
Subject: Re: Question to old renegade HUD
Posted by [jnz](#) on Mon, 09 Feb 2009 23:53:49 GMT
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Saberhawk wrote on Mon, 09 February 2009 23:00RoShamBo wrote on Mon, 09 February 2009 16:16cAmpa wrote on Mon, 09 February 2009 20:17Is there a way to disable this weapon list?

Ofcourse there is!
You need to find the code that draws it and block it.

A good way is to backup the original instruction at the beginning of the function and just ret. When you want to restore it just write your backed up stuff back onto it.

A very *bad* way is to overwrite the first instruction in the function with ret as it can unbalance the stack.

meh just jmp it to your own and return; then.
