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Subject: Re: Red Alert: FPS

Posted by [Mad Ivan](#) on Sat, 05 Oct 2013 21:03:49 GMT

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robbyke wrote on Sat, 05 October 2013 04:39

ive heard of it, and i keep an eye out for it, however i am totally not skilled enough to be able to create my own ssgm like functionality, mainly because i find it hard to learn decompiling and most game are protected against it.

ive even tried to do it with renegade just to learn the proces however i just cant find the tools/tutorials for it so i kinda gave up on the thing

In reverse order to your post, I'll skip the "its easy to talk" bit for now, but I'll get back to it later.

The topic of "decompilation"-based (or "exe hacking") mods is a really broad and controversial one, so I'll spare any details that come to mind. There are no(t a lot of) "general" tutorials on how to do this, because you already need to be a ^good^ (actually, very experienced and brilliant fit the description better, IMO) programmer to understand what's going on under the hood. Every engine is different and the more experience you've got with implementing different games from scratch in different contexts, the more sense things will make when looking at the code structure, coming out of a disassembler. Games in general are "protected against it", because by injecting their own code, people can write exploits, allowing for cheats and/or even worse (identity theft comes to mind), which adds "understanding compilers" and "understanding obfuscation techniques" to the skills list if you want to venture into something like that.

I, personally, perceive things like recompiling scripts.dll (jonwill), some of the major improvements to the Renegade engine (Sir Kane, Saberhawk, jonwill) and other simmlar projects like a sort of really impressive, amazing voodoo, done by some of the best witchdoctors around.

So with that said, why bother to do that kind of stuff in the first place, when there are enough modern, well-documented, general-purpose, feature-rich engines out there (that don't require you to get your hands dirty with writing in assembly...or feeding Russian hacking forum topics into Google Translate)?

From what I understand, once the multi-player version (of Renegade-X) is out, they will ship a development kit for map-makers and coders. With 90% certainty, I think that the language will be UnrealScript - Renegade-X, after all, is made in UDK. My bet is that they will ship UDK with the Renegade X assets and code. All the more reasons for people to start picking UDK up (if the previous weren't enough).

Quote:

its easy to talk when you already now that kind of stuff it quite hard to learn it.especially on your own

I can see the "walk a mile in someone else's shoes" argument, but some of the people, who post here have actually been in that position before.

Pardon me for the autobiography,

Toggle Spoiler but I started modding Tiberian Sun in 2000, at the age of 12 ("coding"). I tried picking up my first C++ book when I was around 14. None of my relatives are in a technical/engineering profession (as a matter of fact, my mother dismissed my interest in making games and mods as a waste of time), my IT-inclined friends at the time were far more interested in how cool this piece of hardware is over the other, so they couldn't be bothered with the "programming nonsense", teachers in high-school couldn't be bothered with spending time with me about something that we might cover for an year in IT class when I turn 17. After Generals, I "retired" from modding to focus on my studies. I didn't mingle with people, who code until I went to uni at the age of 18, so in that span of 6 years I was completely on my own - books, tutorials, write code, repeat, experiment. When I started my first degree (in Informatics), I was ahead of most of my classmates, when it came to Programming classes.

My reasons for quitting that degree and going abroad are completely irrelevant to the topic of learning the "kind of stuff", so I'll cut to the chase. It is hard doing it on your own, and based on what I've said above, I think that I completely understand you and a lot of the people who are just starting out (or are anxious about starting out). At the same time I can't help to think that people nowadays are exposed to so much more sources of information, compared to back in the days, so with that in mind, I think that "quite hard to learn it.especially on your own" is a bit exaggerated.

It's no walk in the park, but nowadays there are ways to learn things (that used to require going to specialized schools) without leaving your home. People can go beyond the basics and even into so many other areas without having to shove money into an institution and/or spend ages sourcing materials from books. There are so many forums, Google+ Hangouts, communities - It's crazy!

reborn wrote on Fri, 04 October 2013 23:51

You're so right. You have some really good, well explained points that really hit home. You also have some good ideas, too. Nice post!

The only thing is, Zunnie and company are doing this because they find exactly what they are doing fun and enjoyable. They're not doing it for the reasons you mention, and have little aspiration to do so. I'd wager that they're mainly doing this for themselves, and would like some players to join them, but the real goal is to make it, rather than have it received favourably by a large audience, learn marketable skills or improve portfolio's and CV's.

Thank you :-]

A few things escape me, then. If they are making it just for the sake of making it, why post about it? Why make an indieDB page about it? Why get into a "cs made it big <passive aggressive about how we can make it big>" argument? Why defend an engine choice? Why the whole MPF thing in the first place? It's like having a marketing machine for the sake of having a marketing machine?

I've read "MPF Production" topics before and the reason why I'm bothering with replying to this one is that about 80% of the game-dev job descriptions I've read in the past 3 years feature "passion for making games" and these guys seem to have it... which is really great (and kind of admirable - I know people on GamDev courses in uni, who don't), but are going about it a weird way, which is kind of disappointing... and pointless.

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