Subject: Re: Some questions/requests for anyone who has The First Decade Posted by jonwil on Sat, 11 Feb 2006 05:54:53 GMT View Forum Message <> Reply to Message

Ok, I now have a The First Decade renegade exe file (I realized that if it was approved for RenGuard use, I could pull it down from there and look at it)

I can confirm that all the exes I looked at (TFD, non-cracked 1.037 exe and the no-cd crack I was using) say 1.37.0.1 and not 1.37.0.0 (if anyone has an exe that says 1.37.0.0, please let me know

I have done a binary file compare of the FD exe to the no-cd I was using and the only differences are:

The timestamp in the PE header is different The no-cd crack has some text from the safedisk unpacker uses The no-cd crack has some text related to safedisk Also, there seems to be a wierd one byte instruction change in the memcmp() function In the no-cd I have, the first instruction of this function is mov eax, [esp+arg_8] followed by test eax, eax then jz short locret_79211C (i.e., it checks to make sure that the argument is not null before proceeding)

In the FD exe I have, the instructions come up as follows mov edx, [esp+0Ch] test eax, eax jz short locret_79211C Look at address 3920D1 with a hex editor, it is 54 in the FD exe and 44 in my exe.

I can therefore confirm that (other than the one wierd change mentioned above), there are no changes to the renegade game.exe itself that would make a difference.

The build number and version are still exactly the same, as are the memory addresses of all the functions and data items scripts.dll and bhs.dll use/talk to.

The serial number should be stored in exactly the same way it always has been, with a Serial key under HKEY_LOCAL_MACHINE\software\westwood\renegade and a woldata.key file in the renegade folder. The reason that installers (i.e. RenAlert etc) would be failing is because they dont correctly find where renegade is installed. (for whatever reason)

The only thing I still require is a list of all files in the renegade folder along with their sizes, so I can confirm if anything else is different.