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Subject: Request: Hacked Campaign Saves  
Posted by [Dr. Lithius](#) on Wed, 28 Jun 2006 20:58:37 GMT  
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I found something neat the other day. Basically, it's details on how to hex-edit save games to give you infinite ammunition for all your existing weaponry. This got me thinking... "Why hasn't someone made a program that lets you fiddle with save games like this? And wouldn't it be easy enough to add in other weapons into save games?"

To get to the point...I'd like to see a save game that starts you out at the beginning of each mission, but with a completely full and "glitched" load-out. And by that I mean the Automatic Pistol, Automatic Rifle, Chaingun, Sniper Rifle, the normally-inaccessable Ramjet Rifle, Flamethrower, Chem Sprayer, Rocket Launcher, Proficient Rocket Launcher(Gunner), Grenade Launcher, Repair Gun, Proficient Repair Gun(Hotwire/Technician), Campaign Repair Gun(Nod Engineers), Laser Rifle, Laser Chaingun, Personal Ion Cannon, Railgun, both Auto-Volt Rifles(GDI and Nod), Tiberium Auto-Rifle, Tiberium Flechette Gun, Timed C4, Remote C4, Proximity C4, an Ion Cannon Beacon, and a Nuclear Launch Beacon. All with 999/999 Ammunition.

Who among you is willing to try this task?

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [Zion](#) on Wed, 28 Jun 2006 22:23:05 GMT  
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I know i could if i knew more of the VB coding language but i dont.

(If anyone knows a good site to get VB 8 tutorials etc please let me know. Thank's in advance)

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Subject: ---DELETED---  
Posted by [Berkut](#) on Wed, 28 Jun 2006 22:34:26 GMT  
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Subject: Re: Request: Hacked Campaign Saves  
Posted by [JeepRubi](#) on Wed, 28 Jun 2006 22:57:24 GMT  
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Mod the .lvl file with LE. Then place all the weapons under the spawner. To five all weapons, modify the weapons ammo and give it a value of -1.

No hex editing involved.

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [Dave Anderson](#) on Wed, 28 Jun 2006 23:40:42 GMT  
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The doctor is in!

Anyway, on a side note. . .

Quote:I know i could if i knew more of the VB coding language but i dont.

(If anyone knows a good site to get VB 8 tutorials etc please let me know. Thank's in advance)

Have you tried Microsofts massive library of tutorials and code examples? By this I am talking about MSDN.

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [DarkDemin](#) on Wed, 28 Jun 2006 23:53:20 GMT  
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Jeep Rubi wrote on Wed, 28 June 2006 18:57Mod the .lvl file with LE. Then place all the weapons under the spawner. To five all weapons, modify the weapons ammo and give it a value of -1.

No hex editing involved.

The point is he wants to make it so everyone can do it easily and quickly. No prior knowledge of LE involved.

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [IronWarrior](#) on Thu, 29 Jun 2006 02:43:27 GMT  
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DarkDemin wrote on Wed, 28 June 2006 18:53Jeep Rubi wrote on Wed, 28 June 2006 18:57Mod the .lvl file with LE. Then place all the weapons under the spawner. To five all weapons, modify the weapons ammo and give it a value of -1.

No hex editing involved.

The point is he wants to make it so everyone can do it easily and quickly. No prior knowledge of LE involved.

Some nub uses leveledit, edits the map with adding the weapons, then uploads it to a download site, then other nub downloads it. lol

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Subject: Re: Request: Hacked Campaign Saves

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Posted by [Dr. Lithius](#) on Thu, 29 Jun 2006 03:50:23 GMT

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Actually, I see no reason as to why Jeep Rubi's method wouldn't work for making simple save games, with the exception of the following...

1. I said "999/999 Ammo," which means you never need to reload, and never run out of ammo.
2. There's that aforementioned "LevelEdit knowledge" thing...

But yeah! That's a damned good idea regardless if you don't mind having to wait for ammunition in later levels. (For example, there's no Laser Chaingun in any of the early levels.) I'm willing to try this. How it'd work is I'd edit the campaign levels, save them, run them in Renegade, make saved games for each individual level, then switch the levels back with the originals. Theoretically, because it's mostly the same data, it should work...

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [Goztow](#) on Thu, 29 Jun 2006 07:11:02 GMT

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Maybe teh cheat community has more knowledge to help you with this kind of stuff? I mean: they must have more experience .

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [Carrierll](#) on Thu, 29 Jun 2006 12:12:14 GMT

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My brother wrote a hex editor in VB6 learning edition. However, it's a private tool.

Yeah, try the cheat community :/

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [ssptweek](#) on Fri, 30 Jun 2006 00:50:30 GMT

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Why, would you mention a program, if it is not available to the public?

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Subject: Re: ---DELETED---  
Posted by [icedog90](#) on Fri, 30 Jun 2006 01:47:03 GMT

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Berkut wrote on Wed, 28 June 2006 15:34---MESSAGE DELETED---

Why do about 80% of your posts say that?

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Subject: Re: Request: Hacked Campaign Saves  
Posted by [Oblivion165](#) on Fri, 30 Jun 2006 02:44:59 GMT  
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All of this could be done with a simple Objects.ddb edit, one file, no mess.

EDIT: Except the Hotwire part.

Just use the grant weapon script to give all, then make all ammunitions cost 0 bullets.

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Subject: Re: ---DELETED---  
Posted by [Doitle](#) on Fri, 30 Jun 2006 05:42:25 GMT  
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icedog90 wrote on Thu, 29 June 2006 20:47Berkut wrote on Wed, 28 June 2006  
15:34---MESSAGE DELETED---

Why do about 80% of your posts say that?

I've been wondering the same Icedog...

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