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Kinotehp - July 28, 2020, 7:10 am

I am looking for help regarding a some historical restoration (note that i am indeed a retard and have no prior coding experience as well as a first time poster on this forum, but the best way to get what you want in life is to ask politely, and you shouldn't be afraid to ask for help)

To preface this:

About a few months ago at the time of writing, the entirety of the source code for the game Warcraft II: The Dark Saga (The Playstation 1 port of Warcraft 2: Tides of Darkness/Beyond the Dark Portal) was discovered online. upon further inspection it was revealed the game essentially has the same codebase as the original PC build, as presumably (not so sure as i don't really understand code properly, just read through the comments inside if) all of the PC code is sitting inside this collection of files (but it has been commented out/labelled as old files etc.)

I am looking for people to help restore the original codebase, essentially remove all the PS1 specific library calls and code, reintroduce the original graphics and commented out/ assorted pc code and get it to compile so it can be used to mod the game/add in quality of life features etc. You can find the full file on Archive.org (won't directly link it for obvious reasons) but hopefully someone else here can help, as i mentioned previously i am inexperienced in this sort of thing and am just a dumb fan who wants to make a old game great.