
Subject: Just thinking...

Posted by [Viking](#) on Tue, 11 Jul 2006 04:18:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why dosent Whitedragon or Johnwill make a program that backwards engineers a EXE and do that to renegade for the sorce code?

So EA might get mad WTF r they gonna do??

Subject: Re: Just thinking...

Posted by [Whitedragon](#) on Tue, 11 Jul 2006 04:39:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Because thats insanely hard to do and we dont know how? The best you can do is disassemble it into ASM, which can be done and is how alot of the engine functions are made.

Subject: Re: Just thinking...

Posted by [Viking](#) on Tue, 11 Jul 2006 05:00:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

If its insanly hard that dosent mean its impossible...

WD? Can you try to mess with tiberian sun and get air transport to work?

An WTF is ASM?

Subject: Re: Just thinking...

Posted by [Kamuix](#) on Tue, 11 Jul 2006 06:25:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think is stands for "Assembly Code" But i'm not sure.

And i don't think you need to mess with the code to get the transports working in TiberianSun. Use Tibed and configure settings on the Airunits, i've done it many times before

Subject: Re: Just thinking...

Posted by [Viking](#) on Tue, 11 Jul 2006 09:03:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am talkin about the dropship/orca transpot.

Many have tryed to make it work but all have failed.

When you tell it to go somewhere it just goes up and down and wont land the problems is unfixabol.

Subject: Re: Just thinking...

Posted by [icedog90](#) on Tue, 11 Jul 2006 09:10:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

huh? When I used to play TS a lot a long time ago I got a mod that allowed me to use both just fine.

Subject: Re: Just thinking...

Posted by [Viking](#) on Tue, 11 Jul 2006 09:14:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yah but its weird cus you have to make them a carryall.

And they have to take off and land every time they drop off 1 unit.

Subject: Re: Just thinking...

Posted by [Goztow](#) on Tue, 11 Jul 2006 09:26:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

You know: Silent Kane already did it but just isn't releasing it. If Johnwill would do it now, he'd be stealing his ideas again

Subject: Re: Just thinking...

Posted by [Viking](#) on Tue, 11 Jul 2006 09:42:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

SK did what now?

Get the source code...

He cant give it out why? Just to JW or WD???

Subject: Re: Just thinking...

Posted by [Whitedragon](#) on Tue, 11 Jul 2006 09:56:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

No he didnt.

Subject: Re: Just thinking...

Posted by [Viking](#) on Tue, 11 Jul 2006 09:58:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Than why dont you?

Make a program to do it.

Where you just put in a EXE and it dose it for you.

Subject: Re: Just thinking...

Posted by [danpaul88](#) on Tue, 11 Jul 2006 10:20:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

because getting the original source code back from a compiled file is impossible... its not there anymore.

Subject: Re: Just thinking...

Posted by [Goztow](#) on Tue, 11 Jul 2006 11:12:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Idjit, my previous post was what one would call "sarcasm"

Subject: Re: Just thinking...

Posted by [icedog90](#) on Tue, 11 Jul 2006 17:24:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

idjit626 wrote on Tue, 11 July 2006 02:58Than why dont you?

Make a program to do it.

Where you just put in a EXE and it dose it for you.

dude, reverse engineering is not so simple like that. You have no idea how incredibly difficult it is. It can take years to reverse engineer a game engine, and nobody here wants to do that.

Subject: Re: Just thinking...

Posted by [Fabian](#) on Tue, 11 Jul 2006 21:50:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey, do you also think you could code me some kind of chess AI? You know, something that can beat Deep Blue? That'll take like, what? A weekend? I'll pay you \$10 too! While you're at it, throw in a quantum physics simulator...
