
Subject: Re: Draw distance

Posted by [Jerad2142](#) on Sat, 06 Oct 2007 17:43:22 GMT

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Could some one give me an example what I would be hunting for in the hex editor to do this?

File Attachments

1) [pic.png](#), downloaded 551 times

Command and Conquer: Renegade Official Forums - Windows Internet Explorer

http://www.renegadeforums.com/index.php?t=post&reply_to=279035&rid=21300

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Hex Workshop - [Renegade]

File Edit Disk Options Tools Window Help

00000000	4D5A	9000	0300	0000	0400	0000	FFFF	0000	B800	MZ...
00000012	0000	0000	0000	4000	0000	0000	0000	0000	0000@.....
00000024	0000	0000	0000	0000	0000	0000	0000	0000	0000
00000036	0000	0000	0000	0801	0000	0E1F	BA0E	00B4	09CD
00000048	21B8	014C	CD21	5468	6973	2070	726F	6772	616D	!..L.!This p
0000005A	2063	616E	6E6F	7420	6265	2072	756E	2069	6E20	cannot be ru
0000006C	444F	5320	6D6F	6465	2E0D	0D0A	2400	0000	0000	DOS mode....S
0000007E	0000	FCC3	3E25	B8A2	5076	B8A2	5076	B8A2	5076>%..Pv..E
00000090	C3BE	5C76	BEA2	5076	3BBE	5E76	ACA2	5076	D7BD	..\.v..Pv;.^v

Renegade

offset: 4 [0x00000004]

- 8BIT Signed Byte 3
- 8BIT Unsigned Byte 3
- 16BIT Signed Short 3
- 16BIT Unsigned Short 3
- 32BIT Signed Long
- 32BIT Unsigned Long
- 64BIT Signed Quad
- 64BIT Unsigned Quad
- 32BIT Float

Data Inspector Structure Viewer

0 instances of '300' found in Renegade

Address	Length

Compare Checksum Find Book

Find All Complete. Offset: 00000006 Value: 3 94208 bytes

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Wind... Rene... Torn... JMG... script... Hex ...