

# **Cheat**

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**COLLABORATORS**

	<i>TITLE :</i> Cheat		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Cheat</b>	<b>1</b>
1.1	Cheat.guide	1
1.2	Cheat.guide/INT_CONCEPT	2
1.3	Cheat.guide/INT_SYSREQ	2
1.4	Cheat.guide/INT_INSTALL	3
1.5	Cheat.guide/PRF_INTRO	3
1.6	Cheat.guide/PRF_MAIN	3
1.7	Cheat.guide/PRF_FONTS	5
1.8	Cheat.guide/PRF_SYSTEM	5
1.9	Cheat.guide/MSC_SUPPORT	5
1.10	Cheat.guide/MSC_ACKS	5
1.11	Cheat.guide/MSC_QUESTIONS	6
1.12	Cheat.guide/POL_DISCLAIMER	6
1.13	Cheat.guide/POL_DISCLAIMER	7
1.14	Cheat.guide/POL_LICENSE	7
1.15	Cheat.guide/POL_INSTALLER	7

# Chapter 1

# Cheat

## 1.1 Cheat.guide

CHEAT

A program to manipulate any kind of software

Version 1.1

Userdocumentation

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Introduction...

~Concept~~~~~

What is a 'Cheat' ?

~Systemrequirements~~~

Systems compatible with 'Cheat'

~Installation~~~~~

How to install 'Cheat' ?

The Cheat-programm...

~Overview~~~~~

What do I need 'Cheat' for ?

~Mainwindow~~~~~

Window concept

~Fonts~~~~~

Font-cabability.

~System~~~~~

How it is programmed ?

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Anyting else...

```
~Support~~~~~
                How to contact the author ?

~Acknowledgement~~~~~
                Thanx go to ...

~Discussion~~~~~
                Frequently asked questions.

History
                What happened ?
```

Copyright...

```
~Disclaimer~~~~~
                Garuantees? None...

~License~~~~~
                Copyright.

~Installer~~~~~
                About the 'C= Installer'
```

## 1.2 Cheat.guide/INT\_CONCEPT

Concept  
\*\*\*\*\*

The concept of 'Cheat'  
=====

A lot of programs are quite difficult (e.g. games). Some guys say that it isn't hard to finsh a game, but have they really played it to the end. The common opinion should be 'No!'. Most games appear easy in the beginning, but end in a horrorscenario. The easiest thing should be to 'train' the game and make it simpler. But this would end in modifying the initial original code and it works only at this only one.

Here comes the time of 'Cheat', because it is only used in memory and not in the original code of the program. Advantage: No copyright-violence is caused. Disadvantage: Both (Cheat and programm) have to be in memory and the program has to work in multitasking.

## 1.3 Cheat.guide/INT\_SYSREQ

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#### Systemrequirements

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'Cheat' requires OS 2.04 or higher and runs under every MC680x0 processor. With MC68020 and above odd addresses can also be changed and one can search in word- and longword operation.

Minimal memory requirement is 512kByte, but the more the better, because both the Cheat AND the program have to be in memory.

The 'reqtools.library' of Nico François is needed.

## 1.4 Cheat.guide/INT\_INSTALL

#### Installation

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Cheat comes with Commodore's installer, therefore it's quite easy to install on your harddisk or disks. Just click twice on the install-icon in your language.

Otherwise just copy Cheat to your desired place and copy your language-catalogue into the LOCALE:xxx directory (xxx stands for your own language).

## 1.5 Cheat.guide/PRF\_INTRO

What do I need a 'Cheat' for?

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#### Overview

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Sometimes you have the problem that you need some more lives to finish a game or in other games (e.g. Civilization or SimCity) some more money to solve the game.

Cheat was made for those guys who want to play a game to the really end.

## 1.6 Cheat.guide/PRF\_MAIN

#### Main-window

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The main-window is splitted into three areas. In the top there is a message-window. Under that there are some gadgets for adjustment and configuration and at the bottom are the action-buttons.

When 'Cheat' is started your processor and memory type are displayed (chip-, fast- and even virtual memory).

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In the beginning following adjustment-gadgets are enabled:

- Searchvalue:  
Here the searchvalue has to be typed in (e.g. '100').  
If the 'Hunt Mem'-gadget has been pressed and an address in the 'Address'-gadget has been chosen (works only if the number of found addresses is smaller than 100), then you can type in the 'Edit-value', which is written to the address when you press 'Edit'.
- Cheatlevel:  
With this gadget you can change different addresses at the same time by selecting the Cheat-level number (1-5).
- Hunt size:  
Here you can change between byte-, word-, longword-operation mode.
- Pass through:  
If there is any FAST-RAM in your Amiga, you can choose between CHIP-, FAST- and CHIP&FAST-RAM searchmode.  
Without FAST-RAM this gadget will stay disabled.
- Addresses: (right bottom corner)  
With MC68020 or higher you can choose odd addresses in word- and longword operations.

