

Anleitung

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Anleitung

1.1 Manual

Trainer Maker

Version 3.1

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Introduction

What you can do with this program

Interface

The interface & the gadgets

History

What's the latest?

Updates, Copyright & Author

New versions, copyright notice & Address

1.2 introduction

With Trainer Maker it is possible to get unlimited lives, ammunition or money in every game that does not disable Multitasking.

To do this, the program modifies the memory addresses of games where several informations are stored like the amount of lives, ammunition or money

You can even use freezer addresses with this program.

1.3 multitasking

Multitasking means that many programs (tasks) run simultaneously.

To switch between these you can click the gadget at the top-right position of the screen or press Amiga (left) and M.

1.4 interface

Trainer Maker opens a window after you started it.

Format: Changes the numberformat.

Search: Searches the chosen memory-area (see "From" and "To") for the value, that stands under "Value" (see below). IMPORTANT: To speed up searching, this function turns off multitasking until searching is complete. "Value" is the number, you want to change, ie "3" for 3 lives.

Searching takes a while. A fast processor is commendable.

A 68020 needs to search at the first 512 KByte approximately 20 seconds.

If you don't find any addresses:

Values (lives, etc.) are saved at different addresses, so the reason can be that you just searched in the wrong memory area. Most addresses are saved at 1024-512000. If you've got Fast-RAM, it's possible that the value is saved there. So search in Fast-RAM or disable it with SYS:System/NoFastMem.

With Sys:Tools/ShowConfig you can see the memory area where your value COULD be. It's in hex-format so don't forget to enter a "\$" before the address if you want to search.

Compare: After you searched, change the value in the game and enter the new value at "Value". After clicking this gadget all values, that were found before (with "Search"), will be compared with the new value. If the memory address of a value is the same, the address will be shown in the listview on the right side of the window.

Value: Here you enter the number (amount of lives, ammunition, money etc.) you want to change.

From: This is the memory address where the program starts to search.

To: This is the address where the program stops searching.

View changes: If more than one addresses are printed on your screen after "Compare" and you want to know which one is the right, change the value in the game and click this gadget which shows the content of all addresses. The address that has the same value than the value in the game is the right address.

Modify address: Now you can change the number of lives, money etc. At "Adress" you enter the adress you want to modify. At "Value:" you can enter the new value you want to have now. If you want to have 2000 lives, enter "2000". The adress will be modified after clicking the gadget.

1.5 numberformats

Byte saves values from 0 to 255

Word from 0 to 65535 and Longword all over them.

1.6 history

- V1.0 Runnig only with Kick 2.0+. Controlled by keyboard.
- V1.2 Some errors fixed, running with Kick 1.3+.
- V1.5 New manual in Amiga Guide format.
- V2.0 New User-Interface, controlling with gadgets. Works with some
 some games without multitasking.
- V2.1 Intuition-Interface, german and english manual.
- V2.2 Better searching for addresses (no external addressfinder).
- V3.0 Style guide intuition interface in a window. faster
 searching, new "view changes" gadget.
- V3.1 Faster searching, bugfixes, addresses in a listview.

1.7 updates

The latest demo version is available on Aminet: [game/hint](#)

You can get the latest full version if you send your original disk and money for postage (US\$ 3, £1 or DM 2).

Adresses

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COPYRIGHT NOTICE

Please don't copy the full version of this program.

If you take the demo on your PD-disc/CD-ROM, please send me a copy.

1.8 index

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