

whyask37's blog

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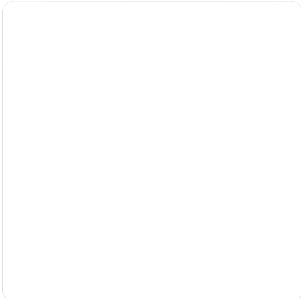


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14 neighbors

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Playing with MPQ (1) - Simple MPQ file...

Starpletech Unfile

5. SFmpq (ShadowFlare's MPQ...

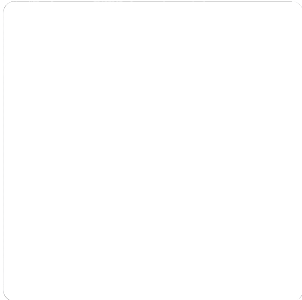
This document is a course record of the development of the StarCraft editor. Since I am also in the position of learning, what is wrong...

Project SMD

[Middle Lesson] 13. Trigger Programming ...

This course is the last course in trigger programming fundamentals. Afterwards, I will write several eudasm-related...

mud lecture



4. scenario.chk

Project SMD



[Rude Le Substitut

mud lecture

full article

2014. 9. 30.

## whyask37's blog

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### [Rock lecture] 18. Try porting SCMLoader.

[Warning] This course is quite difficult. If you don't need anything else and just want to use the trigger, see the bottom. As foreshadowed in the previous tutorial, let's port the SCMLoader. ----- [Note] What is SCMLoad...



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2014. 9. 30.

### [Rude Lecture] 17. Current Player Trick

In this tutorial, you will learn how to manipulate the Current Player to manipulate the Deaths condition or the SetDeaths condition at will. The Current Player trick is about 1/10 the difficulty of trigger programming. -----...



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2014. 9. 4.

### [Red River] 16. Percent Damage

This course is the answer to <http://cafe.naver.com/edac/32777>. In this tutorial, you modulate a Ghost's weapon - small units die instantly - medium units do 75% damage. In other words, only 25% of HP before hitting is le...

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2014. 8. 17.



grpCC 1.02

Simple. Added gui. 1. grp -> extract image 2. image -> create grp

0



2014. 7. 3.

[□○○]

Come to think of it, as long as eudtrg is created, there is no difference between EUD and code execution. Except that you can't call the API directly with eudtrg. Everything that is possible with assembly, except for...

2



2014. 6. 24.

## whyask37's blog

### Star Text Preview [1]

I tried to make it imitate the star movement as much as possible, but I don't know if it will work. Please post bugs in the comments of the original blog post. - Modifications 1. Various 2. Minimized text lag when printing...

4



2014. 6. 23.

### iscript cleanup

Source: vgce + PyICE <https://vgce.googlecode.com/svn/trunk/docs/Blizzard/Starcraft/iscript.txt>  
OpcodeFunction nameParametersFormatDesc0x00playframu16 Frame#,playfram frame#Displays a particul...

One



2014. 6. 21.

### eudtrg brief description

The setting file is uploaded to <https://db.tt/qhMYI1IT> and the created map file/python file is attached. It's a bit too much to even explain the mybound trigger, so I'll explain the trigger in detail next time. ps) From version...

0



2014. 6. 20.

### [eudtrg] How to make a juggling blood example

I have attached the template map (zerglingblood.scx) and the completed map file (zbloodtest.scx). It may be difficult to get used to because the way the map itself is made is a little different, but I think eudtrg is pretty...

One



2014. 4. 19.

### eudasm v0.04 source code

I'm posting this as a reference for people who make other tools. The source code is a bit dirty. a- This is for python 3.

0



2014. 4. 4.

## whyask37's blog

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### [eudasm] 7. Creating multiplication and division functions

In this tutorial, we are going to create a function that multiplies - a function that divides. This course is intended to solidify the concepts of Full Variables and functions, and outline the flow of how to write triggers with...



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2014. 3. 27.

### [eudasm] 6. Functions

Last time, I learned Full Variable and studied about half of the basic\_function example. In this tutorial, we will fully analyze the basic\_function example. The basic\_function example has - Function - Full Variable, Variabl...



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2014. 3. 24.

## whyask37's blog

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### [eudasm] 5. Full Variable, Variable Table

In this tutorial, we will learn about variables. Goal - Learn about Full Variables and Variable Tables. - Learn about Light Variables. ----- 1. Full Variable Most of you have probably used the live death trigger as a varia...



---

2014. 3. 23.

### [eudasm] 4. Example basic\_loop analysis

In this tutorial, we will explain the example basic\_loop included in eudasm. - The basic\_loop example is a bit annoying to analyze, since eudasm was originally a tool for those who have mastered the dungeon. -...

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2014. 3. 21.

### [eudasm] 3. eudasm trigger syntax

In this lesson, we will learn about the basic trigger syntax of eudasm. Let's see which triggers fit the eudasm format. In fact, you can refer to this course whenever you need it. You don't have to memorize it at all. This...



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2014. 3. 20.

