

OLH

COLLABORATORS

	TITLE : OLH		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

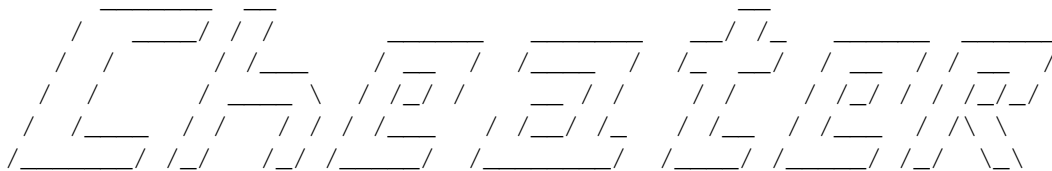
Contents

1	OLH	1
1.1	Cheater v2.2 (20.01.97) documentation	1
1.2	disclaimer	1
1.3	What is Cheater ???	2
1.4	How Cheater works	2
1.5	Cheating projects	3
1.6	Cheater's user interface	4
1.7	technical information	5
1.8	Tooltypes / ARexx port	5
1.9	Registration	6
1.10	history	6
1.11	future	7
1.12	credits	7
1.13	Some great tools	7
1.14	My address	8
1.15	About mui	8

Chapter 1

OLH

1.1 Cheater v2.2 (20.01.97) documentation



v2.2 © by Frank Weber

With Cheater you can manipulate games in order to give you unlimited lives, a lot of money or great scores.

Disclaimer	Copyright etc.
What is Cheater ???	What does Cheater do ???
How it works	The way this is done
Cheating projects	About this great feature
User interface	Using Cheater
Tooltypes / ARexx	Arguments and ARexx commands
Registration	How to register
History	All released versions
Future plans	Plans for future versions
Credits	Those people helped me
Other great stuff	Other tools written by me
Address	My address

1.2 disclaimer

Important:

Cheater is Shareware. The demo version may be freely distributed as long as no fee bigger than 5 US\$ is charged.

Cheater is provided "as-is". In no way there is any warranty if you are

using Cheater. You are using it completely at your own risk.

Cheater is © by:

Frank Weber
Schlitzstr. 53
74076 Heilbronn
Germany

Cheater uses the MUI system (© Stefan Stuntz) and requires MUI 3.3 or higher to be installed.

1.3 What is Cheater ???

Cheater is a tool that helps you to solve games easier as it allows you to manipulate scores or the number of lives while you are playing.

Let's say you're are playing Galaga and you haven't got a lot of money but you would really like to buy a great weapon. Impossible ??? Not with Cheater. With Cheater you could give yourself the money for 2, 5, 10 or even 100 weapons. Sounds good, doesn't it ??? (See [How it works](#) for detailed information).

Well, although there are other tools that do the same (exactly one, called TrainerMaker, to be precise) there are some obvious reasons for using Cheater:

TrainerMaker		Cheater
- Can only search chip mem		- Searches both chip mem and fast mem
- Can only handle one cheating project		- Handles unlimited cheating projects (lives, money)
- Can only change one address at the same time		- Can change several addresses at the same time
- No ARexx port		- ARexx-Port
- Unflexible gadtools gui		- Nice MUI gui
- Costs 18(!) US\$		- Costs only 10 US\$
- Fast		- Faster
- No keyfile, updates must be ordered		- Keyfile support for free updates

1.4 How Cheater works

First of all it is important to know that Cheater can only be used with games that don't switch off the Amiga multitasking. To check whether a certain game runs in multitasking or not, just press <LAMIGA> + <m>. If the workbench or any other screen appears, it supports multitasking, if not it doesn't. An exception are games written in AMOS, as there <LAMIGA> + <a> can be used to toggle between the workbench and the AMOS game.

