
Subject: Question to old renegade HUD
Posted by [cAmpa](#) on Mon, 09 Feb 2009 20:17:24 GMT
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Is there a way to disable this weapon list?

Subject: Re: Question to old renegade HUD
Posted by [mr£Ä\\$Ä-z](#) on Mon, 09 Feb 2009 20:22:33 GMT
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Yes, also you can remove Playerlist etc.

Subject: Re: Question to old renegade HUD
Posted by [jnz](#) on Mon, 09 Feb 2009 21:16:00 GMT
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cAmpa wrote on Mon, 09 February 2009 20:17: Is there a way to disable this weapon list?

Ofcourse there is!
You need to find the code that draws it and block it.

A good way is to backup the original instruction at the beginning of the function and just ret. When you want to restore it just write your backed up stuff back onto it.

Subject: Re: Question to old renegade HUD
Posted by [mr£Ä\\$Ä-z](#) on Mon, 09 Feb 2009 21:20:31 GMT
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Hmmmm im missing the BHS.DII cant show you my old Hud that i used

Subject: Re: Question to old renegade HUD
Posted by [cAmpa](#) on Mon, 09 Feb 2009 22:50:13 GMT
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RoShamBo wrote on Mon, 09 February 2009 22:16: cAmpa wrote on Mon, 09 February 2009

20:17Is there a way to disable this weapon list?

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You are talking about assembler code, aren't you?

Well, im not sure if i'm be able to find the "function".

Subject: Re: Question to old renegade HUD

Posted by [saberhawk](#) on Mon, 09 Feb 2009 23:00:16 GMT

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RoShamBo wrote on Mon, 09 February 2009 16:16cAmpa wrote on Mon, 09 February 2009 20:17Is there a way to disable this weapon list?

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A very *bad* way is to overwrite the first instruction in the function with ret as it can unbalance the stack.

Subject: Re: Question to old renegade HUD

Posted by [b00tz92](#) on Mon, 09 Feb 2009 23:39:23 GMT

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you need to know how to hack a website for this modification i believe

Subject: Re: Question to old renegade HUD

Posted by [jnz](#) on Mon, 09 Feb 2009 23:53:49 GMT

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Saberhawk wrote on Mon, 09 February 2009 23:00RoShamBo wrote on Mon, 09 February 2009 16:16cAmpa wrote on Mon, 09 February 2009 20:17Is there a way to disable this weapon list?

Ofcourse there is!
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A good way is to backup the original instruction at the beginning of the function and just ret. When you want to restore it just write your backed up stuff back onto it.

A very *bad* way is to overwrite the first instruction in the function with ret as it can unbalance the stack.

meh just jmp it to your own and return; then.

Subject: Re: Question to old renegade HUD
Posted by [cAmpa](#) on Tue, 10 Feb 2009 17:53:49 GMT
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Meh, i think im too dumb to find something in the asm code.
Any chances to get help from an asm guru?
