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Subject: Anyone out there good with reverse engineering?

Posted by [jonwil](#) on Sun, 21 Dec 2014 09:48:36 GMT

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Anyone out there any good at reverse engineering and ASM stuff? (specifically in a Renegade context)

I have a function that, thus far, I am having BIG problems reverse engineering (very unusual for me given how much I know about the Renegade engine) and I want to see if there is someone out there who can help me figure it out.

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Subject: Re: Anyone out there good with reverse engineering?

Posted by [Xpert](#) on Tue, 23 Dec 2014 00:02:02 GMT

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Iran maybe.

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Subject: Re: Anyone out there good with reverse engineering?

Posted by [Doitle](#) on Wed, 31 Dec 2014 05:20:37 GMT

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Do you just need help trying to figure out what they are attempting to do from the assembly? I don't know much about the internals of the Renegade engine but I can understand x86 ASM and usually decode a stack frame. I'm a computer engineer by trade and work a ton with PPC/VLE and EABI but it all works generally the same.

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Subject: Re: Anyone out there good with reverse engineering?

Posted by [jonwil](#) on Wed, 31 Dec 2014 07:42:25 GMT

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Turns out the function I am having trouble with is in fact correctly reverse-engineered, compiler issues are the real cause of the problem.

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Subject: Re: Anyone out there good with reverse engineering?

Posted by [Jerad2142](#) on Wed, 31 Dec 2014 14:40:41 GMT

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10 bucks says its aircraft AI.

jonwil wrote on Wed, 31 December 2014 00:42 Turns out the function I am having trouble with is in

fact correctly reverse-engineered, compiler issues are the real cause of the problem.

Everyone's favorite thing.

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Subject: Re: Anyone out there good with reverse engineering?

Posted by [dblancey1](#) on Wed, 31 Dec 2014 21:09:24 GMT

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Jerad Gray wrote on Wed, 31 December 2014 07:40:10 bucks says its aircraft AI.

jonwil wrote on Wed, 31 December 2014 00:42 Turns out the function I am having trouble with is in fact correctly reverse-engineered, compiler issues are the real cause of the problem.

Everyone's favorite thing.

Brings back memories from my compiler design class I took.

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