3

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### [eudasm] 2. Conditional statement, loop statement

In this tutorial, we will create: If there is a Scout remaining - move the location to that Scout. - Kill 1 Scout on location. - Spawn a zergling at the location. - Repeat ----- 1. Remove Preserve Trigger - next Preserve...



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2014. 3. 20.

8

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### [eudasm] 1. Introduction to eudasm

This is an introductory course to eudasm. Trigger programming is very difficult, but eudasm is fairly easy. There are still many bugs in eudasm and it is not a stable program enough to write this course, but I did not...



2014. 3. 6.

### [Lesson Lecture] 14. Line Tracer Example

I made eudasm, but I think I'll have to deal with it in a tutorial about how to use it at least once. I think the line tracer example is pretty good for an example. The line tracer program consists of four main parts. - A library...



2014. 3. 6.

### eudasm v0.03

Additional Notes - Fixed several bugs. (There are still quite a few bugs) - Added line tracer example.



2014. 2. 28.

### eudasm v0.02 [Alpha]

Additional Features 1. Added logic to put EUD trigger in map file. 2. Added basic function call and variable table example. A basic\_function example has been added, which might be worth a look. The effect isn't flash...



2014. 2. 24.

### eudasm v0.01 [alpha]

I have no doubt that there is a bug, but let's deploy it first. EUD programming tool. So, how to create a trigger like this and put it on the map is a different kind of problem. You can think of it as automating the process of...



2014. 2. 24.



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related manuals instead of lectures.. Since this is the last course, I will make it a little more fun. Episode 12...



2014. 2. 22.

[Sorry Lecture] Extra: Trigger Programming - Practice

I'm too embarrassed to write a course until eudasm is distributed. Rather than writing a course, I think it would be beneficial to everyone to just package this program. I'll just do it with practice this time. If you have playe...



2014. 2. 20.

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making tools. ----- First of all, as you saw up to the 11th lesson, doing trigger programming in Python or...

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2014. 2. 18.

[Rock lecture] 11. Put a trigger on the STR section

The MRGN section is 5100 bytes, so only 2 triggers can be inserted. (It is possible to put a few more triggers overlapping each other, but it is difficult) Therefore, a trigger with a larger size cannot be put in this. That's w...

 0



2014. 2. 17.

[Rude Lecture] 10. Relocation table

Starting today, we will design a program that can actually be used. I'm going to try to cover some of the problems that arise when programming. It's a crap lecture. I want to deal with a lot of things other than EUD...

 0



2014. 2. 11.

[Rock Lecture] 9. Trigger Programming - Looping

This course is short, but the level of difficulty is high. Let's populate the switch table of the Vanilla Location Table with 1, 2, 3,... etc. ----- A total of 2 triggers are used in the loop. See figure. - In P1, the next value of...

 0



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8

[Lesson Lecture] 8. Trigger Programming - Basics

Changing the tile set doesn't seem like a big deal, so I'll update the 7th or fill it up later, and let's start with the 8th. It's not that big of a problem, but there's a problem that's annoying to solve; vf4 value cached? It's beco...

 One



2014. 2. 7.

Start the eudasm project

There is no reason to create a separate project, I just uploaded this project because I thought it would get bigger. Roughly assembly? A language like this would have come about as: import readbyte import splitdwor...

 0




2014. 2. 5.

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[Rock lecture] 7. Playing with tilesets (2) - Attempting to apply custom tilesets 1

Today's goal is as you can see above. We'll make something like the one above. To make something like the one above, you need to create a new tileset for the tiles used above. So, I made (extterrain2.zip) like the...

 3



2014. 1. 27.



[Lesson] 6. Playing with tilesets (1) - Tileset format, dynamic allocation

In this lesson, we will change the tileset in real time. So from Badlands to Ice or something like that. In (3), we will expand on how to upload a custom tileset. Roughly, the order is as follows: 1: Tileset format, dynamic...

 One



2014. 1. 26.

Simple EUD Assembly Ideas

Now that it's roughly clear that we can do something with EUD, we begin to sketch. The plan is as follows. The Trig section is responsible for the initialization of stage 0 in the MRGN. Stage 0 is responsible for the...

 0



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4

[Rock lecture] 5. Pointer example - Reducing unit limit

It is very difficult to increase the number of units. It's hard to beg. First of all, the conclusion I have reached is 'theoretically impossible'. Even if you go through all the difficulties up to the structural offset, you will be stuc...

0



2014. 1. 23.

[Simple Utility] EUD generator to upload to file memory

Write the file name, the offset, the name of the player to be executed, and the name of the trg file to be output.

2



2014. 1. 20.

5

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[Rock Lecture] 4. TRG file format

Goals: 1. We can create our own .trg files just like EUDTrig. References: 1.  
http://www.stareddit.net/starcraft/CHK PS: This course is very related to programming. ----- There are two...



2014. 1. 20.

3

[Rude Lecture] 3. Pointer

The size of the course is as much as I like. ----- Let's learn pointers. In fact, it's easy to poke the pointer. By the way, the application can be very interesting. It's a rough idea, but if I learn how to create a .trg in Lesson ...



2014. 1. 19.

