
Subject: Re: ASM Addresses

Posted by [0x90](#) on Wed, 21 Feb 2007 01:11:48 GMT

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QoQn00b wrote on Wed, 21 February 2007 00:03

Nein, I mean how to find the names of the ASM commands. Like, 0x0040F0D0 is the SetScore or SetMoney (I cant remember which) address in the ASM release. How can I get a key to the list of these address names?

gamemodding wrote how do i get the addresses of the functions i want to hack?

im pretty sure youre talking about the same: getting the function pointer of an (engine) function. so the address of the first instruction of any function not available in source (so only in asm).

im afraid you would have to debug/trace them yourself if not already done like by jonwil@scriptsdll.

so i think funcptr of renegade engine is pretty good covered.

regards

0x90
