

# The ultimate Gametool

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# Chapter 1 - Basics

## Introduction

Please take your time and read this manual thoroughly. Most problems can be solved through this manual. The experienced gamer might not need a manual at all, but those intending to use all the features like the built-in HEX-editor or the editor for the inclusion of own game-aids will find lots of useful information in this document.

Users already familiar with Unprotect will learn about updates and changes of this release in this chapter. The first-time user will learn about the different kinds of game-aids which are included in Uprotect.

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All screenshots and notes refer to the DOS and Windows version of Unprotect. In case one version is different, we'll point a remark in this manual.

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To avoid constant repetition we use the terms 'cheats' and 'game-aids' for all kinds of gaming aids, such as tips, cheats, solves, trainer, etc.

# What is Unprotect

Unprotect is the efficient and extensive utility for every games fan. It offers a vast library of game solves, cheats, tips and tricks, trainer, patches, etc., as well as a huge collection of levels and updates for commercial games.

The database has grown to about 18.000 different game-aids, which are easily available through a comfortable menu-driven user interface for all common PC-operating systems.

You will learn how to cheat nearly all games available for PC (and recently even a lot game console games). Unprotect allows you to finally enjoy your games from the beginning to the very end. Impossible difficulties, tricky situations in adventures and role-playing-games, etc. are now a thing of the past!

Unprotect even supports a lot of german language versions of games, normally missing in other products, which are seldom as extensive as Unprotect.

Even though Unprotect is a german product, we are making a great effort of satisfying international customers since version 6.0. In version 8.0 we tried to offer english entries throughout the program so that people all around the globe may enjoy this product.

The CD features an english and a german version of Unprotect, so that the language may be switched at anytime. Support for other languages is not intended at the moment.

## IMPORTANT NOTE



**Unprotect offers the possibility to patch a game, i.e. remove a password check. A patch contained in Unprotect may only be used if you own the original version of the program! Loaned programs or pirate software may, of course, NOT be patched with Unprotect.**

**Patched programs may not be passed on or distributed to other persons. They are only for your personal use!**

**This program is not meant as a tool for the production or distribution of pirate software and may not be used against effective law.**

**The ownership of pirate software is prohibited and shall NOT be encouraged by this program.**

**Normally you have the right to make a backup copy for your personal use, be it on harddisk, CD-R, etc.**

**The user of this software obliges to the terms of license and terms of business and the notes as above and found anywhere else in the program or documentation.**

**It might be that Unprotect contains information about games which have been censored since the release of this program. Because of this, Unprotect should be accessed only by persons of legal age. Persons under age will need a permit of a parent or legal guardian.**



**You should use this program on backup copies only, NEVER on the original disks of a game, as there might be different versions of the game. This applies, of course, only to older programs, CDs are safe from being modified...**

**For security purposes the original files may be saved to a backup directory, so that Unprotect can automatically restore them in case of problems. See the chapter: Working with Unprotect.**

## **Features of Unprotect**

- Huge Database containing ca. 23.000 entries about nearly every game, including tips and tricks for common game consoles.
- About 2 GB of compressed data on 3 CDs.
- Ca. 13.000 solves, cheats, tips, etc.
- More than 1600 patches.
- Nearly 1700 updates and bugfixes of commercial games.
- Hundreds of editors, trainers and tools for games:
  - Build your own levels, edit your heroes, get unlimited lifes, ammunition, etc.
- Easy-to-use menusystem with fast graphical user interface. Runs with DOS, Windows 95/98 and OS/2. English and german language support.
- Seperated versions for DOS (32 bit) and Windows 95/98/NT4
- Extensive search-functions.
- Print / export text-based game-aids or maps.
- Manifold options and filters:
  - Game-aids may be shown or hidden seperately.
  - Supported computers and game consoles may be shown or hidden.
  - Choice of screen-resolution, fonts and background picture.
- Easy-to-use editor to include own game-aids.
- Efficient and fully integrated HEX editor.
- Built-in text editor.
- Periodical, free updates via support BBS or internet.
- Low hardware-requirements.

## Improvements of Unprotect 8.0 vs. Version 7.0



- Native Windows version! Executeable with Windows 95, Windows 98 or Windows NT 4.0.
- Greatly enhanced database
  - Integration of all Unprotect 7.0 update module since december '97.
  - This results in less need for disk space
  - All new updates/bugfixes of commercial games until november '98 are included.
  - A total of ca. 23.000 game aids on 3 CD's!
- The database format is compatible to version 7.0. You can continue using your old module files.
- Many detail improvements and new functions:
  - E.g. you can start Unprotect without the need of the 1<sup>st</sup> CD
  - New types of game aids
  - Improved module editor in the Windows Version to build your own module files
  - Easy internet access with the Windows Version
  - And many more...

# Improvements of Unprotect 7.0 vs. Version 6.0

- DOS version:
  - Independent graphical user interface.
  - Support of all standard VESA SVGA screen resolutions with 256 colors.
  - Cooperative multitasking.
  - High speed graphic routines (ca. 3000 lines of pentium optimized assembly code).
  - Support of VESA Bios 2.0 (e.g. through UniVBE) linear frame buffer.
  - Support of virtual memory, for computers with a main memory of 8MB or less.
  - 32Bit protected mode program for high performance.
- Greatly expanded database! Through compressed files and efficient use of CD technology, ca. 18.000 game-aids could be contained on the CDs.
- Completely revised data:
  - We are trying to collect game-aids for as many games as possible.
  - In addition to the whole database of Unprotect 6.0 (nothing has been removed, so the old version will now be obsolete) we were able to include over a thousand of the best levels and scenarios for most of the popular 3D-action-, strategy- and simulation-programs.
  - No double entries.
  - Correct spelling of the games' titles.
- Easy-to-use editor which allows you to include your own game-aids.
- Built-in HEX-editor:
  - File comparison
  - Extensive search-routines:
    - Normal search
    - Difference search
    - Symmetrical search
  - Files of up to 2GB size may be edited.
  - Background search / replace.
  - Built-in calculator and ASCII table.
  - Values can be saved directly to the file.
  - Multiple HEX-editors may be open at the same time.
- Powerful savegame editor:
  - In combination with the HEX-editor you will be able to create savegame editors yourself.
  - There are lots of routines that allow you to find the memory addresses of important values (e.g. lives) nearly automatically.
  - With this information you will be able to include your personal savegame editor in Unprotect, even if there are no aids for that game so far.
- Built-in text editor for the inclusion of own cheats, solves, etc.

- Integrated map editor:
  - This allows you to include your own graphical maps or other pictures (in PCX format)!
- Many improvements / extensions:
  - Preview pictures for many games.
  - Many new data-types such as graphical maps, levels, addons, etc.
  - The files are marked with icons such as a small flag indicating the language used.
  - Game-aids for most game consoles have been included.
  - Multiple options for configuration.
  - Improved sound support. You may now integrate your own wave files.
  - Faster access to data through advanced database management.
  - Addresses for many companies can be obtained from the company-list.
  - Censored games can now be hidden from the list.
  - A list of censored games can be viewed.
  - Easier-to-use object oriented user interface.
  - Extensive manual in text and PDF format.
  - Detailed help.
- New update mechanism:
  - Modular system. Unprotect can now be extended through modules, e.g. through the integrated editor.
  - Update modules will be released every month. This allows us to include all new game-aids, so that you only need to obtain the update module, which will now be smaller in size than in past versions.
- Numerous internal improvements...

# The future of Unprotect

Our main goal will be the development of further patches and the collection of new trainers and other game-aids.

We will not change the features of Unprotected 8.0 for the time being. The planned Windows version is ready to use now and in some details improved vs. the DOS version.

If we find some bugs or have any ideas to enhance Unprotect, we'll develop a new executable. This file will be available for download free of charge.

You can support us by registering your version of Unprotect and by providing us with new trainers, patches, solves, etc., which we can then include in our next version of Unprotect.

If you have any other things, which you think belong in Unprotect, then feel free to send them to us...

We are also looking for levels and game-aids for game consoles! However, you should only send us texts written by your own or from public sources (internet, BBS's). We can't include anything from magazines, cover CDs, shareware editors, etc.

If you have anything you think we could use, please send it via mail or eMail. We are looking forward to hear from you!

# Different kinds of game-aids

This section is meant mainly for beginners, who might have difficulties with terms such as cheat, trainer, etc. We will discuss the differences, how we understand the various kinds of game-aids and by which criteria we sort them.

The most game-aids are text-based. These are:

- Action Replay codes
- Cheats
- Easter Eggs (Gags)
- Frequently Asked Questions
- Game Genie codes
- Game Guru codes
- HEX Cheats
- Maps (ASCII format)
- Levelcodes
- Lists
- Solves
- Moves
- Patch texts
- Highscore tables
- Secrets
- Strategy Guides
- Tests
- Tips
- Miscellaneous
- WWW link

These types can be displayed and read easily on the screen, printed on a printer, or exported to a text file.

In addition to that, there are a lot of file-based aids which are stored in a compressed format on the CD, and which can be decompressed automatically to your harddisk. No additional utilities are necessary!

- Addons
- Characters
- Documents (e.g. WinWord files)
- Editors
- Game Wizard modules
- Pictures (PCX format)
- HTML pages
- Maps (PCX format)
- Levels
- PC Dash Dateien
- Savegame Patcher Dateien
- Shareware / Freeware games
- Savegames
- Tools
- Trainers
- Universal Game Editor (UGE) files
- Ultimate Hint System (UHS) solves
- Updates / Bugfixes

- Miscellaneous

Furthermore there are numerous patches which directly modify files. A backup copy will be made at your request, of course.

- Patches
- Savegame patches
- Trainer patches

An alphabetical list of all types contained in Unprotect follows:

## **Action Replay codes**

Action Replay is a hardware extension which allows you to interrupt a game at any time to change the contents of the main memory. This way you can get unlimited lives, etc. Unprotect offers the Action Replay codes for those who own such a hardware extension and don't want to find out the codes themselves. However, as only a few people possess such an extension, and because there are other (less expensive) ways to cheat a program, Unprotect doesn't contain many of these codes. Please consult your Action Replay manual on how to enter those codes.

As far as we know, this hardware extension is more popular with game consoles. In america there is also a similar extension called Game Genie.

## **Addons**

Addons are extensions to games. These might be new courses or cars for a racing game for example.

## **Characters**

This kind of game-aid is mainly used by role-playing-games. During the game, you build up and continually improve a game character. Unprotect contains some characters which have several advantages, such as owning vast amounts of gold. This should solve most role-playing-game problems.

## **Cheats**

Cheats are hidden codes which were included in the game by the programmers. These are usually special keyboard combinations or secret passwords which must be entered at some situation in the game. This might make the player immortal, provide him with lots of ammunition, etc. Sometimes whole cheat-menus appear, which offer many options. Unprotect tells you how to enter the cheats and what effect they produce!

There are also some so called fun-cheats or 'easter eggs', which don't serve any specific purpose but have some nice effects, such as changing the game graphics or displaying some other gags of the programmers.

## **Easter Eggs / Gags**

See Fun Cheats under Cheats.

## **Editors**

Editors are external utilities which allow you to change some things in the game. This might be a simple savegame editor which can modify the amount of money or energy in a savegame, or a complex level editor which can be used to design whole levels or scenarios for a game!

Most editors contain a manual which describes how to use them.

## **FAQ's**

These are text files containing Frequently Asked Questions about a game. The contain lots of background information, etc. Many FAQs are over 100 pages in size!

Unfortunately FAQs only exist for a few games, such as very popular or extraordinary ones.

## **Game Genie codes**

See Action Replay codes...

## **Game Guru codes**

Game Guru is a game tool by 3DO, containing several hundred cheats/patches, and which can be extended with own codes. Those that own this tool will appreciate the new codes, others won't find them of any use...

## **Game Wizard modules**

Game Wizard is some kind of software solution of the Action Replay (see above). After being loaded and made resident it allows you to interrupt a game and change the memory contents. These changes can be saved into modules and thus can be reused. You will find a shareware version of Game Wizard on your Unprotect CD. IMPORTANT: If you are using this program on a regular basis then you will have to register. Please consult the text files which are included with Game Wizard!

## **HEX cheats**

HEX cheats offer similar effects as normal cheats but they cannot be entered while playing the game. Normally you will need to change some binary files by using a HEX editor. Unprotect contains such an editor, of course. Most of the time you will have to change a savegame, but sometimes you will have to modify the main program! You will have to be careful, though, because the main program might crash if you change the wrong values. You will want to make a backup copy before editing the program.

The use of the HEX editor is described at the respective chapter of this manual.

## **HTML pages**

HTML is a language which describes the appearance of pages for the World Wide Web (WWW) of the internet. Some pages where we found interesting solves contain maps or cross-references, which cannot be converted to a simple text file. You will need a browser to view these files, such as Netscape Navigator or MS Internet Explorer for Windows, Netscape Navigator or IBM Web Explorer for OS/2. Unprotect will copy the HTML files to your harddisk, so you may view them with a browser of your choice.

