Dwarf

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COLLABORATORS

	TITLE : Dwarf			
ACTION	NAME	DATE	SIGNATURE	
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Dwarf

1.1 main

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Dwarf - English documentation


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1.2 faqu

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Frequently Asked Questions


How can I enter hexadecimal numbers?

(0.43) A leading $ specifies hex numbers. $a would be 10.
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1.3 what

```
What is this?
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If you know TrainerMaker or Cheater, you're already familar with this
kind of program.

Why another?

I've seen TrainerMaker some time ago, and I was surprised to see something
like the Action Replay trainer mode working in multitasking. But most games
switched it off and there was no chance to get around this.

OS-friendly games came to fashion, when people recognized that their soft
didn't work on any other machine than their own.

There is Cheater, which comes with a nice MUI window and some useful functions.
But Cheater was (and still is) Shareware and I didn't want to pay money for
a program that I was sure I could code myself.

I started development and created a small program that does what I needed
from Cheater before. It was really small, not in filesize, but in functions,
so I called it Dwarf. I know there's another program carrying that name, but
I just don't care :)

Use Cheater or Dwarf?

If you want a nice (but slow) MUI window, some good menus and a requester
appearing everytime you press a gadget ;), download Cheater.
If you don't like the requester, pay $10 for it.
If you want a nice (and fast) GadTools GUI and continuing free support
– use Dwarf.

1.4 quik

Quick Usage

- Start Dwarf by double-clicking on its icon.

- Play any game, note down the value to be changed, PAUSE the game,
  switch to WB ('Amiga'+'M').

- Select mode (Byte/Word/Long/Float) with first cycle gadget. If you
  don't know what to select, try Long or Word.

- Select memory mode (Chip/Fast/Both) with second cycle gadget. Most
  games keep the relevant data in Fastmem, so this should do the job.

- Enter value you've noted before (hope you did) and type it into the
  string gadget.

- Press 'Search' gadget. This will take some time.

- Continue playing your game until that value changes. Pause, and switch
  to WB again.

- Enter new value into string gadget.

- Press 'Verify' gadget. This is a fast operation which compares the new
  value with those stored in the listview gadget (or in memory).

- You've found the address? If not, play on and verify again.

- Now type your desired value (see limits above) into the string gadget
  and select an address from the list.

- Press 'Set'. That's it!

1.5 hist

History

```
0.01 (08.09.1999) - First working version (ACE Basic)
0.02 (10.09.1999) - Optimized search routine
0.03 (11.09.1999) -          -"-
0.04 (14.09.1999) -          -"-
0.05 (16.09.1999) -          -"-
0.06 (17.09.1999) -          -"-
0.07 (18.09.1999) -          -"-
0.08 (19.09.1999) -          -"-
0.09 (20.09.1999) -          -"-
0.10 (21.09.1999) -          -"-      (~350% faster since 0.01)
0.12 (18.10.1999) - Bug in search routine fixed
0.20 (31.10.1999) - Revised search routine, should be stable now
0.40 (30.05.2000) - Completely rewritten to C, compiled with vbcc.
0.41 (01.06.2000) - Some minor changes.
0.42 (02.06.2000) - Some minor changes.
0.43 (04.06.2000) - Hex number input and Float search possible!
```

1.6 futu

Future

- 'Range' memory mode. Set start and end address.
- Switch for en/disabling multitasking during search operations.
- Select and change multiple addresses at once.
- Locale support.

1.7 cheater

Cheater is © by:

```
   Frank Weber
   Schlizstr. 53
   74076 Heilbronn
   Germany
```

1.8 trainer

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TrainerMaker is © by:

    Andreas Ackermann
    Lorenz-Summa-Str. 10
    ????? Oberkotzau
    Germany
```