Subject: I need reverse engieering help with the scripts.dll
Posted by jonwil on Sat, 17 Apr 2004 04:57:47 GMT
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I am looking for some C++ coders who are able to help figure out the various unknown items in the scripts.dll (all the unknown parameters for various script commands for example)

Subject: Re: I need reverse engieering help with the scripts.dll
Posted by CompHobbyist on Wed, 28 Dec 2005 19:37:21 GMT
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I'm interested, though I don't have any game-specific reverse engineering experience I've been reverse engineering various things (hardware, software written in C and assembly language) for 4 years and have been coding in C and assembly language (DLLs, console-mode utilities, etc) for around 3 years. I'll have to get more information on the usage/general design of scripts.dll before I'll be of any use, but I'm interested in helping out if I can.

I could use another few days/possibly a week before starting though, I'm not done with my current project (reverse engineering the IBM PC-XT BIOS)

is scripts.dll armored/encrypted or compressed in any way, or is it a standard no-nonsense DLL?

EDIT: hooooly crap didn't notice how long ago this was posted, sorry to dig it back up. I'm still interested, if you haven't already finished the project...

Subject: Re: I need reverse engieering help with the scripts.dll
Posted by Oblivion165 on Wed, 28 Dec 2005 19:58:16 GMT
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Ah the good old days of Deep Freeze. Im way out of touch now-a-days though.

Subject: Re: I need reverse engieering help with the scripts.dll
Posted by icedog90 on Wed, 28 Dec 2005 22:05:24 GMT
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Wish I had way more experience...