## **Maps**

Maps are normally found with adventures and role-playing-games. Unprotect contains plain text maps (ASCII) and graphical maps (PCX).



## **Levels**

These are levels or scenarios for the respective game. If you know your favorite game inside out, then you might want to install some new levels that will offer you a change. There are not levels for every game, though, which would be quite pointless for adventures. This normally depends on the popularity of the game and on the possibility to include new levels in the game. Most levels were created by private people, but some come from the company that created the game.

Levels which are released as expansion disks or CDs are copyrighted by the company and are therefore not included in Unprotect!

## **Levelcodes**

Levelcodes provide you with direct access to all game levels without having to solve all the levels. You can thus begin at level 50 or skip difficult or boring levels.

## **Lists**

There are currently only a few lists contained in Unprotect. These are mostly lists of items that can be found in the game.

## **Solves**

Solves are often quite extensive and lead the player step by step to victory. If you don't want to spoil the fun of playing the game, then you should first search for tips and only use the solve if you are absolutely stuck. However, solves allow you to easily 'run' through an adventure game if you just want to see all the pictures...

## **Moves**

Moves are mainly used by arcade-action or martial arts games and provide you with all possible combat moves and special moves which are often very powerful.

## **Patches**

Patches allow the buyer of a game to skip annoying copy protection, which often reduces the fun playing the game. For example, a patch might remove key-disk tests, password checks or CD-tests.

**IMPORTANT:** Patches are for your personal use only and you have to own the original version of the game! Unprotect is meant to remove annoying copy protection and not to further the distribution or possession of illegal pirate software!

The number of patches will grow more slowly in the future, as key-disk and manual checks are now (luckily) a thing of the past. In addition to that, few people will have several hundred MB of free harddisk space to copy a game that consists of multiple CDs, so that patches for those games will not be included in Unprotect.

However, patches are quite necessary for some games:

Old games with key-disk tests are sometimes played again these days, but the copy protection rarely works on modern computers! Because of timing differences, the original disks are no more recognized on 486 or pentium PCs. Some such patches even originate from the companies themselves (e.g. Microprose)!

Some people might want to copy a single CD to their harddisks, because of slow CD drives or long delay times when loading. Or you might own a laptop computer without a CD drive and can thus copy the game to your harddisk.

## **PC Dash files**

You need a special kind of hardware to use the PC Dash files. It's a new input device for games. You'll find more information at: <http://www.saitek.com>

## **Savegame Patcher files**

"Savegame Patcher" module files can be used with the 3<sup>rd</sup> party product "Savegame Patcher" from the Second Unit Crew (Germany). This program is freeware. You can find it at our web page or in the Tools directory of our update CD or the 1<sup>st</sup> Unprotect 8.0 CD

## **Savegame patches**

These patches are managed like other patches but they don't remove CD checks or similar copy protection measures, but change a savegame in a way that you have more energy, health, etc. the next time you load the savegame.

We call these patches 'trainer-patches' if the game itself has to be modified, and we call them 'savegame-patches' if only the respective savegame has to be changed.

## **Reviews**

We have included several game reviews, which will allow you to make up your own mind about a game before buying it.

## **Trainer patches**

See savegame patches.

## **Patch texts**

Patch texts are similar to HEX cheats except that they differ in their results. While HEX cheats allow you to cheat the game, patch texts contain information on how to remove an annoying manual check from the game, for example.

IMPORTANT: Note the license terms!

## **Point lists**

These are mainly lists of places in the game (mostly adventure games), where you can increase your score by performing a specific action. This might be helpful if you solved the game, but didn't get the full score.

## **Secrets**

Secrets contain hidden items, rooms, levels or other things which are hard to find in the game. This is mostly for 3D-action games, but some role-playing-games also benefit from this.

## **Savegames**

Unprotect contains many kinds of savegames. These may be a savegame at the very end of the game, or one which allows you to skip a difficult situation in the game.

<b>Savegame editors</b>	Savegame editors are editors which are built into Unprotect. They are a more comfortable type of HEX cheat. You can now change important values of a game without having to mess with the HEX cheats directly. It is now possible to create your own savegame editors in Unprotect!
<b>Strategy guides</b>	Strategy guides contain tips and information on useful strategies to solve strategic games.
<b>Tips</b>	Tips are general hints to help you solve a game.
<b>Tools</b>	These are useful utility programs for a game. This includes everything that is not an editor or trainer.
<b>Trainers</b>	Trainers are external utility programs which help you cheat a game. They are normally executed before starting the game and can then be activated by a special hot-key. This is commonly described in the text files which accompany the trainer.
<b>UHS solves</b>	These are solves for a shareware utility called Universal Hint System. You will find this program on your Unprotect CD. UHS doesn't display the whole solve at once, but only the pieces which are of interest to you. You might want to purchase the registered version of UHS.
<b>UGE files</b>	UGE files can be used with the Universal Game Editor. This shareware program allows you to edit savegames, etc.
<b>Updates / Bugfixes</b>	Many games are created under deadline pressure and are then released with bugs and errors. A short time later, an updated version is normally released, which then repairs the program or contains new features. Unprotect contains nearly all updates and bugfixes available until the date of release (november 1998). These are more than 1700 updates!
<b>Miscellaneous</b>	This is anything which does not fall into one of the other categories.
<b>WWW Links</b>	If we find an interesting web page containing game related information, we'll place a WWW link (URL) in Unprotect, so you're able to visit this page. E.g. game solves we're not allowed to include in Unprotect directly. If you're using the Windows version of Unprotect, there's only the need for one mouse click and you're able to visit these links if you're owning an online account.

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# Chapter 2 - Installation

## Hardware requirements

Minimal requirements:

- IBM-PC compatible computer 386er or better
- 8MB Memory
- Graphics adapter supporting at least VESA 1.2 SVGA 640x480x256 colors mode
- Harddisk space: 5MB for the demo version, 2MB for the full version
- Systems with 8MB or less main memory might need some MB harddisk space for virtual memory

Minimal requirements for the Windows version:

- IBM-PC compatible computer with installed Windows95/98 or Windows NT 4.0
- A minimum of 4MB harddisk space for Unprotect and the help file.

Recommended:

- IBM-PC compatible computer 486er with 100MHz or better
- 16MB Memory
- Graphics adapter supporting VESA 2.0 SVGA 640x480x256 colors mode
- 10MB free harddisk space

Optional:

- Sound Blaster compatible, ESS or Gravis Ultrasound soundcard for sounds
- Printer
- Mouse

The DOS version of Unprotect 8.0 has been tested with the following operating systems:

- MS-DOS 4.01 or newer, Novell DOS 8.0, Caldera Open DOS 8.01
- Windows 95 (only full-screen)
- OS/2 version 2.1 or newer (only full-screen)



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NOTE: Unprotect does NOT work with the DOS emulation of Windows NT!

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Unprotect Pro 8.0 for Windows has been tested with the following operating systems:

- Windows 95
- Windows 95 OSR 2.1
- Windows 98
- Windows NT 4.0

There shouldn't be any difficulties starting Unprotect. If you experience problems please consult the chapter 'problems', where you will find a list of command line arguments supported by Unprotect and some notes on configuration.

DOS



## Installation

The installation process was kept simple and mainly self-explanatory.

Change to your CD drive and start INSTALL.BAT. Unprotect will then be installed from the CD if you have read the license terms and acknowledged them. You will only have to specify the target directory and language (english or german) (see figure 1).

The demo version contains no INSTALL.BAT file. Simply start UNP.EXE.



Figure 1: Select language

After choosing the language you can now make some settings, which will also be available later through the menu *[Options]*.

If your system only has 8MB memory installed, or if you don't have enough free extension memory, Unprotected will have to use virtual memory, because of the large database contained in the program (see figure 2).

The drawback of this is that all sound effects will then be disabled to avoid conflicts between the virtual memory management and the sound routines.

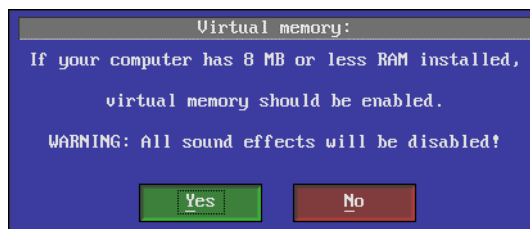


Figure 2: Enable virtual memory

Configuration of the demo version is now complete. Users of the registered CD version will now have to specify the target directory on their harddisk drive, where Unprotect stores its startup files.

The DOS version doesn't need more than 2MB of space, because only the DOS extender DOS4GW.EXE (for memory management) and the main program UNP.EXE will be installed. The update modules, which are released every month, have to be installed to the same directory, however. Because of this, you should keep a bit more free space on your harddisk if you plan to use the monthly update modules.

The demo version takes up 5MB of harddisk space, because it contains some demo game-aids.

If you receive an update CD with update modules along with your Unprotect CD or if you obtain some later on, you will have to copy these to your Unprotect directory. If E: is your cdrom drive and if you installed Unprotect to C:\UNP80 then the following DOS command will copy the files:

---

```
COPY E:\UPDATE\*. * C:\UNP80
```

---

After starting Unprotect, you can achieve the same when selecting *Install update* from the *[Tools]* menu!

You can now start Unprotect. Change to your Unprotect directory and type in UNP. After starting the program for the first time you will receive a text containing last-minute information. You also find this text when selecting *Extras* from the *Help* menu.

## Windows



If you are working with Windows 95/98/NT and want to start Unprotect from there, then you should use the Windows version of the installation program. Execute the file **SETUP.EXE** in the root directory of the CD. The installation process is quite similar to that of the DOS version and rather self-explanatory. You have the option to install the manual (in PDF format) and the Adobe Acrobat Reader to view them. In addition to that, a program folder with the Unprotect icon will appear on the desktop after installation.

Of course, it's no problem to install both the DOS and the real Windows version of Unprotect and use them parallel.

The install program will register Unprotect in system->software, so that you can use the deinstallation option there to remove the program later on.

## OS/2

OS/2 users can execute the install script **SETUPOS2.CMD** from the root directory on the CD. It will copy all necessary files to a directory of your choice and will also set up a program folder. If you want to remove Unprotect later on, simply delete this program folder and the Unprotect directory.

# Files

After installation you should find the following files in your Unprotect directory:

## Full and demo version:

DOS4GW.EXE	<i>DOS extender</i>
UNP.EXE	<i>Main program for DOS</i>
UNP.INI	<i>Configuration, will be created automatically after the first start of the program</i>

## Windows Installation (optional):

UNPWIN.EXE	<i>Main program for Windows</i>
UNPWIN.HLP	<i>German help file</i>
UNPWIN_E.HLP	<i>English help file</i>
UNPWIN.INI	<i>Configuration, will be created automatically after the first start of the program</i>
UNP80.ICO	<i>Icon for Unprotect.</i>
UNP80.PDF	<i>German manual in Acrobat Reader Format</i>
UNP80_E.PDF	<i>English manual in Acrobat Reader Format</i>
UNZIP.EXE	<i>DOS ZIP Expander</i>
UNZIP32.DLL	<i>32Bit ZIP Expander for the Windows Version</i>
UNINST.ISU	<i>Deinstallation file</i>

## OS/2 Installation (optional):

UNP80OS2.ICO	<i>Icon for Unprotect</i>
UNP80.PDF	<i>German manual in Acrobat Reader Format</i>
UNP80_E.PDF	<i>English manual in Acrobat Reader Format</i>

## Demo version only:

UNP_DEMO.UPM	<i>Database file</i>
--------------	----------------------

In addition to that, the \TOOLS directory on the 1<sup>st</sup> CD contains some useful utility programs:

---

Note: Some of the tools are stand-alone shareware programs (see the respective license terms). They are not part of Unprotect and are released by other authors. They will not be installed automatically but can be found in the TOOLS directory on the CD. Please remember that you have to register these programs if you plan to use them regularly!

---

\ACROBAT3	Adobe Acrobat Reader 3.0 for Windows & OS/2 in english and german. This program allows you to read and print .PDF files. The manual of Unprotect is available in this format on the CD.
\CDEMU	These are several CD emulators for DOS and Windows.
\CHEAT	Other tools for cheating games. Some of these are integrated in Unprotect.
\CRACK	Some "cracking" tools.
\DEBUG	This directory contains some debuggers and HEX editors with debugging options.
\MISC	Miscellaneous useful programs.
\UNPACK	Some EXE decompressors and ZIP/UnZIP tools



**\VESA**          VESA 2.0 drivers for older graphics adapters.

For a complete list of all tools view the file INDEX.HTM with your standard browser.

## Starting Unprotect

To start Unprotect first change to your Unprotect directory on your harddisk. This will be C:\UNP80 by default.

---

C:

---

CD C:\UNP80

---

**DOS**



Then type *UNP.EXE* to start the program.

If you want to start Unprotect within Windows or OS/2 and have installed the program via the respective install programs (CD version only), then you can start the program by double-clicking on the Unprotect icon!

Unprotect supports several command line arguments, which you might want to try if you experience problems. You will get a complete list of the arguments if you start Unprotect with *UNP /?*.

