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Subject: Re: Reneade EXE editing

Posted by [EA-DamageEverything](#) on Mon, 02 Jan 2006 02:58:04 GMT

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If you think of modifying the always.dat or the game.exe, forget playing with RG.

RG always checks the MD5 of the always.dat based on the original. The MD5 checksum is implemented in RG and cannot be changed. That means, RG doesnt create a new Checksum everytime it will be installed, it has it in its Code.

If you want to modify the game.exe, make it BEFORE installing RG. But I have zero Experience in this. All I can say, there are some cracked game.exe's (I'm NOT talking about simple NoCD Cracks) and if you use them, you will earn a Ban from the RG Network. I also dont know what will be transmitted while auto-banning, but I think it's more than just the serial. All I want to say is be careful by changing the game.exe.

If someone wants a NoCD Crack, I can upload one of mine which is way better (and more comfortable) than the crapy one from djlaptop.

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