Subject: ASM Addresses
Posted by QoQn00b on Tue, 20 Feb 2007 04:51:05 GMT

I've been modding C++ and CS for about 4 weeks now and I want to move on to editing the ASM... and I understand how for the most part, enough to get going, but I need to know how to get the Address (i.e. 0x0040F0D0) of the function I'm trying to make. Is there a list or something somewhere? oO