### Unprotect recognizes the following arguments:

- |                             |   |  |
|-----------------------------|---|--|
| <i>/?</i> or <i>/HELP</i>   | - | A short help.  |
| <i>/640</i> or <i>/SVGA</i> | - | Starts in SVGA mode 640x480x256. This can be useful if you selected the wrong screen resolution and get a messed up display.   |
| <i>/NOSOUND</i>             | - | Disable sound check and sound support.   |
| <i>/NOLFB</i>               | - | Disables the Linear Frame Buffer with VESA 2.0 compatible graphics adapters. This decreases the speed of graphics display and should thus only be used if everything else fails! |
| <i>/SETUP</i>               | - | Starts the setup program.  |
| <i>/GERMAN</i>              | - | Starts with german user interface.   |
| <i>/ENGLISH</i>             | - | Starts with english user interface.  |
| <i>/PAUSE</i>               | - | Waits for a keypress when starting.  |
| <i>/CD1:X</i>               | - | The 1 <sup>st</sup> CD will be expected in drive X:.   |
| <i>/CD2:X</i>               | - | The 2 <sup>nd</sup> CD will be expected in drive X:.   |
| <i>/CD3:X</i>               | - | The 3 <sup>rd</sup> CD will be expected in drive X:.   |

---

# Chapter 3 - Working with Unprotect

## Windows Version



## Introduction

The user interface of the Windows version is compatible with other windows programs. There is no need to extra explanation of using your keyboard and mouse.

Because of its graphical user interface, Unprotect can be easily controlled with the mouse or keyboard. Those comfortable with other user interfaces like Windows or Turbo Vision won't have any problems using Unprotect.

Most options are self-explanatory, but you can still consult the context-sensitive help or the manual if you experience any problems.

All keyboard shortcuts are printed in *italic* letters. A plus symbol between two keys means that both of these keys must be pressed simultaneously.

## DOS Version



Figure 3: Default selection

Buttons with a *white* border will be activated by pressing the enter key.



Figure 4: Current selection

Current buttons are surrounded by a *black*, dotted border.

## Keyboard control

### Windows:

- *TAB* (forward) and *Shift-TAB* (backward) switches between the elements in a windows.
- Elements containing text can be directly selected via *ALT+X*, where *X* stands for an underlined letter.
- *ALT+Space*: The systems menu of the window will be opened.
- *ALT+Backspace*: The current window will be moved to the background.
- *ALT+F4* oder *ESC*: The current window will be closed.

## Mouse control

### Desktop:

- **ALT+TAB:** The windows will be activated one after the other.
- **ALT+0 bis ALT+9:** Windows containing a number in their upper right corner will be activated by pressing **ALT+number**.
- **ALT+F10:** Opens the desktop menu.

### Windows:

- Pressing the right mouse button in the title of a window opens it's window menu. Holding down the left mouse button in the title allows you to move the window.

---

The right mouse button normally displays a context-sensitive menu, which contains all options currently available!

---

### Desktop:

- Pressing the right mouse button on the desktop opens the desktop menu. You can then select the entries with the left mouse button. You can close the desktop menu by pressing the right mouse button (or by pressing the left mouse button out of the desktop menu).

## System buttons



*Figure 5: System menu button*

This tiny button in the upper left corner of a window opens the system menu. This contains some options depending on the respective window.



*Figure 6: Minimize button*

Clicking on this button minimizes the window to a small icon in the lower left corner of the desktop. By double-clicking this icon you can open the window again.



*Figure 7: Maximize button*

This button enlarges the window to maximal size, or, if it already was at maximum size, changes the window back to it's previous size.



*Figure 8: Help button*

You can activate the context help if this button appears in the upper right corner of a window.



*Figure 9: Background button*

Clicking on this button puts the window in the background.



*Figure 10: Close button*

This closes the window without any further confirmation!

## Operation

In this section you will learn the basics on how to use Unprotect. All menu entries will be explained here.

### Main window



Figure 11: The main window

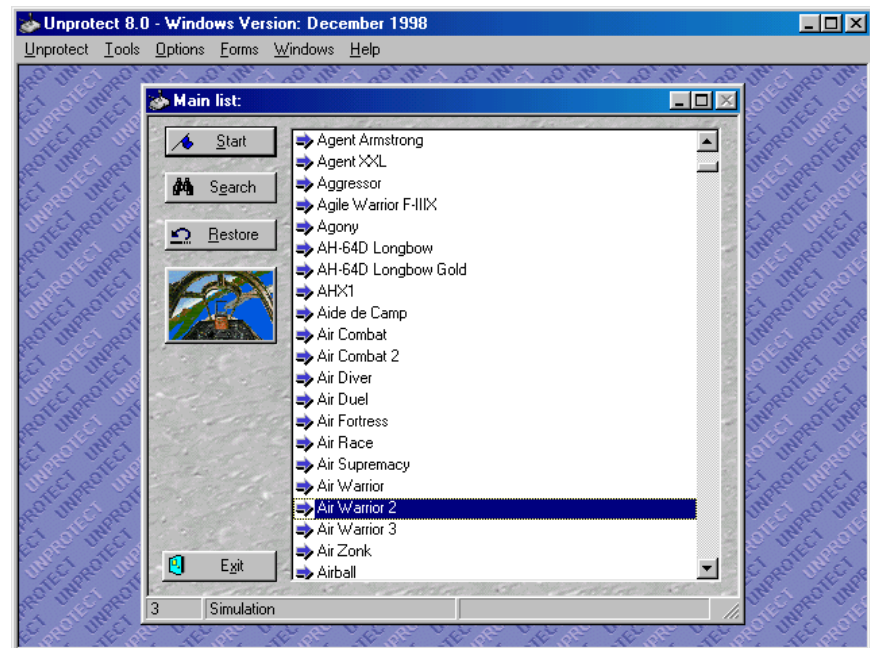


Figure 12: The main window (Windows version)

After starting Unprotect you can use the mouse or the cursor keys to select the game that you need help with.

The lower blue status line displays the number of entries concerning this game in the Unprotect database. This is the number in square brackets. The type of game and the company that released it are normally displayed to the right.

The game's names are indicated by a *blue arrow*. Games that have been censored in germany are indicated by a *red arrow* for easier recognition (if they have not been hidden in the first place).

All new game-aids of a newly installed module are indicated by a 'new' symbol.

You do not have to scroll through the whole list to find a game. Instead you can simply type in the name and Unprotect will automatically jump to the first entry that starts with the given name. You can complete the name any time or you may clear the input line by pressing *ESC*. The input line disappears after several seconds, but your input will remain.



Figure 13: Search dialog



Figure 14: Search dialog (Windows version)

Clicking the *Search* button will lead you to the search dialog (see Figure 13: Search dialog). Here you have the option to show all matching titles in a list by pressing the *List* button. Of course you can start a new search in that list and thus further limit the number of results!

The main actions are activated by the four buttons in the main window:

- **Start** opens a sub-list for the currently selected game and shows all available game-aids. This will be discussed further in the subsection 'Using the game-aids'.
- **Search** activates the search dialog.
- **Restore** opens a listbox which contains all backup copies of patched games. This allows you to undo any patch.
- **Quit** directly closes Unprotect.

## Menu structure

Mainly, this chapter describes all function from the DOS version. In general all options can be found at the same place in the Windows version.

## System menu

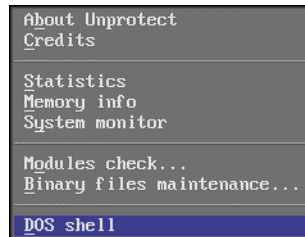


Figure 15: Systems menu

- **About Unprotect** open the ‘about-box’, which is also shown at the start of Unprotect. It contains some copyright notes.
- **Credits** opens a dialog which contains credits to all those which supported Unprotect in some way or other.
- **Statistics** shows a small dialog which displays the number of game-aids and different systems.
- **Memory info** tells you how much memory is currently used up by Unprotect.
- **Modules check** allows you to test your own Unprotect modules (\*.UPM). This tests if all binary files have been integrated. An extensive report will be created in case of an error.
- **Binary files maintenance** opens the following dialog:

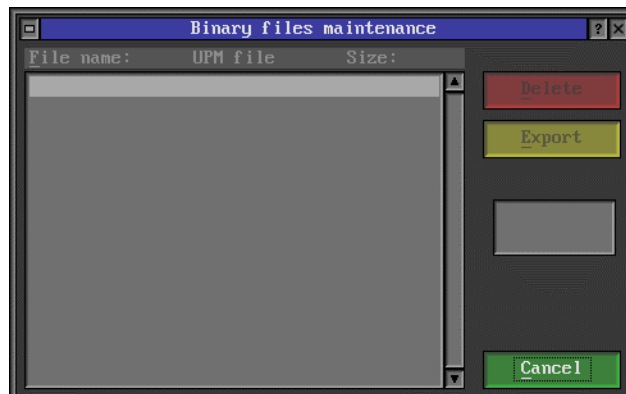


Figure 16: Binary files maintenance

Or in the windows version:

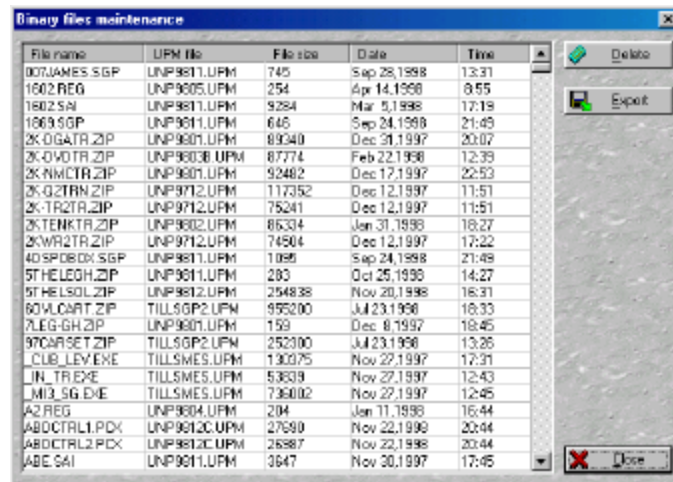


Figure 17: Binary files maintenance (Windows version)

Here you will get an overview of all the binary files contained in your modules, such as preview pictures, trainers, etc. You can export files to a directory on your harddisk or remove files from the modules.

---

**CAUTION:** Only delete files of which you are absolutely sure you will not need them anymore!

---

- **DOS shell** opens a DOS box, which can be closed via the *EXIT* command.

## Unprotect menu

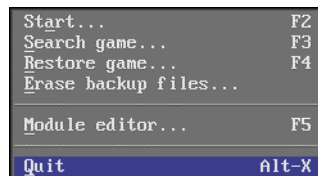


Figure 18: Unprotect menu

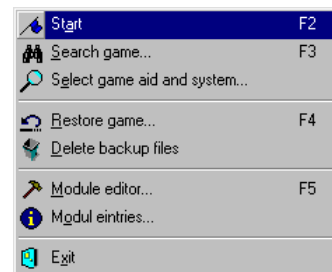


Figure 19: Unprotect menu (Windows version)

- **Start**, **Search game** and **Restore game** have the same effect as the respective buttons in the main window of Unprotect.
- **Erase backup files** deletes the whole backup directory.
- **Module editor** opens the integrated editor, which allows you to create your own Unprotect modules with your personal game-aids. This tool will be discussed in an own chapter.
- **Module entries** shows you all game aids from a choosen module file. This is useful, if you've got a module file and you want to know, what game aids are included.
- **Quit** closes Unprotect und returns to your operating system.

## Tools menu

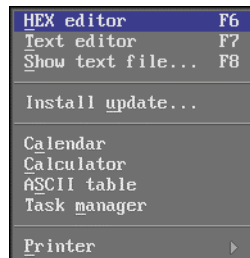


Figure 20: Tools menu

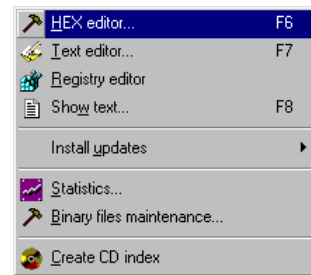


Figure 21: Tools menu (Windows version)

- **HEX Editor** opens the integrated HEX editor of Unprotect. Further information is available in the respective chapter.
- The **text editor** allows you to edit ASCII texts.
- **Registration editor** executes the Windows Registration editor, if it's installed on your system.
- **Show text file** displays a text file from your harddisk.
- If you obtained new update modules then you can install them easily via **install update**.
- **Calendar** opens a simple calendar with a built-in clock.

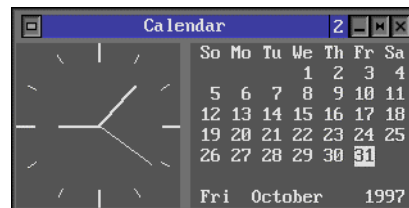


Figure 22: Calendar

- **Calculator** displays a pocket calculator.
- **ASCII table** displays a table containing all characters of the ASCII character set.
- **Task manager** opens the integrated task manager.