Well, every game has to store information such as lives or your score somewhere in memory. Now, if you want to set this value to what you want to be, Cheater has to find out where in memory this value is stored. This is how it works:

1. Start Cheater
2. Start your game and play a little while
3. Pause your game and remember the value that should later be changed
4. Tell this value to Cheater

```
*** Cheater will now search the whole memory and remember all ***
*** addresses (positions whithin memory) that are containing this ***
*** value. ***
```

5. Switch back to your game and play a little while until the value you would like to manipulate has changed.
6. Pause the game again and switch back to Cheater.
7. Tell the changed value to Cheater

```
*** It will now check which of the addresses found in step 4 do ***
*** now contain the new value. Usually one address will be found. ***
*** This should be the one where the game has stored the value ***
*** you want to manipulate. ***
```

8. Now you can tell Cheater to set a new value to this address. This might for example be 5000 for the number of lives.
9. Switch back to your game and enjoy your great playing skills.

1.5 Cheating projects

Maybe you wouldn't like to manipulate only one thing within a game but two or even more, e.g. your money and the number of lives. Either you would have to start Cheater twice, or you would have to repeat the complete procedure (as described under How it works) everytime you want to change a value. As this is not very comfortable, I decided to build in the possibility of having several "cheating projects".

Example:

Let's say you want to change your money and the number lives. Add two projects (for example "money" and "lives"), choose "money" and act as described under how it works in order to give you enough money. Now select "lives" and repeat the same.

If you'll need more money later, just switch back to "money". Cheater has remembered everything you've done here and the addresses you have found (if there are any). So you'll just have to select the address and set it to a new value.

Great, isn't it !?!

1.6 Cheater's user interface

Cheater has got a nice MUI gui that consists of one window which is put up immediately after Cheater is started.

Control elements:

=====

Projects (only visible if 'use projects' from project menu is selected)

This list shows all projects. With a single click you can select the current project. A double click displays information about the current project: The value you searched for, the compare value and the value an address was last set to. This is the same as 'Information' from the projects menu.

In the string gadget you can change the name of the actual project.

"Add" adds a new project (only available in the registered version)

"Del" kills the actual project

Settings (see technical information for detailed information)

Mode: Select search mode (Byte, Word or Long)

Byte can find numbers between 0 and 255 (should only be used
if really necessary)

Word can find numbers between 0 and 65535

Long can find numbers between 0 and 2^{32}

Chip: Select whether Chip ram should be searched for not

Fast: Select whether Fast ram should be searched for not

Let's go cheating

Value: Value to be used for a certain function (search, compare, set)

It can be entered in decimal, hexadecimal (e.g. \$1000) or
binary (e.g. %101011) format and mustn't be bigger than the
maximum value of the selected mode.

0: Sets "Value" to 0

Max: Sets "Value" to maximum value of selected mode

Search: Search the selected memory for the value entered in the value
field. This could for example be your actual score.

Compare: After you searched for a certain value and you have played
until this value has changed, you have to enter it into the
value field and then press compare. If Cheater has found the
address(es), they are shown in the address list.

Compare again: Having already searched, this filters out all addresses that CURRENTLY do not match the given value.

Set: If comparing succeeded, you can now select one or more addresses, enter a new value and press set to set the chosen address(es) to the new value. If several addresses are selected, multitasking is switched off while they are set. This allows you to evade anti-cheating routines of some games.

Address list: Here all found addresses and their current contents are shown.
The contents are refreshed every 3 seconds.

1.7 technical information

How to find out which mode should be used:

Usually you should use word mode, as it is ok for the most games, but there are some exceptions:

- If the game uses very big numbers, higher than 65535, you should try long mode.
- If you want to manipulate very small numbers (1-255) AND WORD MODE DIDN'T SUCCEED, try byte mode as it is very slow due to some technical reasons. (Not a problem caused by Cheater but a fact !!)

The best way is first to try word mode, only if this doesn't work you should try another mode.

