CheatWare Action Replay

Action Replay is a game enhancer that works with PC games. Its special routines actively create and enable cheats in games, allowing new options such as infinite lives, infinite ammunition, GodMode and much more.

System requirements

For technical support, please go to our web site: www.datel.co.uk

Upon starting CheatWare Action Replay, the first screen you see is the main menu.
Four main options are displayed:

Click on this button to go to the game code screen. This is where you can set up cheats for your games, launch your games, or add new cheats that you have downloaded from the Web to you database.

This button takes you directly to the CheatWare web site, using your default web browser. This is where you can download the latest cheat updates for the latest games, and check out any news on   CheatWare products.

Click here to got to the about screen, from where you can view the Action Replay movie or the credits movie. The Action Replay movie explains how Action Replay works, and how to use it.

Exit Action Replay.

For technical support, please go to our web site: www.Action Replay.com
Options dialog...

CheatWare Action Replay

GAME CODES

To select a game...

To activate a cheat...

Adding a new code...

The game properties dialog box...

The cheat properties dialog box…

To select a game...

Click on the game you wish to select in the game selection window. This is the top left-hand window on the codes menu screen. It should then appear highlighted. The cheats for the selected game should then appear in the top right hand window, and the extended description for the game (which the user can edit from the game properties dialog box) should appear in the bottom left hand window. Note that double clicking on the selected game activates the game properties dialog box.
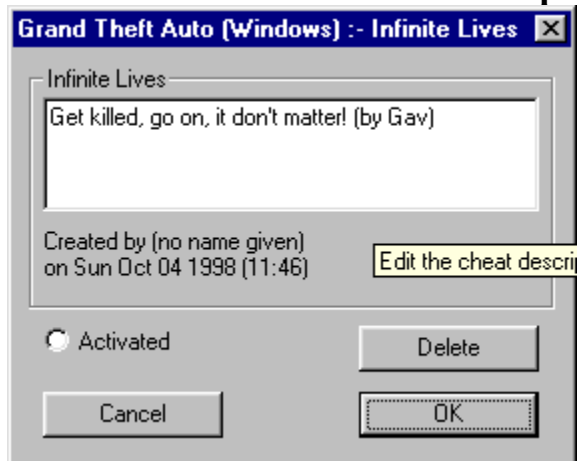
To activate a cheat...

Click on the cheat to highlight it. Once it is highlighted, another click toggles the cheat on or off. Once the cheat has been highlighted, the bottom left hand window on the screen shows the extended description for the game, which the user can edit from the cheat properties dialog box. A double click activates the cheat properties dialog box.

Adding a new code...

Click on the Add Code button. An extended "open file" dialog box will appear. By default, it opens in the Action Replay "\download" directory. It shows the "cheat unit" files in that directory. These are CheatWare cheat files, which can be downloaded from the CheatWare web site, and then added to your database. If you click on a file, or use the cursor to move between the files, the description of the cheat unit file will appear in the bottom section of the dialog box. This contains information such as the game's title, the cheat description (and extended description if available), the cheat's author, and it's creation date.

If you select a cheat for a game already on your database, it will automatically be added to that game, after confirmation. You can select more than one file at a time if you wish. If the program cannot find a matching game, you will be given the choice of canceling, adding the new game to your database (then adding the cheat to that game), or adding the cheat to another game. You should only use this last option if you suspect that the only reason that the program cannot find a matching game is because of a spelling discrepancy. For example, if cheat file's game title is "Quake 2" and the game entry in your database if "Quake two", this situation may arise.

The cheat properties dialog box...

Grand Theft Auto (Windows) :- Infinite Lives ☒

Infinite Lives

Get killed, go on, it don't matter! (by Gav)

Created by (no name given)
on Sun Oct 04 1998 (11:46)   Edit the cheat descri

○ Activated   Delete

Cancel   OK

Right clicking on a highlighted cheat in the cheat list window activates this dialog box. The cheat list window is the small window at the top right of the game codes screen.