## Options menu

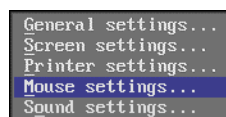


Figure 23: Options menu

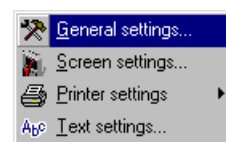


Figure 24: Options menu (Windows version)

- **General, screen, printer, mouse** or **sound** open the dialogs described further down. In systems with very limited memory the sound option might be disabled. This avoids conflicts between Unprotect's virtual memory management and sound routines.



## Forms menu

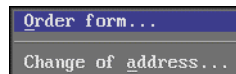


Figure 25: Forms menu

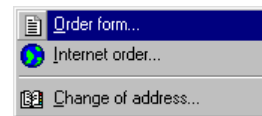


Figure 26: Forms menu (Windows Version)

- **Order form** opens a dialog which allows you to quickly create an order form. See Appendix A - Registration.
- Choose **Internet order** (Windows Version), if you want to order Unprotect online and pay with your credit card.
- If your address has changed since your first installation of Unprotect, then you can update this data by selecting **Change of address**. This makes sense if you will be ordering updates, for example. Your address will then be automatically inserted into the order form. Of course your address will only be used by the order module and will not be used for any other purpose. The address is stored in the .INI file UNP.INI, which can be deleted any time and will then be newly created with default values.

## Help menu

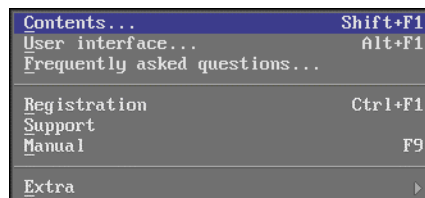


Figure 27: Help menu



Figure 28: Help menu (Windows version)

- **Contents** opens the general help index, from where you can access the whole help text.
- **User interface** describes the operation of Unprotect's user interface.
- **Frequently asked questions** displays frequently asked questions and their answers.
- **Registration** displays information about the full version of Unprotect. This is mainly useful for users of the demo version who want to obtain the full version.
- **Support** offers a list of all currently available online sources which offer updates or support for Unprotect.
- **Manual** shows this manual text.
- **Extras** contains the following entries:

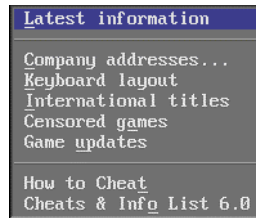


Figure 29: Extras menu

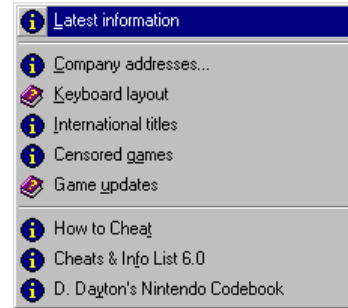


Figure 30: Extras menu (Windows version)

- **Latest information** displays the notes which were shown the first time you started Unprotect.
- **Company addresses** opens a list of companies and information like address and internet homepage. If you want to contact a company about a game you might find the address here.
- **Keyboard layout** displays the layout of an english keyboard. This is useful for users of non-english keyboards, because many games bypass the keyboard driver and assume an english keyboard layout.
- **International titles** displays all game titles that feature different names in the german and the international version. For example, 'Screamer' is called 'Bleifuss' in germany.
- **Censored games** shows a list of all games currently censored in germany. These games may not be advertised in the public and may only be used by persons of 18 years or older in germany.
- The remaining menu entries contain interesting information on how to patch or cheat games, so if you plan to try this yourself, here is the information you are looking for.

# Options

Before you start browsing all those game-aids, you should take a moment to learn about the manifold options and settings of Unprotect. The options dialogs will be discussed in the following sections.

You can save your settings by pressing the *Save* button, the *Cancel* button discards any changes that you have made, while the *Default* button restores the default settings.

## General settings

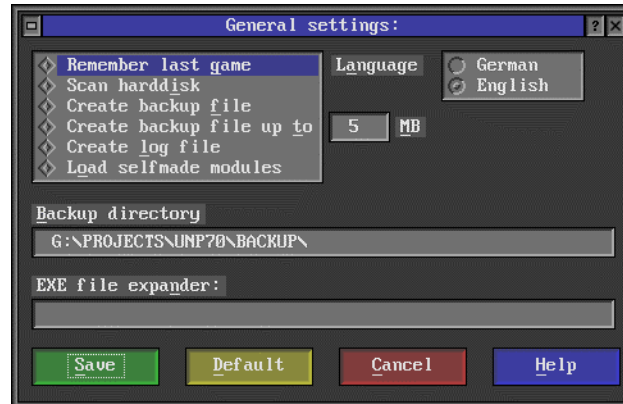


Figure 31: General settings

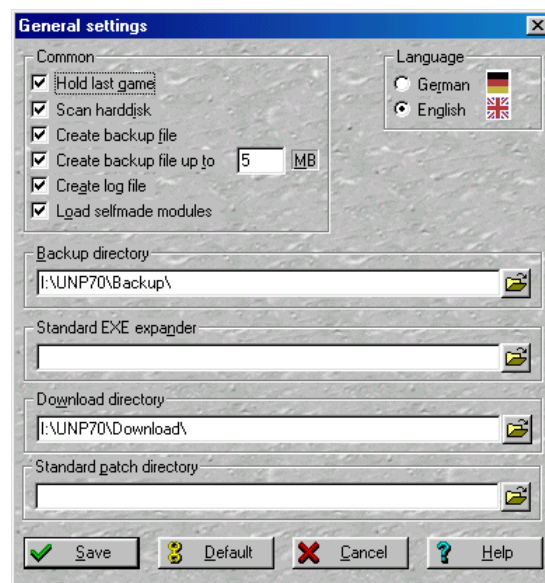


Figure 32: General settings (Windows version)

- If **Remember last game** is switched on, then Unprotect will remember the game that was selected the last time you start the program and will now start with this game selected again. If this is deactivated, then Unprotect will start with the first game in the list selected.
- If you activated **Scan harddisk**, then Unprotect will automatically try to find the respective files (e.g. when patching) on your harddisk. If you

deactivated this option, then you will have to specify the directory which contains the file.

- When **Create backup file** is switched on, then Unprotect will make backup copies of any files that are modified by the program. These will be stored in the directory specified by **Backup directory**.
- To limit the harddisk space that may be used up by such backup copies, you can specify an upper limit with **Create backup file up to xx MB**. The default value is 5MB, which means that up to 5MB total of backup files will be saved.
- If **Create log file** is active, the the results of any file based routines (e.g. patching) will be written to a .LOG file in the respective game directory. If a problem occurred, then you will be able to find out the exact error by reading this log file, which you can delete if you won't be needing it anymore.
- The download directory contains all Unprotect update modules, you've downloaded with the built in download option from the Windows version of Unprotect.
- E.g. your installing all your games under the directory E:\SPIELE, then you can enter this directory at **Standard patch directory**. If Unprotect searches a file to patch it starts at this directory.
- **EXE file expander** might be important for some old games, because many companies compressed the executables to save disk space. Unprotect will not be able to find the correct byte sequence in the compressed file, so the file will need to be decompressed. If you specify the path to your favorite EXE expander, then Unprotect will automatically try to decompress any file it cannot patch.

---

New games that use a DOS extender (like DOS4GW.EXE) or Windows programs cannot normally be compressed.

---

## Screen settings

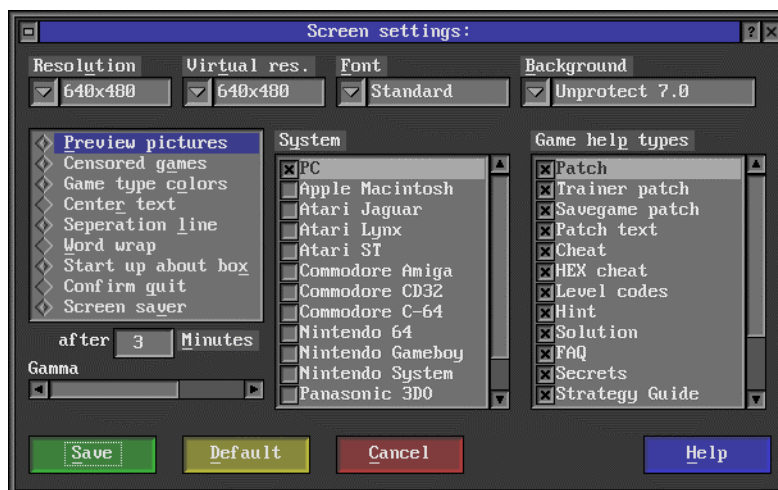


Figure 33: Screen settings

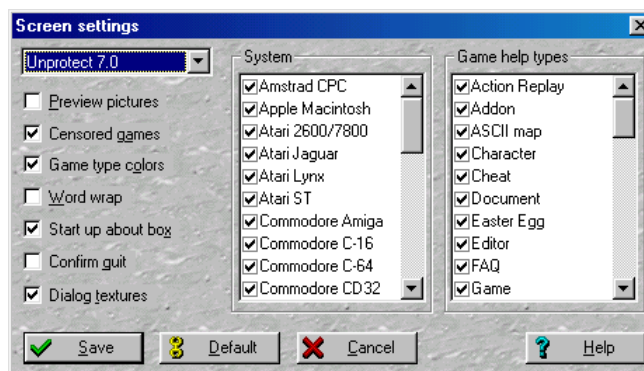


Figure 34: Screen settings

- You can specify the screen resolution from 640x480 up to 1280x1024 pixels with the **Resolution** option. The usual VESA 256 color graphics modes will be used. Because of this your graphics adapter must at least support VESA standard 1.2, which is not a problem with modern graphics adapters. Some old adapters might need a small TSR utility provided by the adapter's manufacturer, however, we provide some such programs in the TOOLS directory on the CD. If your graphics adapter even supports VESA standard 2.0, then the so-called 'linear frame buffer' will be used, which considerably speeds up the graphics output.

---

**CAUTION:** If by a mistake you have selected a screen resolution that your display or your graphics adapter doesn't support, then you can start Unprotect with the command line arguments /640 or /SVGA to start up with the usual SVGA mode of 640x480 pixels.

---

- **Virtual Resolution** might be set to a higher resolution than your screen supports. The normal screen resolution will be displayed, but the windows will be arranged on a larger virtual desktop. Whenever the mouse pointer touches one of the screen borders, then the desktop will scroll to reveal the previously hidden areas.

- You can select a different default font from a selection of alternate fonts via the **Font** option. In addition to that, a different background may be chosen via the **Background** option. These features are only available in the full version of Unprotect, as this would have taken up too much space for the demo version.
- **Preview pictures** activates the small preview pictures in the main dialog. Deactivating this option might be useful for people with slow CD drives.
- **Censored games** may be used to hide those games that have been censored in Germany.
- If you activated **Game type colors** then the different kinds of game-aids in the sub-lists will be indicated by color.
  - Blue: All kinds of patches
  - White: All text based game-aids
  - Red: Graphics, maps
  - Yellow: Built-in savegame editors
  - Green: All file based game-aids
- Activating **Center text** will display any text based game-aids in center format.
- A **Separation line** between the pages may be switched on or off. The size of a page is specified in the printer options.
- **Word wrap** automatically wraps lines that are too wide to be displayed on the screen, so that you don't have to scroll the text to read it.
- **Start up about box** specifies if the about dialog will be shown at the start of Unprotect.
- If **Confirm quit** is selected then Unprotect will ask you for confirmation if you close the program.
- **Screen saver after xx minutes** activates the screen saver after a period of xx minutes.
- **Gamma** allows you to adjust Unprotect to the brightness of your display.
- The first listbox contains any **Systems and game consoles** for which there are game-aids in Unprotect. If you own other systems than a PC then you can select those here. Only the PC is selected by default to save memory and unclutter the list.
- The second listbox allows you to select the **Game help types** shown in the list. You can thus concentrate on a smaller number of game-aids, making the list more easy to browse.

