

Forum: [Hack Forums](#)

Thread: [Space Engineers full source code access](#)

LanMan - May 14, 2015, 11:20 am

"Space Engineers – full source code access, total modifications and 100,000 USD fund

Today we have a very important announcement for our modders and our community. We decided to give you 100% complete access to Space Engineers' source code. This comes as a continuation of our decision to give more freedom to modders and community."

Post: http://blog.marekrosa.org/2015/05/space-engineers-full-source-code-access_40.html

GitHub link: <https://github.com/KeenSoftwareHouse/SpaceEngineers>

stdio? - May 14, 2015, 11:38 am

As soon as i saw C# and Engineering in the same context i deliberately told myself, NOPE. Then I immediately noticed it was a game.

```
string text = "Space Engineers cannot be started in 64-bit mode, ";  
text += "because 64-bit version of .NET framework is not available or is broken." +  
Environment.NewLine + Environment.NewLine;
```

Yeah, that's definitely the reason. LOOK I DONT KNOW HOW MSIL WORKS

vSeditio - May 14, 2015, 11:50 am

Thanks for the share, interested to see what people will do with it.