
Subject: Debug mode in Commando Editor
Posted by [Sir Kane](#) on Sat, 31 Jan 2004 15:57:59 GMT
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Funny thing is I was using Resource Hacker just a few days ago to look at the LE resources and didn't check the menus, lol. Anyways, I found the code that pushes the resource ID (0x81) on the stack, so simply modifying that to 0x02 instead would work as well.