Following adjustment-gadgets are disabled and get enabled if you choose an address and has just been edited, because only then you can start the 'Trace Mode'.

- Seconds  
Whith this value you choose the time of delay 'Cheat' looks for the desired address and edits it automatically.
- Trace Mode:  
You can choose between 'Minimum', 'Maximum' and 'None'.  
  
'Minimum' : After the chosen time in 'Seconds', 'Cheat' checks if the address-value is less than the 'Trace Mode'-value.  
'Maximum' : After the chosen time in 'Seconds', 'Cheat' checks if the address-value is higher than the 'Trace Mode'-value.  
'None' : After the chosen time in 'Seconds', 'Cheat' will always write the 'Trace Mode'-value in the selected address.

At the bottom are the action-buttons

- Hunt Mem  
Memory is searched for the address-value in the selected memory with the chosen 'Hunt Size'.  
Found addresses are saved in a dynamic memory-list.
  - Search Adds (Is enabled after you have selected the 'Hunt Mem'-gadget.)  
Searches in memory-list for the search-value.
  - Edit (Is enabled after you have chosen an address in the 'Address'-gadget.)
-

Writes the edit-value in the selected address. Now you able to start the 'Trace Mode'.

- Trace (Is enabled after you have selected the 'Edit'-gadget.)  
'Trace Mode' is enabled and 'Cheat' looks automatically in the chosen address if the search-value has changed.

## 1.7 Cheat.guide/PRF\_FONTS

Fonts

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The 'Cheat'-GUI is font-sensitive.

## 1.8 Cheat.guide/PRF\_SYSTEM

System

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'Cheat' was written in pure assembler and is therefor really fast. It is system-conform, because it doesn't use any 'hacks'.

## 1.9 Cheat.guide/MSC\_SUPPORT

Support

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Questions concerning 'Cheat' will normally be answered by using e-mail, telephone or letters. Please use e-mail, because it is quickest way to answer your questions.

Post: Thorsten Martin  
Gartenstraße 17  
64560 Riedstadt  
DEUTSCHLAND

Telephon: +49-6158-72441

e-mail: Thorsten.Martin@ppp.th-darmstadt.de (until 30.06.96 !!!)  
Vertico@hrzpub.th-darmstadt.de (right now !!!)

Bank: KSK Groß-Gerau, BLZ: 50852553, Kto-No. 7075617

## 1.10 Cheat.guide/MSC\_ACKS

Acknowledgement

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Thanks must go to the following friends...

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- Matthias Scheurich ... always no time, but he gave me some very useful hints and designed the GUI.
- Michael Illig ... helped me at the translation to english (You can see(read) the result) and tested 'Cheat' on an A3000
- Sascha Bader ... Cray-worker at Opel. Panic rulez !
- Michael Grünewald ... has tested the 'Cheat' in extreme ways.  
He is the game player and not that intelligent.
- Sibille Neumann ... she is the best girl-friend in the world

## 1.11 Cheat.guide/MS\_C QUESTIONS

Discussion  
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Q: I made an input in the searchvalue-gadget but 'Cheat' is hunting for '0'. Why ←  
?

A: Just press 'CR' or 'Tab' to signal 'Cheat' that you have changed the value.

Q: Why does the 'Trace-Mode' takes so long to deactivate ?  
Because of the seconds-gadget. 'Cheat' is using this time to wait via Delay().  
Just decrease the value to shorten the time, but you will have a little bit more ←  
idle.

## 1.12 Cheat.guide/POL\_DISCLAIMER

History  
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Version 1.00 12.03.95

- First public release  
In may '96 upload to Aminet.

Version 1.01 01.06.96 (More than one year later)

- Error in 'Hunt-Mem' corrected.
- Added versionsstring.

Version 1.05 02.06.96 (Ups, only one day later)

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- Instead clearing 28\*100+12 Bytes for the `ListView-Gadget`, Cheat cleared ↔ 28\*100 langwords.  
That caused sometimes a `Mem Corrupt Error`

Version 1.1 03.06.96

- Removed two Enforcer Hits.

## 1.13 Cheat.guide/POL\_DISCLAIMER

Disclaimer

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## 1.14 Cheat.guide/POL\_LICENSE

Licence

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If you like Cheat then you can send me an e-mail or if you like a little bit of money. My address can be found in  
Support  
.

## 1.15 Cheat.guide/POL\_INSTALLER

Installer

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`Cheat` is delivered with Commodore's installer, which really simplifies installation to your hard-disk. For that tool the following arrangements have

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to be noticed:

Installer and Installer project icon  
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