

HP Script interpreter

HP Script interpreter: .HP file interpreter

HP Script: A simple script to change the bytes of files more quickly and accurately with the help of more tools

Version: The current version is version 1, which does not have many features, and its purpose is to provide this tool, and versions 2 and 3 will be under construction after version 1, and will be released with more, stronger, and more optimized features

Syntax: In the first version, the code syntax was focused on a simple standard, but in the next versions, the focus will be on more and simpler features and to make the syntax more concise

Examples and Structure:

HexPatch v1

INCLUDE: libcocos2dcpp.so

CODE: Unlimited Health

OFFSET: 0x57d8b0

REPLACED: 1E FF 2F E1

END

HexPatch v1

INCLUDE: libmon.dll

CODE: 1

OFFSET: 0xBA0

REPLACED: 1e 20

END

HexPatch v?

HexPatch tag and version must be defined, current version is 1 so replace ? with 1

INCLUDE: [filename]

INCLUDE: must be defined and after that the file name must be defined

CODE: CODE NAME

must be defined with a CODE: with a space as the separator, there is no condition for the codename unless it is followed by a line on the next line(the next line is not read)

OFFSET: 0xADDRESS

OFFSET: with space as separator must be defined with the offset address and 0x at first of address

REPLACED: ?? ?? ?? ...

REPLACED: with space as separator must be defined with the Hexadecimal value as replaced(NO Limit)

Note: Byte (??) must be defined with 2 hex digit even if the high part is zero like 0A not A

END

END tag is not required, but it can be mentioned at the end for the beauty of the code

Note: The current version is case sensitive and is also sensitive to spaces that act as separators