
Subject: Re: "No Gameplay Pending" patch for LFDS!
Posted by [howang](#) on Wed, 11 Oct 2006 05:08:12 GMT
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```
/* * * * * *
```

LFDS no gameplay pending patcher (RH7.3)

```
offset xxxxx | org | new
offset 23A38 | B8 | 90
offset 23A39 | 87 | B8
offset 23A3A | F8 | 01
offset 23A3B | 01 | 00
offset 3FECA | 00 | 01
* * * * *
```

```
#include <stdio.h>
#include <stdlib.h>
```

```
int main(int argc, char* argv[])
{
    FILE *f;
    printf("Renegade LFDS no gameplay pending patcher\n");
    if (argc < 2)
    {
        printf("Usage: patcher <name of Linux FDS binary>\n");
        exit(1);
    }
    f = fopen(argv[1], "rb");
    if (f == 0)
    {
        printf("File %s not found\n", argv[1]);
        exit(1);
    }
    fclose(f);
    printf("patching Redhat 7.3 binary\n");
    char c;
    f = fopen(argv[1], "r+b");
    fseek(f, 0x23A38, SEEK_SET);
    c = 0x90; /* 0x90 is a big cheater */
    fwrite(&c, 1, 1, f);
    fseek(f, 0x23A39, SEEK_SET);
    c = 0xB8;
    fwrite(&c, 1, 1, f);
    fseek(f, 0x23A3A, SEEK_SET);
    c = 0x01;
    fwrite(&c, 1, 1, f);
    fseek(f, 0x23A3B, SEEK_SET);
    c = 0x00;
```

```

fwrite(&c,1,1,f);
fseek(f,0x3FECA,SEEK_SET);
c = 0x01;
fwrite(&c,1,1,f);
printf("Patching complete\n");
}

```

```

/* * * * * *

```

LFDS no gameplay pending patcher (RH8.0)

```

offset xxxxx | org | new
offset 2BBAA | B8 | 90
offset 2BBAB | 87 | 90
offset 2BBAC | F8 | 90
offset 2BBAD | 01 | 90
offset 2BBAE | 01 | 6A
offset 2BBAF | 01 | 01
offset 3DF12 | 00 | 01
* * * * *

```

```

#include <stdio.h>

```

```

#include <stdlib.h>

```

```

int main(int argc, char* argv[])
{
    FILE *f;
    printf("Renegade LFDS no gameplay pending patcher\n");
    if (argc < 2)
    {
        printf("Usage: patcher <name of Linux FDS binary>\n");
        exit(1);
    }
    f = fopen(argv[1],"rb");
    if (f == 0)
    {
        printf("File %s not found\n",argv[1]);
        exit(1);
    }
    fclose(f);
    printf("patching Redhat 8.0 binary\n");
    char c;
    f = fopen(argv[1],"r+b");
    c = 0x90; /* 0x90 is a big cheater */
    fseek(f,0x2BBAA,SEEK_SET);
    fwrite(&c,1,1,f);
    fseek(f,0x2BBAB,SEEK_SET);
    fwrite(&c,1,1,f);
    fseek(f,0x2BBAC,SEEK_SET);

```

```
fwrite(&c,1,1,f);
fseek(f,0x2BBAD,SEEK_SET);
fwrite(&c,1,1,f);
c = 0x6A;
fseek(f,0x2BBAE,SEEK_SET);
fwrite(&c,1,1,f);
c = 0x01;
fseek(f,0x2BBAF,SEEK_SET);
fwrite(&c,1,1,f);
fseek(f,0x3DF12,SEEK_SET);
fwrite(&c,1,1,f);
printf("Patching complete\n");
}
```