## Printer settings

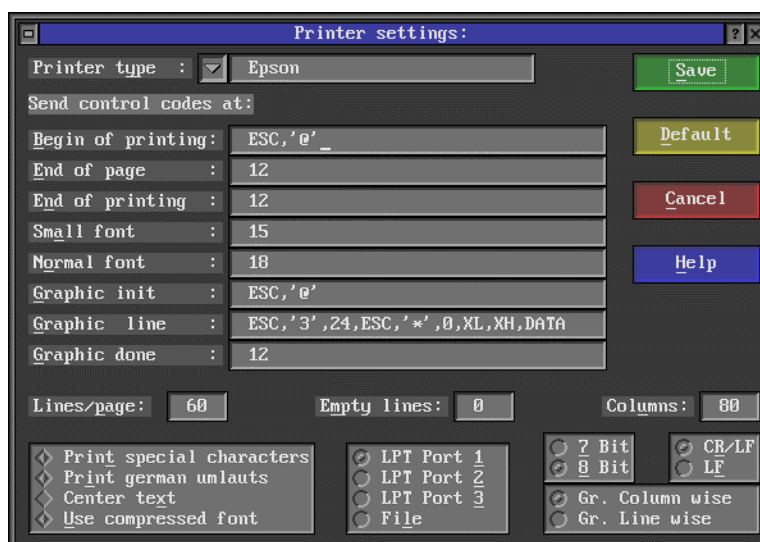


Figure 35: Printer settings

- If you don't want to mess with the printer control codes, then you should select a compatible entry from the **Printer type** list. This information can normally be obtained from the users manual of your printer. If this doesn't work, than you will have to change these codes directly:
  - **Begin of printing:** These codes will be send to the printer at the beginning of every text output. You might want to initialize your printer here or include codes to force your printer to do every text output in boldface letters.
  - **End of page:** These codes will be send to the printer at the end of a page. This might be useful to send form feed codes.
  - **End of printing:** These codes will be send to the printer at the end of the whole output.
  - **Small font:** These are the codes that make your printer do the output in a smaller (condensed) font.
  - **Normal font:** These codes make your printer use normal font again (thus deactivating small font).
  - **Graphic init:** When printing graphical maps or pictures, then these control codes to initialize 1 bit black/white graphics mode of your printer are used.
  - **Graphic line:** The codes are send to your printer at the beginning of each line of graphics output.
  - **Graphic done:** At the end of the whole graphics output, these control codes will be send to your printer, e.g. to reset your text mode again.



---

#### Note on control codes:

The control codes for your printer can normally be obtained from your printer's manual. They can be entered in decimal, hexadecimal with a \$ prefix, or as characters in apostrophs. The codes are separated by commas. You can use a combination of these, e.g.:

ESC, 66, 'a', \$20

---

- **Lines/page** specifies the number of lines that fit on a page of paper. Normally, these are between 60 and 72 lines.
- **Empty lines** is the (optional) number of blank lines which will be printed at the end of a page.
- **Columns** is the width of a page in characters, usually 80 characters.
- **Print special characters** specifies if any special characters may be printed or not.
- **Print german umlauts** allows you to output those special characters known as umlauts. If your printer does not support german umlauts, then they will be changed into ae, oe, ue and ss.
- **Center text** centers your text output.
- **Use compressed font** turns on the condensed font mode of your printer if a line would not fit on the paper otherwise.
- **LPT Port** selects the printer interface. This will be LPT port 1 in most cases. If you don't own a printer, then you can divert output to a file. These files could then be printed by the following command:

---

`COPY /b <file> PRN`, where <file> is the filename of the printed file.

---

- **7 Bit / 8 Bit** specifies if graphics will be printed in 8bit mode (on old printers) or in 8bit mode.
- **CR/LF** and **LF**: This option determines if a 'carriage return' and a 'line feed' will be send to the printer at the end of a line, or only a 'line feed'.
- **Graphics Column wise / Line wise**: Most printers require graphics data to be passed line by line. HP printers, however, need to receive graphics data column wise.

If you are satisfied with your printer settings, then you can use the function 'save driver' in the systems menu or by clicking the right mouse button, to save these settings as a printer driver to your harddisk. You can give this file to other people who own the same printer, or you can send it directly to us, so that we can include it into the next version of Unprotect. Such driver files can be loaded with the systems menu entry 'load driver'.



The Windows version works with the default Windows printer dialogs.



## Mouse settings

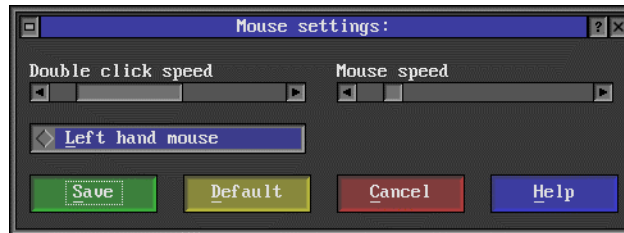


Figure 36: Mouse settings

- **Double click speed** sets the sensitivity of a double click on the mouse.
- **Mouse speed** changes the speed of mouse pointer movement.
- **Left hand mouse** swaps the effects of the mouse buttons.

## Sound settings

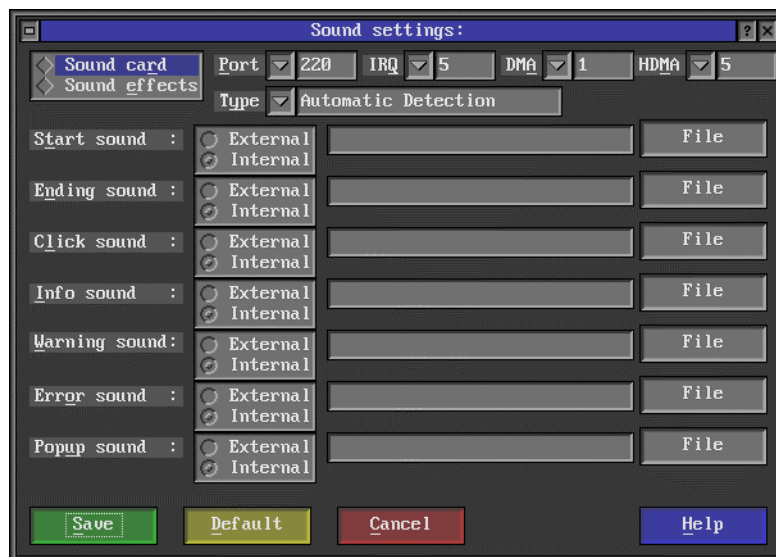


Figure 37: Sound settings

- If you own none of the supported sound cards, then you had best deactivate the **Soundcard** option. This will then avoid any conflicts with other routines.
- If you want to temporarily activate or deactivate sound effects, then you can do this via the **Sound effects** option.
- If your sound card does not work with the default settings, or if it cannot be detected correctly, then you can enter the correct values for **Port**, **IRQ**, **DMA** and **HiDMA**.
- If you do not like the built-in sound effects of Unprotect, then you can include your own sounds for various events in the program, e.g. the start up sound. Simply choose a WAV file from your harddisk by pressing the respective file button. You can then activate your own sound or Unprotects built-in sounds via the external/internal switch. 8bit WAV files with a frequency of 11kHz normally work best.

## Text Einstellungen



Figure 38: Text settings (Windows version)

This dialog gives you the ability to configure your favorite colors for the text viewer and text editor. You can also activate the syntax highlighting for special text fragments, like eMail-addresses or URLs.

# Using the game-aids

As soon as you have selected a game from the main window and pressed the *Start* button or *Enter* key, a new window with a sub-list containing all game-aids for that game will appear:



Figure 39: Sub-list

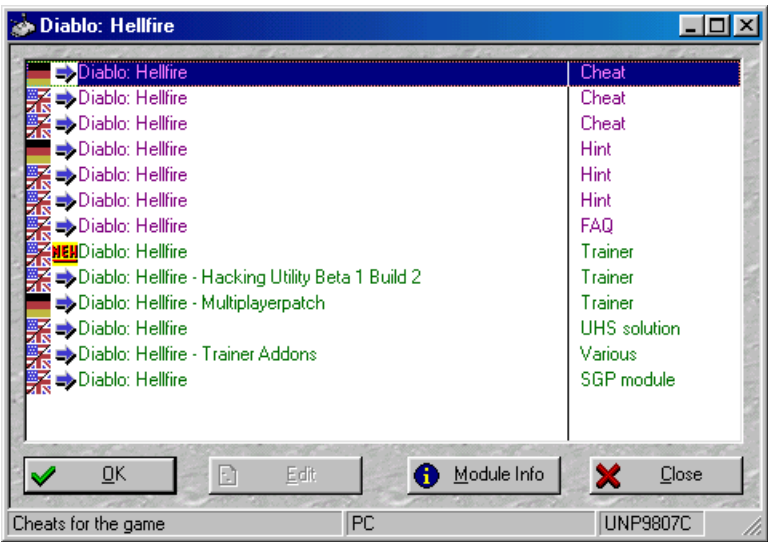


Figure 40: Sub-list (Windows version)

The type of the game help is shown at the end of the line and is explained in more detail in the blue status line at the bottom. Further information about the system, medium and operating system will be shown to the right if available.

The *Module info* button displays additional information about the module that contains the currently selected game help. If this is no protected game-aid, then you may modify it by pressing the *Edit* button, opening the built-in module editor.

## Meaning of the flags

The small flag allows you to distinguish the language of the game-aids more easily. This flag, however, may have different meanings depending on the type of game-aid.

Normally, an english flag indicates an english language game-aid. This is the case with all **text based** aids, as well as description texts for **file based** types like trainers, maps, editors, etc.

For **patches** and **updates**, however, the flag indicates the version of the game. E.g. a french flag indicates a patch that has been released for the french version of the game, even if the text describing the patch is in a different language.

Pressing the *Ok* button or the *Enter* key starts the respective game-aid, the results of which will, of course, differ from type to type:

## Patches

When applying a patch, you will first have to specify the directory in which the game was installed. You can either type in the directory path directly or select it via the directory dialog.

If you selected *Scan harddisk* in the *General settings* of the *Options* menu, then Unprotect will try to find the game on your harddisk(s) automatically. It might be, however, that you have to enter the directory path manually, even if you have selected this option.

Unfortunately, sometimes there are so many different versions of a game (english, german, v1.0, v1.1, etc.) that we cannot guarantee that the respective patch really works. In most cases, however, the patch might succeed nevertheless. It might be useful to know the three different kinds of patches which Unprotect contains:

### 1) **Direct modification of a certain address:**

This changes the value at a specific address in the file, regardless of the previous contents of this address. This normally works only with the version that the patch was designed for. If you own any other version, then the wrong value might get modified, which would have no effect or would even crash the program. If this is the case, then you can use the restore functions of Unprotect. If disabled backup copies, then you will have to reinstall the game!

Another reason for an error could be that the game was compressed with an EXE compressor. This method was quite popular with DOS games, because it saved some disk space. If this is the case with a game, then you should decompress it (usually the main program) and then try to patch it again. If you specified an EXE expander in the *General settings*, then Unprotect will execute the expander program while trying to apply the patch. If this fails for whatever reason, then you can try to expand the file manually and then try to patch it again. If you do not already own such an expander you will find some in the *TOOLS* directory on your 1<sup>st</sup> Unprotect CD.

---

NOTE: Windows programs and 32bit DOS programs, e.g. games that use the DOS extender DOS4GW, cannot normally be compressed. It's no use trying to decompress such programs!

---

Since this type of patch is only valid for a special version of the game, Unprotect prefers the following method.

**2) Direct search for certain values and replacement with other values:**

This method has the advantage of searching for a specific byte sequence, which allows you to patch multiple versions of a game where the byte sequence just might be located at another position in the file. If the byte sequence cannot be found, then you should check if the file was compressed via an EXE compressor.

If everything else fails, you might want to mess with the program code yourself:

If you enabled the log function of Unprotect, then you can read the log file after trying the patch. There you will find the byte sequence that was searched (in hexadecimal values), e.g. 75 3E E8 EF. Since this sequence was not found, you have the option of searching for slightly different sequences (using the built-in HEX editor), maybe only for the first three bytes. If you are lucky, these are found and might even be the correct position to change. You should then check if this sequence occurs more than once in the file and try these one after the other.

This is by no means a guarantee for a new patch, but it might be worth trying! If you find a new patch with this method, then you can integrate it with the built-in patch editor or send it to us, so that we can include it in the next version of Unprotect.

**3) Copying a file:**

This just replaces a file of the game with a newer or modified version, or it installs an alternate start up program for the game. This might even work with different versions of the game, but if it doesn't, then there is normally no way to apply the patch any other way.

## Textbased game-aids

All text based game-aids, such as cheats or solves, can be viewed, printed or exported in Unprotect. To use these features, just open the text viewer:



Figure 41: Text viewer

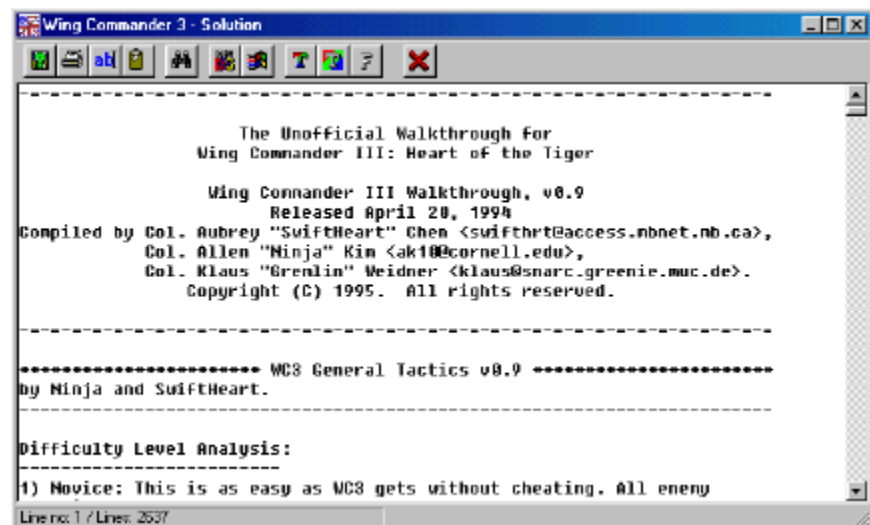


Figure 42: Text viewer (Windows version)

You can move through the text via mouse or the keyboard. The *Search* button activates a search dialog which allows you to search for certain passages in the text.