Editing the extended cheat description:
The extended game description can be edited via the edit box at the top of the dialog box. This can be conveniently used to store your own notes   regarding this particular cheat.
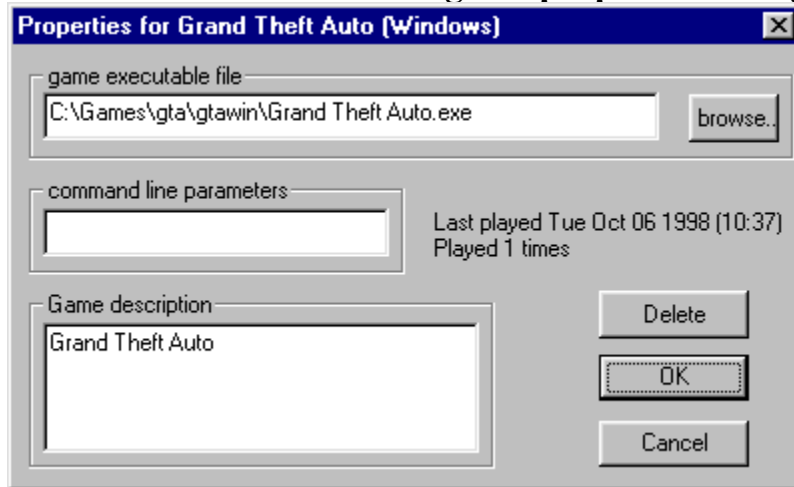
Deleting the cheat:
You can delete this cheat from your database by clicking on the "delete" button. You will be warned and given the opportunity to cancel before the database entry is deleted.

Activating the cheat:
The cheat can be activated using the "Activated" button.

The game properties dialog box...

Right clicking on a highlighted game in the game list window activates this dialog box. The game list window is the large window at the top left of the game codes screen.

Setting the exe file:
The executable file for a game can be set in two ways. You can type the path directly into the edit box, or you can click on the "browse" button and use the standard windows file open dialog to select the file. By default, this parameter is set to the **default** path that the game installs to when you initially install it on your computer.

Setting the command line parameters:
If you require command line parameters (they are an option on some games) these are simply edited by typing them in the "command line parameters" edit box.

Editing the extended game description:
The extended game description can be edited via the "Game description" edit box. This can be conveniently used to store your own notes   regarding the game.

Deleting a game:
You can delete a game from your database by clicking on the "delete" button. You will be warned and given the opportunity to cancel before the database entry is deleted. The game itself is unaffected by this, and will still remain on your hard drive.

Options dialog:

The options dialog allows you to modify various setting used in Action Replay.
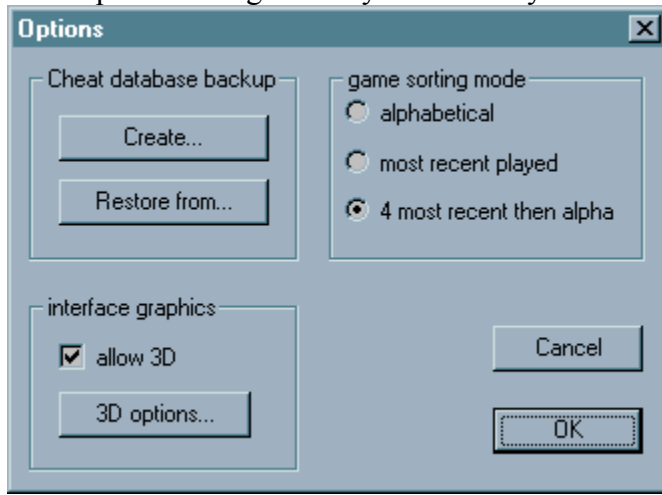
Cheat database backup
Create:
You can backup your entire cheat database by clicking on the "Create.." button in the "Cheat database backup" section. A Windows95 "Explorer"-style file dialog box will appear allowing you to input the filename. Note that this file dialog box has a tree-view extension on the right hand side, which allows you to preview the contents of existing cheat backup files.

Restore from:
You can restore from a backup by clicking on the "Restore from.." button in the "Cheat database backup" section. A Windows95 "Explorer"-style file dialog box will appear allowing you to input the filename. Note that this file dialog box has a tree-view extension on the right hand side, which allows you to preview the contents of existing cheat backup files.

