
Subject: Custom EXE

Posted by [N1warhead](#) on Mon, 07 Jul 2008 05:26:34 GMT

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Hello everyone, can somebody please help me with the Custom EXE's?

I can't do it grrrrr.

I been trying and trying, but the hex editor UltraEdit keeps changing my Game.EXE and the Custom Level Edit EXE turns to DOS exe's, what is wrong with what I am doing?

I do just as the tutorial says on renhelp.net.

Any help would be appreciated.

N1warhead.

Subject: Re: Custom EXE

Posted by [N1warhead](#) on Mon, 07 Jul 2008 05:29:21 GMT

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I FIGURED IT OUT, MODS YOU CAN DELETE THIS MESSAGE.

Subject: Re: Custom EXE

Posted by [HeavyX101- Left](#) on Mon, 07 Jul 2008 05:41:36 GMT

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What was the problem, what did you do to fix it? I have the same problem

Subject: Re: Custom EXE

Posted by [N1warhead](#) on Mon, 07 Jul 2008 05:48:22 GMT

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HeavyX101 wrote on Mon, 07 July 2008 01:41 What was the problem, what did you do to fix it? I have the same problem

Just fooled around with some of the settings hehe.

Subject: Re: Custom EXE

Posted by [HeavyX101- Left](#) on Mon, 07 Jul 2008 05:53:12 GMT

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There is a better Hex editing program. It is really easy to use and it is free.
http://www.handshake.de/user/chmaas/delphi/download/xvi32_221.zip

Thanks for cnc95fan, i found it on his tutorial on renhelp.net
(<http://renhelp.net/index.php?mod=Tutorials&action=view&id=127>)

Subject: Re: Custom EXE
Posted by [N1warhead](#) on Mon, 07 Jul 2008 06:01:57 GMT
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HeavyX101 wrote on Mon, 07 July 2008 00:53 There is a better Hex editing program. It is really easy to use and it is free.
http://www.handshake.de/user/chmaas/delphi/download/xvi32_221.zip

Thanks for cnc95fan, i found it on his tutorial on renhelp.net
(<http://renhelp.net/index.php?mod=Tutorials&action=view&id=127>)

I tried using that one for this, but it didn't work right lol.

So I just went to UltraEdit sense that is what I am used too lol.
But I did his tutorial and used the HexEditor he used for it.