If you're using the Windows version of Unprotect, you can activate many functions by pushing one of the toolbar buttons, like:

- Save/export text
- Print text
- Send text as eMail
- Edit text

- Copy text to clipboard
- Convert OEM -> ANSI
- Convert ANSI -> OEM to view DOS texts under Windows.
- Search text
- Change text color
- Change background color
- Change font

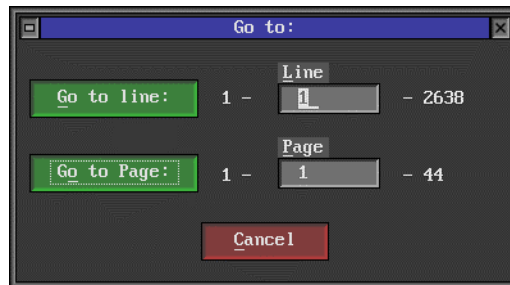


Figure 43: „Go to“ dialog

If you want to jump to a certain page or line, just click the *Go to* button.

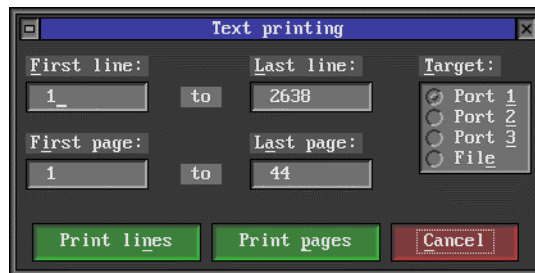


Figure 44: Print dialog

If you want to print your text or export it to a file, then press the *Print* button. Normally the whole text will be printed, but you can also specify a range of pages or lines to print.

You can open the following menu by pressing the right mouse button while inside the text:

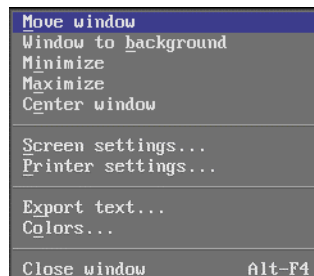


Figure 45: Text viewer - systems menu



Figure 46: Text viewer - systems menu (Windows version)

The entry **Export text** allows you to save the text to a file on your harddisk, where you can process it with any other programs of your choice.

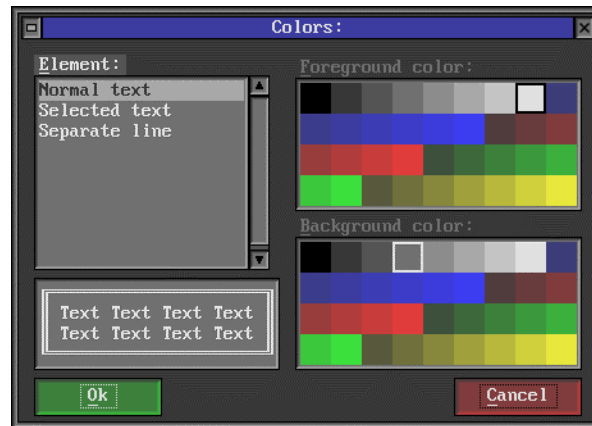


Figure 47: Colors dialog

**Colors** opens the color settings dialog, which enables you to adjust the colors of the text viewer to your personal liking.

## Filebased game-aids

For file based game-aids, Unprotect first displays a short description in the text viewer (if available) and then copies some files to the game directory if you agree. These files are usually accompanied by an info text file which explains how to use that game help.

If, for example, a game trainer only consists of a single file, then this will be copied. If it consists of multiple files, then an archive dialog will be opened, which shows all the files belonging to this game-aid and which enables you to copy these files to a directory on your harddisk. You can choose this directory by entering the path in the input line or by selecting it using the *Directory* button.

Now you can install all the files by pressing the *Expand* button or you can just copy the .ZIP file by pressing the *Export* button. In addition to that, you can view the currently selected file by pressing the *Show* button.

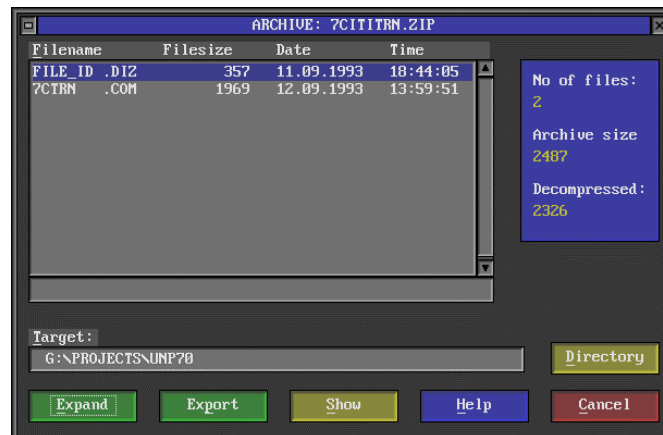


Figure 48: Archive dialog



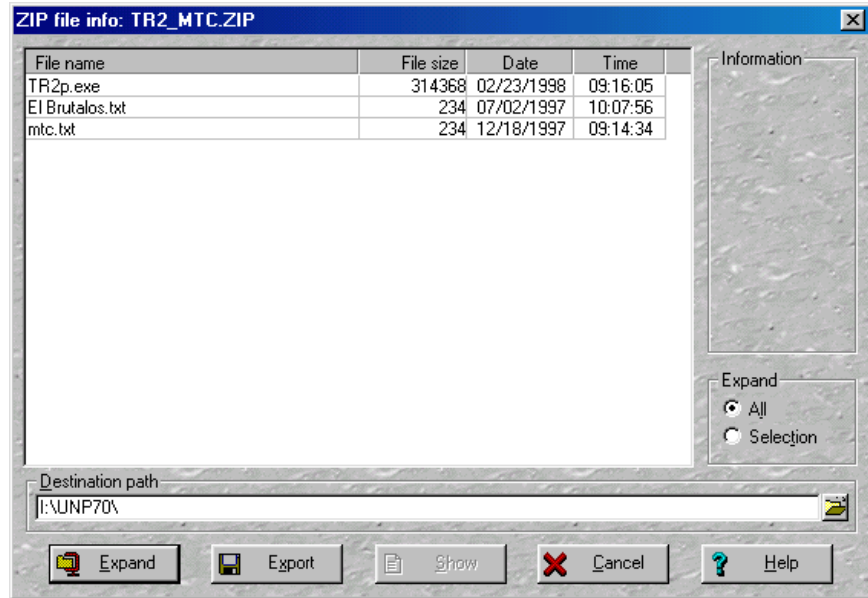


Figure 49: Archive dialog (Windows version)

## Updates

Unfortunately there is no common install standard for updates. Unprotect handles these like other text based game-aids. If the manufacturer of the game included an install text or even an install program, then Unprotect will display this text or execute this program. In any other case the update files can be expanded or exported via the archive dialog.

If updates contain their own install program, then it is advisable to expand the files to a separate directory first and then install them from there.

If there is no description available, then you need normally only copy all the files to the respective game directory.

Many updates only consist of the files PATCH.EXE and PATCH.RTP. These must be copied to the game directory and can then be executed by the following command:

---

```
PATCH PATCH.RTP.
```

---

After applying the patch you can delete these two files.

## Levels

All levels are contained in Unprotect in compressed form to use the CD space more efficiently. Like other file based game-aids you can copy or expand level archives with the archive dialog.

The inclusion of the levels into the game differs from game to game, but you will usually find a short text file with the levels, describing the level and how to install it. Otherwise, you should consult the manual of the game for any information on how to include additional levels.

At the time this manual was written there were about 6000 levels contained in Unprotect for the following games:

- Abuse
- Armored Fist
- Civilization2
- Civilwar
- Command & Conquer
- Command & Conquer 2
- Creatures
- Dark Forces
- Descent
- Descent 2
- Die Siedler 2
- Duke Nukem 3D
- Heretic
- Heroes of Might & Magic
- Heroes of Might & Magic 2
- Heroes of Might & Magic 2: Expansion Pack
- Hexen
- Hunter Hunted
- Interstate 76
- Jagged Alliance
- Jetfighter 3
- Links LS
- Lode Runner
- Micro Machines 2
- Need for Speed
- Panzer General 2
- POD
- Quake
- Rise of the Triad
- Sim City 2000
- Steel Panthers 2
- Stunts
- Top Gun: Fire at Will!
- War Wind
- Warcraft 2
- Warlords 2
- Wing Commander Academy
- Worms

We will now describe the installation procedure for some of the games:

### **Command & Conquer:**

There are several methods of including new levels.

#### **Multi-player-missions:**

1. For every level you will need to copy a SCMxyEA.INI (INI-file) and SCMxyEA.BIN (MAP-file) to the C&C directory on your harddisk (xy indicates a number between 01 and 99). CAUTION: You might be overwriting existing levels! The original levels occupy some slots, so it is safer to choose mission slots of >20.

Every player needs the same files with the same names installed. After deleting these two files, any replaced original-multi-player-missions will be accessible again.

2. The files SCMxyEA.INI and SCMxyEA.BIN can also be installed permanently by using certain utility programs, like MixMan for example! You should then make a backup copy of your original GENERAL.MIX file.

#### **Single-player-missions:**

1. The process is the same like the 1. multi-player method, with the exception that the files are now called SCBxyEA. In addition to that, only the numbers 01-15 (GDI) and 01-13 (NOD) make any sense at the moment. This method replaces the respective original level.

2. There are also 'savegames' with new missions available, which you only need to copy to your C&C directory.

### **Command & Conquer 2:**

Decompress the level to your C&C 2 directory. Then start Command and Conquer 2 and choose the menu entry 'Multiple-player-mode'. You can now access the respective settings for the game by selecting 'Modem/Serial' or 'Skirmish'. You can now choose the name of the new level via 'Scenarios' and start the game.

### **Need for Speed:**

If not already done, install 'Need for Speed' from your original CD by choose 'user defined installation' and selecting everything (Important!).

You can now copy a new racing track from Unprotect to the subdirectory NFS\SIMDATA\MISC on your harddisk. Every track (\*.TRI) belongs to a certain location. TR1 is Rusty Springs, TR3 is Vertigo Ridge, the tracks (AL\*.TRI) belong to the mountains and the tracks (CY\*.TRI) belong to the city.

You should make backup copies of your original tracks, because these will be overwritten. Of course, you can always reinstall them from your CD.

### **War Wind:**

The new levels can be copied to the WARWIND\DATA\NETWORK directory. You can then choose 'Custom scenario/single player' in the game.

## **Maps & Graphics**

Descriptions of the maps or graphics can be viewed with the text viewer. Afterwards you can view the map from the following selection box:

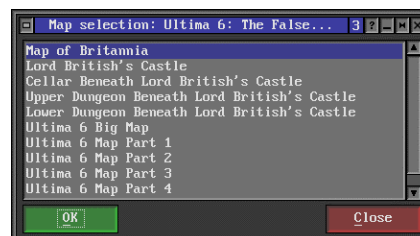


Figure 50: Map selection

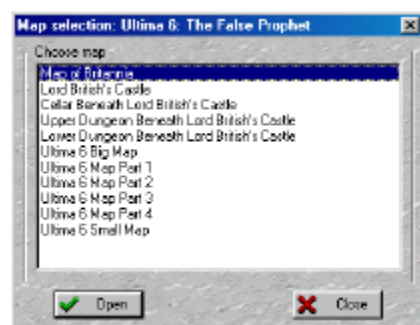


Figure 51: Map selection (Windows version)

When viewing the map you can activate some additional features via the systems menu.

The function **Export picture** allows you to save the map to a .PCX file.



Figure 52: Map window



Figure 53: Map window (Windows version)

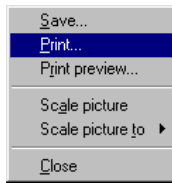


Figure 54: Map window - options (Windows version)

**Print Picture** opens the print preview window:

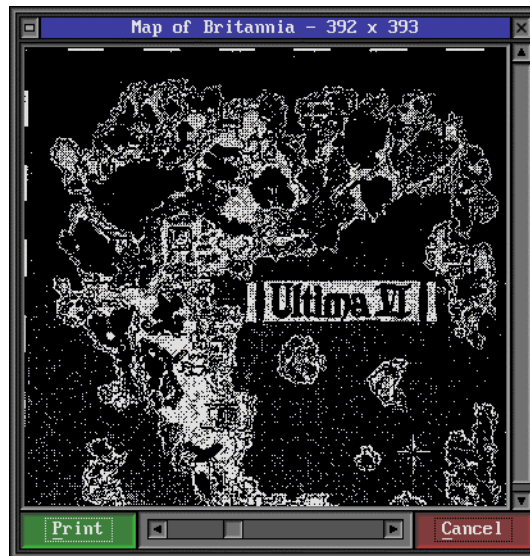


Figure 55: Print preview

You can adjust the brightness of the output with the slider beneath the picture.

