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Subject: Whitespace in renegade executables

Posted by [Veyrdite](#) on Sun, 14 Sep 2008 08:49:27 GMT

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I'm confused as to why the renegade executables (game2.exe, Leveledit.exe etc) have so much white-space in them. Is this due to a bad compiler or does Westwood want people to inject code into their games without touching the filesize? I'm sure this would have been exploited at one point over p2p file-sharing networks to place malicious content in the game, and it doesn't help the file-size, appearing for a hundred or so lines

### File Attachments

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1) [RF\\_whitespace.png](#), downloaded 189 times

A hex editor window showing memory data. The main area is filled with a grid of green text representing hexadecimal values: 00 00 00 00. The grid consists of 32 rows and 4 columns. A vertical scrollbar is on the right side of the window.

Overwrite	Pos: 2ah (42)	Byte: 0	Size: 5,397,365 bytes	Original
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