Game sorting mode
The radio buttons in this section allow you to choose the order in which the games are displayed in the codes menu. The manner in which they will be displayed is as follows.
alphabetical:
The games are displayed in simple alphabetical order, "A" at the top, "Z" at the bottom. Note that anything beginning with a number will appear above "A".
most recent played:
Whenever you play a game through Action Replay, it remembers when it was last played. This option takes advantage of this, and displays the entire list in order of when they were last played, with the most recently played at the top.
4 most recent then alpha:
The first four games displayed are the most recently played. The rest are displayed in alphabetical order**.**

Interface graphics

The "*allow 3D*" check box can is used to enable or disable the 3D graphics used in the transitions that are displayed between the Action Replay menus. If the box is not checked, then the "3D options" button is grayed out and unavailable.

The "*3D options*" button opens the <u>transition effects dialog</u>, which is used to control the transitions displayed between menus.

Transition dialog:

Transitions are the graphical effects displayed between the menus. Action Replay has a variety of these, and they can be controlled via the transition dialog. Pressing the F2 key, either in the main menu or the codes menu can activate this dialog box.
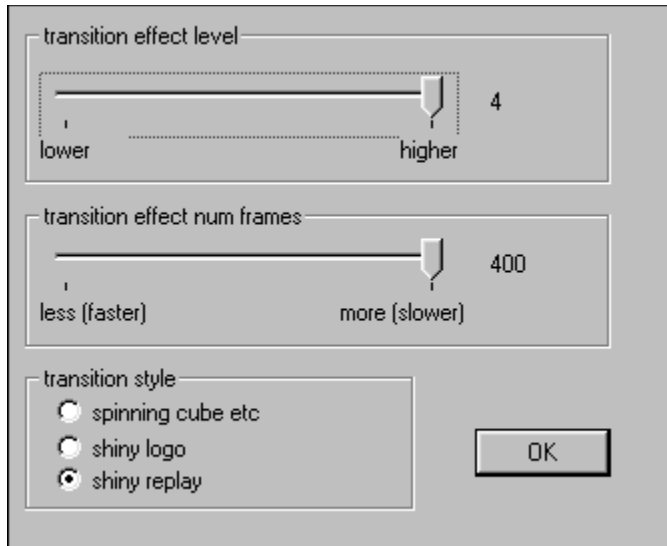
The top "transition effect level" trackbar is used to increase or decrease the complexity of the graphical effects shown. The lowest level has no 3D graphics, and is suitable for low powered machines. The higher level really need high-powered machines, preferably with 3D accelerator cards.

The lower "transition effect num frames" trackbar controls the number of frames of animation displayed during a transition sequence. You may wish to reduce this if you want the transitions to be short and snappy, or if your machine runs slowly. Increasing the number of frames gives you an opportunity to take a close look at the graphic effects.

The "transition style" radio buttons allow you to toggle between different effects. Note that these buttons are grayed out if the "transition effect level" trackbar is at a low setting.

## System Requirements:

CPU: P100 MHz or better.
Memory: 16 MB RAM.
Available hard-disk space: 30 MB (maximum install).
Video system: 2-MB video card.
CDROM drive   x4 or better.
Operating system: Windows 95 or Windows 98.
Sound card (optional):   Windows95 / 98 compatible.
DirectX: DirectX6 / DirectMedia capable.

(DirectX6 and DirectMedia are supplied on the Action Replay distribution CD)