## Savegame editors

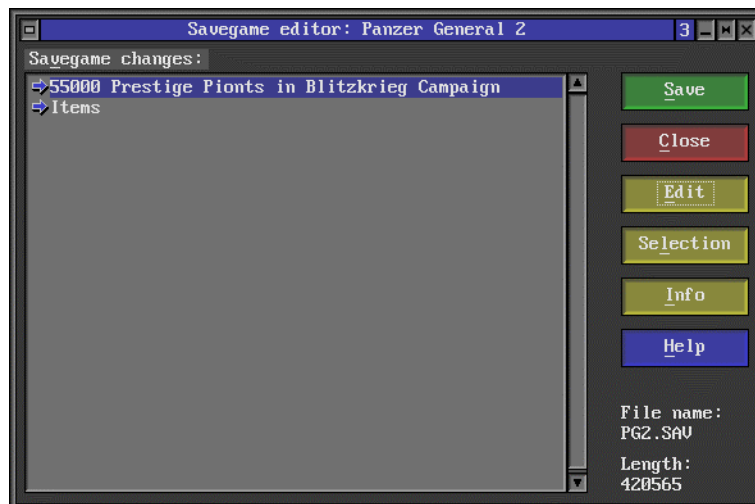


Figure 56: Savegame editor

The features of the savegame editors vary from game to game, but they are usually quite similar in their use. You can select the attribute you want to change from the list of **Savegame changes**, e.g. more energy, other items, etc.

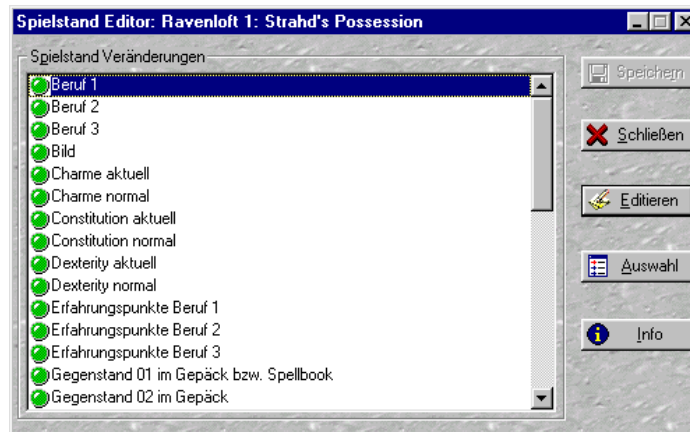


Figure 57: Savegame editor (Windows version)

Depending on the editor only certain attributes can be activated or you may enter own values. The button *Edit* takes you to another dialog where you can modify the selected attribute. Any changes will be indicated by a red arrow, while the original values are indicated by a blue arrow. All changes will be made only when pressing the *Save* button.

If there is any further information available about this savegame editor, then you can view it by pressing the *Info* button.

If a savegame contains several 'sub-savegames' internally, then you can choose a savegame with the *Selection* button.

# Chapter 4 - The HEX-editor

## Overview

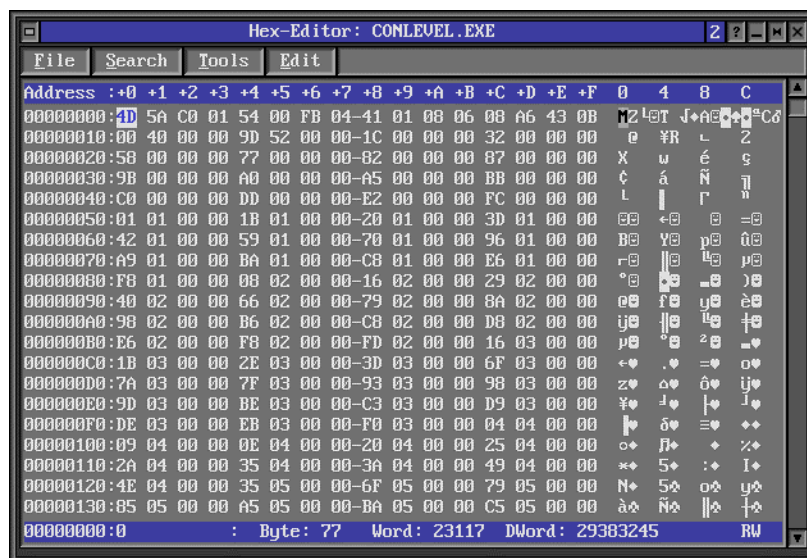


Figure 58: The HEX-Editor

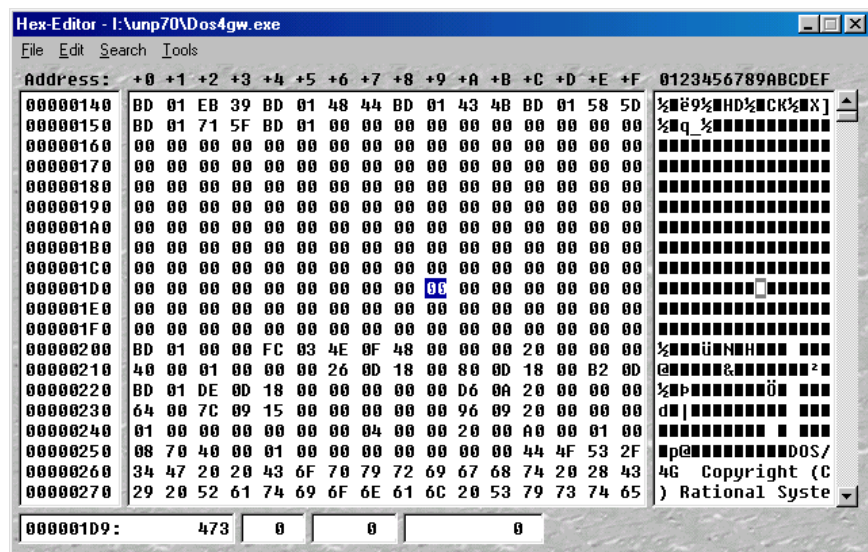


Figure 59: The HEX-Editor (Windows version)



The HEX-editor is a powerful tool which allows you to modify files or to develop new cheats. It's operation is kept simple through a lucid menu structure.

The HEX-editor can be used to directly try the HEX cheats integrated in Unprotect.

You can start up the HEX-editor by pressing the *F5* key or by selecting the respective menu entry in the *Tools* menu. If you specified a filename as an argument when starting Unprotect, then Unprotected will automatically open the HEX-editor with that file!



---

If you are not sure of what to modify, or if you only want to 'play' a bit with this tool, then please remember to make a backup copy of the file you are about to change!

---



# Operation

This chapter describes all the functions of the HEX editor and explains how to use them.

## File menu

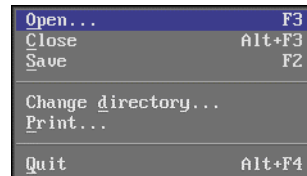


Figure 60: HEX-Editor - File menu

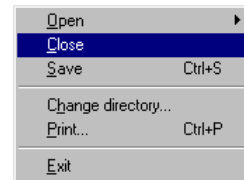


Figure 61: HEX-Editor - File menu (Windows version)

- **Open:** Loads a new file into the HEX-editor. An already opened file will be saved before the new file is opened.
- **Close:** This closes the current file.
- **Save:** This saves the current file.
- **Change directory:** Opens the *Change directory* dialog, which allows you to change the current directory, thus allowing you to open files in that directory more quickly.
- **Print:** Prints the current page.
- **Quit:** Closes the HEX-editor.

## Search

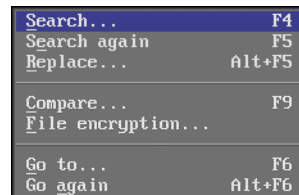


Figure 62: HEX-Editor - Search menu

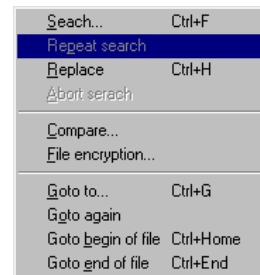


Figure 63: HEX-Editor - Search menu (Windows version)

- **Search:** Opens a dialog with multiple search options.
- **Search again:** Repeats the last search.
- **Replace:** Opens a dialog with multiple search and replace options.
- **Compare:** Opens a dialog with multiple compare options. These will be discussed in more detail on page 61.
- **Encryption:** This will display a dialog which allows you to encrypt and decrypt files. This will be discussed in more detail on page 63.
- **Go to:** Opens a dialog which moves the cursor to the address specified in decimal or hexadecimal.
- **Go again:** Adds this address to the current address and moves the cursor to that position.

## Tools

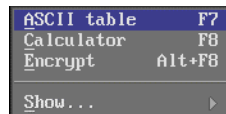


Figure 64: HEX-Editor - Tools menu

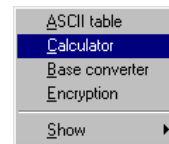


Figure 65: HEX-Editor - Tools menu (Windows version)

## ASCII table

- **ASCII table:** This displays a table containing all ASCII characters, which can be directly inserted into the HEX-editor.



Figure 66: HEX-Editor - ASCII table

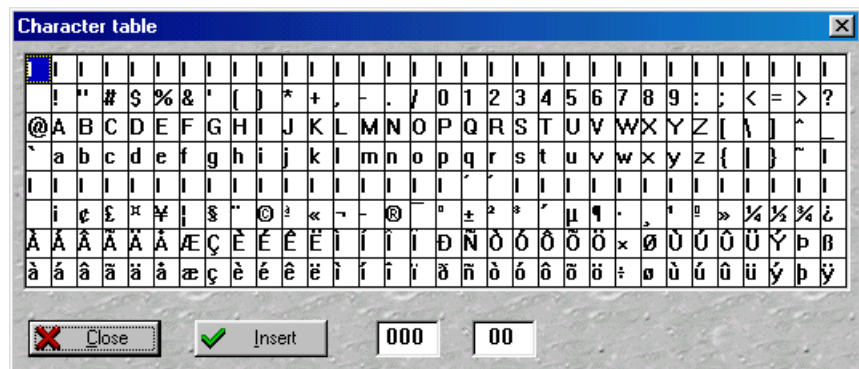


Figure 67: HEX-Editor - Character table (Windows version)

## Calculator

- **Calculator:** This pocket calculator allows you to compute values and to convert values from one base system to another. The results can be directly inserted into the HEX-editor.

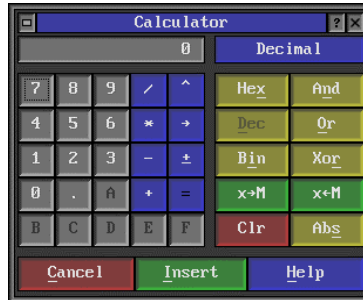


Figure 68: HEX-Editor - Calculator

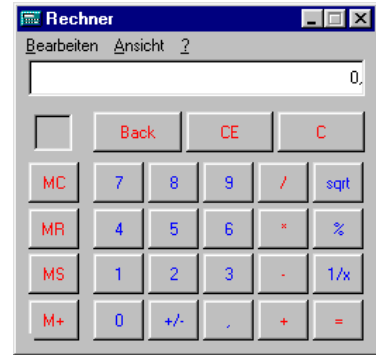


Figure 69: HEX-Editor - Calculator (Windows version)

The keys of the calculator are mostly self-explanatory. The *Insert* button opens the following dialog:

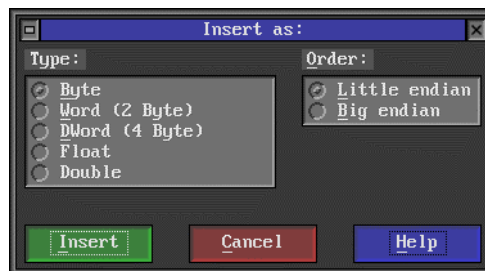


Figure 70: HEX-Editor - Insert dialog

This dialog lets you specify how to pass a value from the calculator to the HEX-editor, as an integer value (Byte 8-bit, Word 16-bit, DWord 32-bit), or as a floating point or double value.

**Order** specifies how the bytes within 16 or 32 bit numbers will be arranged. 'Little endian' arranges the least significant byte of a 16 or 32 bit number to the left (at the beginning), while 'Big endian' arranges it to the right (at the end). Intel CPUs and compatible models like AMD or Cyrix use the little endian format, while some other systems like Amiga use the big endian format.

## Encryption

- **Encryption:** This shows a dialog which lets you define how to encrypt a byte.

