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Subject: Few questions.

Posted by [Spyder](#) on Mon, 09 Mar 2009 15:32:33 GMT

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Ok, so I have a few questions for some projects I'm working on. Prepare cause here they come.

1. How can I remove/change the hitbox that appears when you target someone?
2. In what way is the renegade serial encrypted in the registry? (PM me?)
3. What is in the WOLDAT.key and how is this encrypted? (PM me?)
4. How to remove all the green from the sniper scope when using alpha channels? (every color which is alpha channeled turns out green)
5. Where can I set the position of the menu items and are those W3D's too like the rest of the menu?

Thanks in advance.

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Subject: Re: Few questions.

Posted by [LR01](#) on Mon, 09 Mar 2009 18:18:37 GMT

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I know 5, the words in the menu, I don't know

the 3D -> if\_evagizmo

well, most if\_ have something to do whit the menu, you have if\_back for the background image

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Subject: Re: Few questions.

Posted by [Spyder](#) on Tue, 10 Mar 2009 07:46:23 GMT

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Ok so this is like fucking impossible. I know that there are some people here who know the answer to my questions.

I will promise you, the serial encryption and woldat.key generation will not be abused. I just need it for a project which I'm working on. This project features a new renegade installer which includes all updates and the newest scripts. But I still want the players to be able to input their VALID serial during the installation.

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Subject: Re: Few questions.

Posted by [reborn](#) on Tue, 10 Mar 2009 07:47:56 GMT

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All the things you're asking for help with suggest you're planning to create horrible nasty things.

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Subject: Re: Few questions.

Posted by [Spyder](#) on Tue, 10 Mar 2009 08:32:35 GMT

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reborn wrote on Tue, 10 March 2009 08:47All the things you're asking for help with suggest you're planning to create horrible nasty things.

I promise you, it's not. I'm not going to write some serial stealing program or something. I swear to god, it's just a new renegade installer which will make everyone's life easier.

I mean it, I'm not such person to abuse that kind of information. I'm a honest person.

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Subject: Re: Few questions.

Posted by [danpaul88](#) on Tue, 10 Mar 2009 09:01:12 GMT

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1) Make them stealth units

2) and 3): Just include the Serial Changer (

<http://www.renegadeforums.com/index.php?t=msg&th=19368&start=0&rid=2893>) in your installer and use that to encrypt the serial.

4) I think there's a setting in LE that controls the colour of the sniper scope, but I might be wrong. At work at the moment so I can't check.

5) See the if\_\*.w3d and if\_\*.dds files.

LR01 wrote on Mon, 09 March 2009 18:18well, most if\_ have something to do whit the menu, you have if\_back for the background image

Yeah, the if comes from InterFace (or, at least, I have always assumed it did ), hence all if\_\* files are part of the game menu interface.

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Subject: Re: Few questions.

Posted by [Spyder](#) on Tue, 10 Mar 2009 09:21:04 GMT

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It might be an option to include the serial changer application, but I've had some problems with that application. Sometimes when I re-enter my serial it will encrypt it as: 1111111111111111...

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Subject: Re: Few questions.

Posted by [Omar007](#) on Tue, 10 Mar 2009 15:52:42 GMT

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1. Don't know

2. Don't know what u mean... My serial isn't encrypted at all in the register. I can read it out with my own eyes lolz

3. What DanPaul88 said

4. As far as i know this is changed in LE somewhere

5. I believe you can reposition the TEXT, EVA and the SCANLINE with if\_titletrans.w3d

Hope this helped you

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Subject: Re: Few questions.

Posted by [mr£\\$Ä-z](#) on Tue, 10 Mar 2009 16:06:43 GMT

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1) LE -> Mod -> [x] Not Targetable

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Subject: Re: Few questions.

Posted by [saberhawk](#) on Tue, 10 Mar 2009 16:48:50 GMT

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DimitryK wrote on Tue, 10 March 2009 05:21 It might be an option to include the serial changer application, but I've had some problems with that application. Sometimes when I re-enter my serial it will encrypt it as: 1111111111111111...

Use the 1.1 version found later in the topic.

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