CheatWare Action Replay
In-Game Cheat Control Dialog
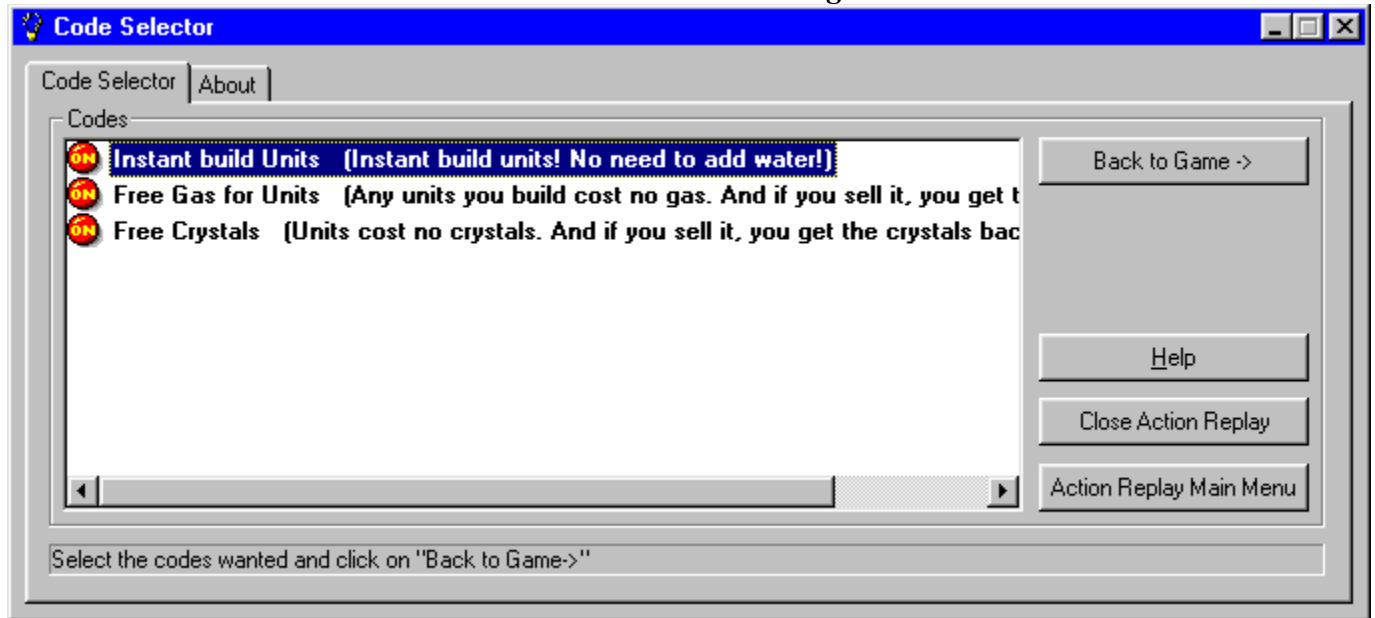
This is the part of Action Replay that allows you to turn codes on and off whilst you are running the game.

After launching the game with the codes you selected from the main Action Replay screen (the full screen front end). After using the game with the codes you can disable or enable other codes whilst the game is still running.

When you want to alter which codes are on and off simply return to Windows by pressing the ALT and TAB keys together (or CTRL + Escape, or one of the Windows keys).

In Windows use the Code Selector dialog to switch codes on and off. To toggle a code on or off double-click on the codes name. When you have finished selecting which codes you want on and off, click on the "Back to Game->" button to make Action Replay activate the new settings and return you to the game. NOTE: If you do not use the "Back to Game->" button, the codes will not be activated.

A code with an ON icon next to it will be on in the game. (The name is also displayed in **bold**).

A code with an OFF icon will not be on in the game.

If after returning to the game, the code selector is displayed with one or more codes having this icon and the message "Can't use this code", then this is because Action Replay could not use this specific code with your copy of the game.

What this means is that this code was made for a different version of the game. Action Replay detected

that your version is not the same and so did not activate the code. You may be able to obtain an updated version of the code from the Action Replay website (http://www.datel.co.uk) or an update patch for the game which makes it the same version that the code was made for.

As games come out on the PC, the Action Replay code finders will produce codes for the version of the game they have. But on the PC, game publishers release updated versions of the same game. The Action Replay code finders constantly update their codes to work with the latest versions and make them available on the web site.

This is a message to do with a specific code.

Close Action Replay

When you have finished using Action Replay you can click on the "Close Action Replay" button to switch off all active codes and exit the Action Replay program.

Action Replay Main Menu

When you have finished using Action Replay on the current game and wish to start another, you can click on the "Action Replay Main Menu" button to switch off all active codes and return to the Action Replay game selection screen.