1.8 Tooltypes / ARexx port

Cheater understands the following tooltypes:

PROJECTS (without parameters) Project list is shown at start

BUFMEMSIZE= Size of buffer memory PER PROJECT

Number of memorized addresses = buffer mem / 4
(100000 Bytes => 25000 addresses)

DOC= Name and path of the documentation for online help

KEYFILE= Name and path of the keyfile (Default 'Cheater.key' and 'S:Cheater.key')

The same keywords can be used from CLI:
 Cheater: BUFMEMSIZE/N,PROJECTS/S,DOC,KEYFILE

```
ARexx commands: (Port: 'CHEATER')
```

SET does the same as the 'Set'-Button

Use: Can be sent by for example MCP, FKeys or Toolmanager via hotkey.
So you can change values while you are playing.
Great idea, Mucho !!! :-)

1.9 Registration

Cheater is Shareware, you can't use the cheating projects in the demo version.

The registered version with your keyfile is available for 10 US\$.
Of course you may send a little bit more... :-)

BTW: Registered Cheater users can register my other programs for
the special price of 10 US\$.

If you have a printer, please use the Registration form

Otherwise, please write me a letter and tell me you would like to have the
registered version of Cheater. And - please don't forget to note down
your address. Please let me know if you have an email address although I
haven't one YET.

My address:

Frank Weber
Schlitzstr. 53
74076 Heilbronn
Germany

Please remember: With your registration you support the development
of Cheater.

1.10 history

Cheater v1.0: (16.01.96)

- First release

Cheater v2.0: (22.08.96)

- Cheating projects
- ARexx port
- uses MUI's "Balancing Objects"
- "0" and "Max" buttons implemented
- menus implemented
- fixed EnforcerHit in LONG mode
- Shareware :-)

Cheater v2.1: (10.11.96)

- locale.library support implemented
 - 2 catalogs available: German (by me) and Dutch (by David Ceulemans)
 - online help
 - minor bugfixes
-

Cheater v2.2: (20.01.97)

- "Compare again" implemented
- Addresses' current values are displayed and refreshed automatically
- Added Italian catalog (by Carlo Santinelli)
- Bugfix in catalog: "Dutch" changed to "Nederlands"

1.11 future

Future plans:

Automatic changing of a certain value after a given time, e.g. always holding the number of lives at 20.

"Compare again" function to check found addresses.

Definable Hotkey that emulates "Set"-Button (instead of ARexx command)

If you have other ideas, please let me know. Thank you !!!

1.12 credits

Special thanks for helping me to develop Cheater:

Mucho von der Goltz
Oliver Biederer
David Ceulemans
Carlo Santinelli

I would also like to thank all people who are going to support my work by registering or who have already done this.

Thank you !!!

1.13 Some great tools

I have already written some programs you might be interested in, too:

AmigaTrainer, a vocabulary trainer. It allows you to learn almost any

language with your computer. The actual version v2.2 can be found in Aminet, directory misc/edu. Registration fee: 15 US\$

DArc is an cataloging tool for the contents of CDROMs or pd disks (e.g. Fish disks). So it helps you to find any programs on one of your CDs or disks. Version 1.6 available via Aminet, directory disk/cdrom. (If you can't find it there, look for v1.5b in biz/misc)
Registration fee: 20 US\$.

Registered Cheater users can buy each program for 10 US\$.

If you are interested in one or more of the tools you can get it from Aminet or directly from me. (See also My address).

1.14 My address

If you would like to send me any suggestions, bugreports or anything else, please write to:

```

      _____
     /_ _ _ \
    |o   ol
+-----oOO- (__) -OOo-----+
|                                     |
|      Frank Weber                  |
|      Schlizstr. 53                |
|      74076 Heilbronn              |
|      Germany                      |
|                                     |
|      Phone: ++ 49 (0) 7131 175749  |
|      (Monday-Thursday 5-8 pm)     |
|                                     |
+-----+

```

All letters will be answered, and the more I see that people are interested in Cheater the more new versions will be released.

1.15 About mui

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing

lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY