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A: As of 2017 you can do it directly in steam with the addon CDProc Install CDProc if you haven't already. Start the Steam client. Click the game you want to patch. Click CDProc. Click "Patch" Source: Q: What is the proper way to calculate local frame size/length? I am writing a program to accept an input in a structure that is composed of six points that make up the frame. The frame could be any shape (e.g. a square, a rectangle, a circle, etc.) but will always have two vertices with x and y coordinates for the top left and bottom right. I am using glm::vec3 coordinates to represent the x and y coordinates of the vertices. There is a math operation, local frame size/length, which I want to calculate using glm::vec3 coordinates. The problem is that I don't want to accidentally call this function on a glm::vec3 that is not a part of the frame, or some other vertex that is not in the frame. To solve this problem, I am converting my vertex coordinates to glm::vec2, and then back to glm::vec3. This works, but seems hacky. I am looking for a more elegant solution. Here is my math function: float localFrameSize(const vec2& p){ float x = p.x; float y = p.y; float h = 0.f; float w = 0.f; float dy = 1.f; if(p.y > 0.f){ w = (y - x); h = (y + x) / dy; dy = 1.f / (y - x); } else{ w = (x - y); h = (y + x) / dy; dy = 1.f / 2492ce491b