?

There is a option in LE for vehicles. I'm not sure about characters. I don't think it works though. At least the way I think.

Subject: Re: Function

Posted by [Eyeless](#) on Wed, 05 Oct 2005 06:55:10 GMT

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No, i want that (as the function says) That all models will be drawn and viewed.

On the Wall, so somehow i have these to hook in the wall properties, but how do i specific hook them only on the wall.

thanx and peace

Subject: Re: Function

Posted by [Spice](#) on Thu, 06 Oct 2005 19:23:54 GMT

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so you want each unit to be able to see different distances? If that is the case, I think due to engine limitations it is not possible. I've see SK do some things with view distance though so I'm not sure.

Subject: Re: Function

Posted by [Eyeless](#) on Fri, 07 Oct 2005 07:09:21 GMT

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No, i want that a Model will be Draw aka Viewed at the wall.

But how i set the code specific to the wall ??

I only need to know how to set it to the wall ??

And im speaking about Injection code.

I want to inject the code DrawViewModel, on a wall.

But how do inject it in the Wall but not (as example) the units.

Thanks allot you for your time

Subject: Re: Function

Posted by [Sir Phoenixx](#) on Fri, 07 Oct 2005 14:46:34 GMT

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You want to be able to see things through walls?

Subject: Re: Function

Posted by [Eyeless](#) on Mon, 10 Oct 2005 09:29:56 GMT

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Yes, but the main question is how to adress the function ?

I want it on the walls but not for the units/vehicles.

Thanks for your time all

Subject: Re: Function

Posted by [Oblivion165](#) on Mon, 10 Oct 2005 10:18:00 GMT

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Erm, no. This has to be the oddest topic that has ever been written. That includes the garden-knomes mod.

Subject: Re: Function

Posted by [Eyeless](#) on Tue, 11 Oct 2005 12:53:01 GMT

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What do you mean with that ?

Subject: Re: Function

Posted by [Dan](#) on Tue, 11 Oct 2005 20:15:08 GMT

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Why do you want to create a wall hack for?

Subject: Re: Function

Posted by [Eyeless](#) on Wed, 12 Oct 2005 07:37:41 GMT

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not a wallhack.

I want to create a X-Ray vision, just like James bond: Nightfire.

When you click the right button you will get an X-Ray with a filter (hud.dds)

```
on *:Zoom:DrawViewodel:#{  
function {DrawViewModel}  
}
```

and im gonna change the hudsniper.dds zo it will give a wierd view

but the main question is, how to adress the function?

Subject: Re: Function

Posted by [jonwil](#) on Wed, 12 Oct 2005 08:42:08 GMT

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You cant do that with the renegade engine unless you could somehow make items invisible but only for the player who was using the X-Ray Vision.

Subject: Re: Function

Posted by [Eyeless](#) on Thu, 13 Oct 2005 06:58:21 GMT

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you mean that everything is a .w3d = model.

Yeah that would be a problem.

mmm, i could think of the solution.

```
if ( Model == ifanterymodel ) { Viewmodel }  
  
else if ( Model == infanterymodel ) { Viewmodel }  
  
else { } ( HideModel )
```

Subject: Re: Function
Posted by [Chronojam](#) on Thu, 13 Oct 2005 14:34:35 GMT
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Ifantry

Subject: Re: Function
Posted by [Eyeless](#) on Fri, 14 Oct 2005 06:58:11 GMT
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k, what is your problem, never heard of a typo ??
and in place of the INFANTRY there comes the name of a infantry model

Subject: Re: Function
Posted by [Sir Phoenixx](#) on Fri, 14 Oct 2005 13:04:31 GMT
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Quote:and in place of the INFANTRY there comes the name of a infantry model
Infantry

Subject: Re: Function
Posted by [Eyeless](#) on Tue, 25 Oct 2005 09:55:14 GMT
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K, are you guys still gonna answer my question?

How to adress a function in C++ ?

Subject: Re: Function
Posted by [Oblivion165](#) on Tue, 25 Oct 2005 10:03:58 GMT
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You do realise Renegade isnt open source right? If we could just inject code, we would have a much different renegade right now. You can only use HexEditors and such to edit existing values.

For instance

Draw distance = 1000

HexEdit

Draw Distance = 1500

You can only change the current value length, you cant add or subtract number lengths.

1000 is 4 characters long

500 is 3 characters long

etc.....

EDIT: If we could just inject code, then Jon would have been able to add all sorts of madness to renegade.
