Subject: [BlackIntel] Startbutton fix >here< Posted by EvilWhiteDragon on Sat, 27 May 2006 17:10:43 GMT View Forum Message <> Reply to Message

I've read it on multiple places on this forum, so I think I should post it in 1 central topic. You can find the fix here:

http://blackintel.igotfree.com/index.php?page=downloads Read the note on the bottom of the page please, if there are problems we will take a look on what we can do about it, but that will probably not be much.

please do not hotlink to these files, if you want to link to the files use this link http://blackintel.igotfree.com/index.php?page=downloads

Subject: Re: Startbutton fix >here< Posted by AmunRa on Sat, 27 May 2006 18:56:01 GMT View Forum Message <> Reply to Message

bout time that was fixed, n1 m8

Subject: Re: Startbutton fix >here< Posted by Cat998 on Sat, 27 May 2006 22:16:15 GMT View Forum Message <> Reply to Message

Subject: Re: Startbutton fix >here< Posted by Whitedragon on Sat, 27 May 2006 23:18:07 GMT View Forum Message <> Reply to Message

Imposter!

Subject: Re: Startbutton fix >here< Posted by EvilWhiteDragon on Sun, 28 May 2006 08:35:25 GMT View Forum Message <> Reply to Message

WTF are you on about ? It's not like I registered WhitDragon or such thing. And besides I was using this nick before I came familiar with the renegade mod comunity.

And besides, I don't think such flamewar should be posted here, that will help no one right? If you really feel like saying something about it then do it in PM ok ?

Subject: Re: Startbutton fix >here< Posted by reborn on Sun, 28 May 2006 10:07:09 GMT View Forum Message <> Reply to Message

replace all bytes from 0x004C10FC to 0x004C11A2 (that includes 0x004C11A2) with NOPs (hex code = 90)

V00d00 wrote on Sat, 27 May 2006 Technically, that should be 0x000C10FC to 0x000C11A2 in a hex editor. But, far simpler is to write the bytes: E9A2000000 at offset 0x000C10FC (JMP 004C11A3), or in memory 0x004C10FC.

Subject: Re: Startbutton fix >here< Posted by StealthEye on Sun, 28 May 2006 10:32:22 GMT View Forum Message <> Reply to Message

That's true and much simpler indeed It's just that I fixed it this way using the "Fill with NOPs" in my debugger, which was easier for me when I wrote it some time ago..

Subject: Re: Startbutton fix >here< Posted by Goztow on Sun, 28 May 2006 12:15:40 GMT View Forum Message <> Reply to Message

Great job!

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