## whyask37's blog

### [Rude Lecture] 2. Substitution between death, plus

There is no ultimate goal for the course. I'm just going to write it down. How difficult is the course? I'll explain how to use EUD in a fun way. I was just going to keep the EPD simple, but I'm going to try some interesting...

 One



2014. 1. 19.

### [Lecture] 1. Brief summary of EPD

Notation 0x1234 : 1234 in hexadecimal (i.e. 4660 in decimal) death table start is 0x0058A364. You can manipulate 4 bytes in 0x0058A364 + (unit \* 12 + player) \* 4 through Death or Set Death. ex) I want to make ...

0  0



2014. 1. 10.

### [chat]

Naming is the most difficult and the hardest part is figuring out what is included and where. ex) When programming in relation to fog of war, when you want to turn off the fog of Player 1 at the coordinates (3,7) (...)

 0



2014. 1. 10.

### [Laughs] PySCX structure design in progress...

scxpy readme scxpy goal : 1. Simple & Stable api. 2. Complete control over map. 3. Fast library. 4. Full support for batch editing. map. : Loaded by loadscx() scenario. : scenario.chk related thing. Loaded by...

 0



2013. 12. 18.

## whyask37's blog

### 12.

The course is discarded. I'll just go to the development diary. Lectures suck. After seeing PyMS, Phil suddenly came and I am making a library with Python. I am making a library while learning PySCX Python, but since I...



2013. 12. 15.

### 11. scxlua basic design

It seems like we've focused too much on the outside so far, so let's deal with the internal logic of the star. is the most difficult to write and design, but it is difficult to name a variable... Brief summary: A conversion function ...



2013. 12. 7.

### temporary hold

I'll do some more designing and republish. It's not just about designing the interface, it's about designing the internal structure as well. First, to practice lua, I will try to make a library that handles star maps as lua (scxlu...



2013. 12. 5.

### maptool

This is a useful tool for simple chk research. I uploaded it as a project, so please use it usefully. I used excelformat library. <http://www.codeproject.com/Articles/42504/ExcelFormat-Library> See here for detailed ch...



2013. 10. 26.

### My personal opinion on Unprotect...

Revision History - 2014-04-11: Speech refinement, content added. ----- I'm going to try to write a little bit of crap. I've been watching a lot of crap these days, so I want to write a crappy post too. One of the reasons I a...



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2013. 10. 25.

8

Tileset

Looking at it this way, the tilesets look very different. It's amazing.

 0



2013. 10. 18.

16

## whyask37's blog

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### Playing with MPQ (1) - Simple MPQ file analysis

Protect is related to unprotect. If you know how to protect, you can also unprotect. This tutorial is not to write that you actually protect your map, but to explain how you can protect in this way, etc. The target of the cour...

 11



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2013. 10. 11.

### You have created a project.

<http://code.google.com/p/mapcanvas> I'm trying to use Google, a free server, for code version control. At the same time, all code becomes open source.

 0



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2013. 10. 6.

whyask37's blog



like usa

like.

 One



2013. 10. 3.

It's fun to crack the code.

First of all, I'm trying to open TinyMap2 with Aida Pro, but it's quite difficult (pure wildcat) when I open it without knowing the assembly and PE structure. After KMO is over, I will study properly. It would be interesting to lo...

 0



2013. 10. 1.

chat (1)

Unpleasant should not be power. Don't cross the line. The ability to unplay shouldn't be the power to intimidate others who can extort things from others. That kind of unplay is the same as a elementary school kid runnin...

 0



2013. 9. 27.

## whyask37's blog

### 10. Reading and writing pcx files

This document is a log of developing StarCraft Viewer in the form of a course. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that...



2013. 9. 26.

### 9. Take a break - Text trigger concept

I saw Oreo Trigger and was a little impressed. I'm trying to make a script properly without relying on php once. I want to design it. The classic trigger is an abomination that needs to be eliminated. ----- Roughly designin...



2013. 9. 25.

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8. Let's read and print the GRP file. (One)

This document is a log of developing StarCraft Viewer in the form of a course. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that...



2013. 9. 18.

2

1:20

7. Let's print the terrain again.

This document is a log of developing StarCraft Viewer in the form of a course. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that...



2013. 9. 12.

## whyask37's blog

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### 6. Foundation work

This document is a course record of the development of the StarCraft editor. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that maki...



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2013. 9. 11.

### 5. SFmpq (ShadowFlare's MPQ Library) and examples

This document is a course record of the development of the StarCraft editor. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that maki...



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2013. 9. 10.

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4. scenario.chk

This document is a course record of the development of the StarCraft editor. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that maki...



2013. 9. 10.



7

3. Terrain Output

This document is a course record of the development of the StarCraft editor. Since I am also in the position of learning, what is wrong with calling this a 'course'; This is a project to make a map editor, realizing that maki...



2013. 9. 10.

2. ChkDraft

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2013. 9. 10.

1. Concept

Roughly like SCMDraft2 + Chrome, the design will follow Chrome and the functions will go beyond SCMDraft2. You just need to float the mini-map that moves the map slightly to the right. We will gradually learn the...



2013. 9. 2.

Start a new blog.

This is a crap blog. It's a bit high quality, but what about it?



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