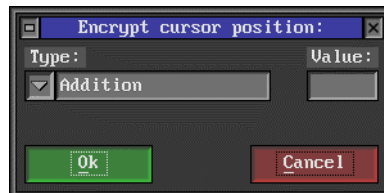


Figure 71: HEX-Editor - Encrypt cursor position

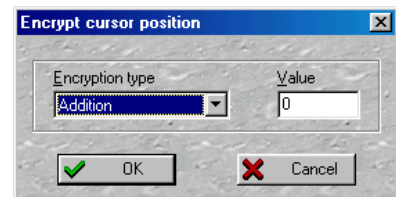


Figure 72: HEX-Editor - Encrypt cursor position (Windows version)

The following encryption methods are supported:

- **Addition:** The **Value** from the input line will be added to the value at the cursor position.
- **Subtraction:** The **Value** from the input line will be subtracted from the value at the cursor position.
- **Shift left:** The value at the cursor position will be shifted to the left by as many bits as are specified in the input line.
- **Shift right:** The value at the cursor position will be shifted to the right by as many bits as are specified in the input line.
- **Exclusive or:** Certain bits can be inverted by exclusive or.

Example:

	decimal	binary
<b>Cursor Value</b>	128	10000000
<b>Value</b>	129	10000001
<b>Result</b>	1	00000001

## Show

- Show:

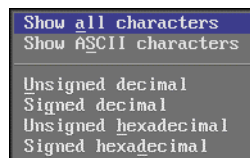


Figure 73: HEX-Editor - Show menu

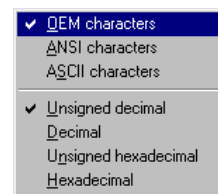


Figure 74: HEX-Editor - Show menu (Windows version)

- **Show all characters:** This enables all characters in the range of 0 to 255 (8-bit).
- **Show ASCII characters:** This enables only the characters in the range of 0 to 127 (7-bit).
- **Unsigned decimal:** Numbers in the status line will be shown as unsigned decimal values. The first value is the one that the cursor is on. The second is a 16-bit word value and the third a 32-bit dword value.
- **Signed decimal:** As above, but the values are now shown as signed decimal values.
- **Unsigned hexadecimal:** As unsigned decimal but in hexadecimal format.
- **Signed hexadecimal:** Like signed decimal but in hexadecimal format.

## Edit

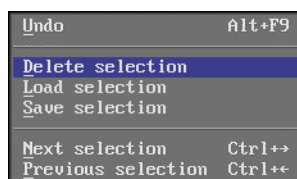


Figure 75: HEX-Editor - Edit menu

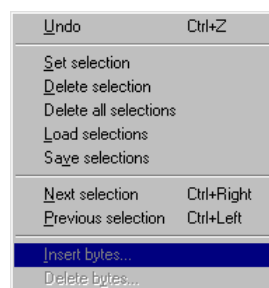


Figure 76: HEX-Editor - Edit menu (Windows version)

- **Undo:** All changes on one screen page will be restored.
- **Delete selection:** All selections, which might result from a file comparison, are deleted.
- **Load selection:** Selections can be loaded from a file.
- **Save selection:** Selections (shown in yellow), which might be created manually or by file comparison, can be saved for later use.
- **Next selection:** The cursor moves to the next selection, if available.
- **Previous selection:** The cursor moves to the previous selection, if available.

## Search dialog

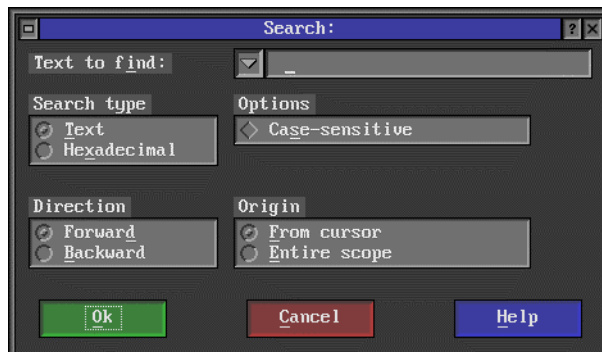


Figure 77: HEX-Editor - Search dialog

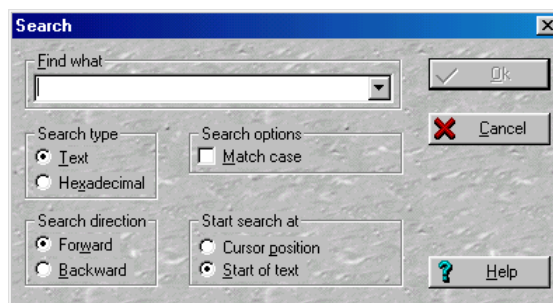


Figure 78: HEX-Editor - Search dialog (Windows version)

- **Text to find:** You can enter a text or hexadecimal values in the format xx xx etc. here.
- **Search type:** You can choose wether to search for text or numbers.
- **Options:** You can select wether the search should be case-sensitive.
- **Direction:** Here you can specify if you want to search forward or backward.
- **Origin:** You can choose wether to search from the current cursor position or from the beginning of the file.

## Search / Replace

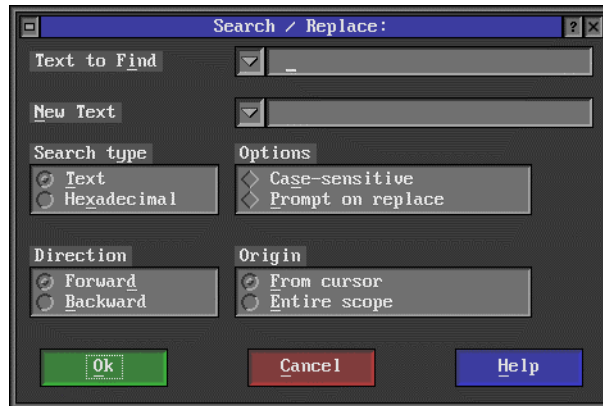


Figure 79: HEX-Editor - Search / Replace dialog

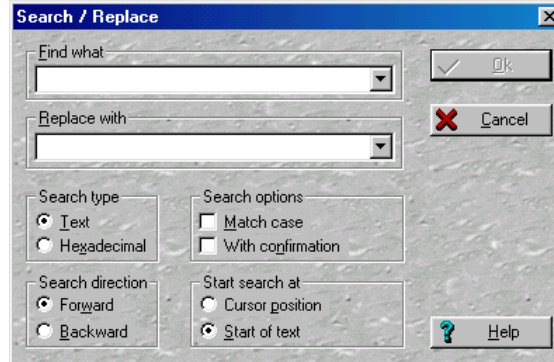


Figure 80: HEX-Editor - Search / Replace dialog (Windows version)

- **Text to find:** You can enter a text or hexadecimal values in the format xx xx etc. here.
- **New text:** You can enter a text or hexadecimal values in the format xx xx etc. here.
- **Search type:** You can choose wether to search for text or numbers.
- **Options:** You can select wether the search should be case-sensitive.
- **Prompt on replace:** When activated, you will be asked to confirm each replace.
- **Direction:** Here you can specify if you want to search forward or backward.

- **Origin:** You can choose whether to search from the current cursor position or from the beginning of the file.

## Compare

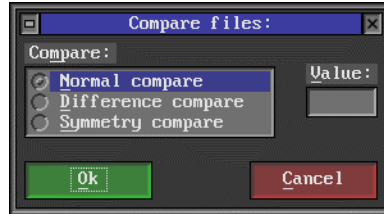


Figure 81: HEX-Editor - Compare files dialog

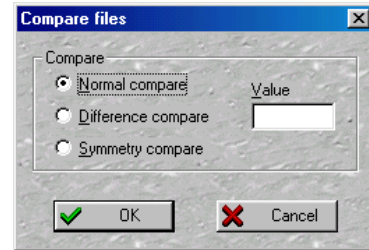


Figure 82: HEX-Editor - Compare files dialog (Windows version)

## Normal compare

**Normal compare:** The current file and another file are checked for differences. These will be shown as selections in the HEX-editor.

### Example:

One use for the search command would be to find the address in a savegame where the amount of ammunition is stored. If you knew the address, then you could easily increase your ammunition!

Try out these steps:

- 1) Start your game. Move your character to some fixed spot and note the amount of ammunition you have.
- 2) Now save the game.
- 3) Shoot once and note the amount of remaining ammunition again.
- 4) Move exactly to the same spot as before and save the game again to a second file.

**Note:** If you can only have one savegame, then you should first make a backup of that savegame after the second step.

- 5) Now leave the game.
- 6) Open the first savegame in the HEX-editor and select *Compare files* with the *Normal compare* option.
- 7) After confirmation you will be asked for the second savegame. All differing values will be selected after comparison.
- 8) If only one difference was found and if this address contains your noted ammunition values, then you have found the address of the ammunition. If not, then you might try other search methods or limit the search with three or more savegames. To do this, you choose normal search again and only search in the selected section.

### Specials:

Some games display, for example, the number of remaining lives as 0, but internally save this number as a 1 (the current life). You should consider this when searching!

Normally the found addresses will be isolated from one another. If the same value is found several times in direct sequence, then this is most probably not the address of the ammunition.

Some games might save the ammunition more than once, but usually no more than two or three times.

It is more efficient to search for values that change (e.g. decrease). Attributes which are calculated through formulas (like the speed of a character in a role-playing-game, depending on the items carried) cannot be found using this method.

### ***Difference compare***

**Difference Search:** Two (or more) files will be searched for certain differences, which can be specified in the **Value** input line.

#### Example:

If you have entered the value 50, then all spots will be selected where the difference of the values from the files is 50, e.g. 200 and 250.

### ***Symmetry compare***

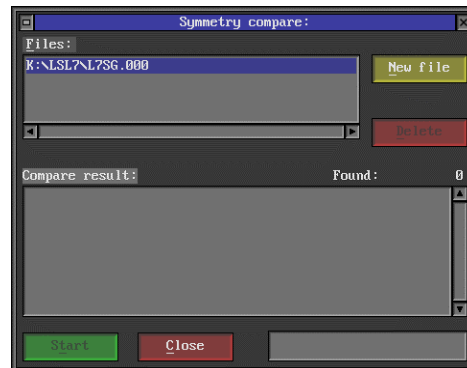


Figure 83: HEX-Editor - Symmetry compare dialog

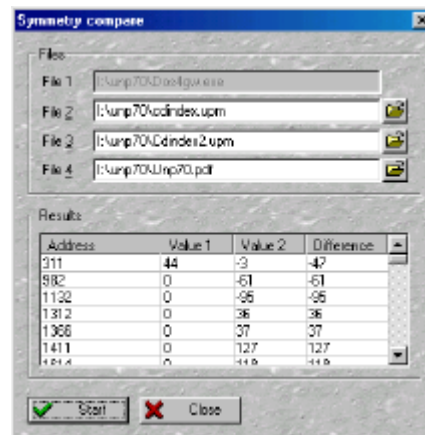


Figure 84: HEX-Editor - Symmetry compare dialog (Windows version)



The symmetry comparison allows you to find the values for items in savegames.

To start the comparison, you will need four different savegames, which should be created as described in the following example. In the list of files the filename which is edited in the HEX-editor will be automatically inserted, so you will need to specify three additional savegames.

**Example:** You are playing a role-playing-game and want to know which value represents the sword of your character, or where it is stored in the savegame:

First save your game with your character holding the sword in his hand. Then drop the weapon and save to another savegame. Then take your weapon again and play for a short time. Save your game to a third savegame. Then drop the weapon again and save to a fourth savegame.

Specify these savegames in the list by clicking on the *New file* button and choosing a file from the file dialog. *Delete* allows you to remove a file from the list. After pushing the *Start* button, Unprotect starts the comparison. The results will be shown in the **Compare result** list, with the number of spots found shown next to **Found**. There should only be a few spots found, so the chance is greater that the desired spot is among them. If too many such spots are found, you can replace some of the files in the list and retry. As soon as you are satisfied with the result you can save it or print it by using the window menu entry *Save list* or *Print list*. Push *Close* to return to the HEX-editor, where you will find all found spots to be shown in yellow, so you can easily modify them.

## File encryption

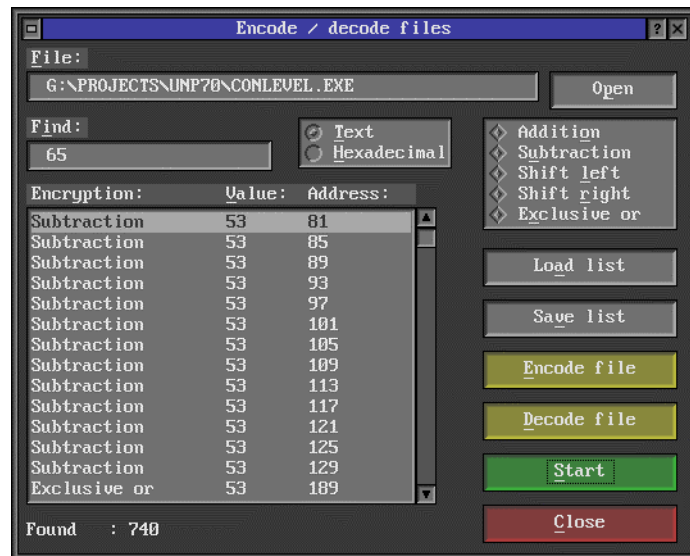


Figure 85: HEX-Editor - Encode / Decode files dialog

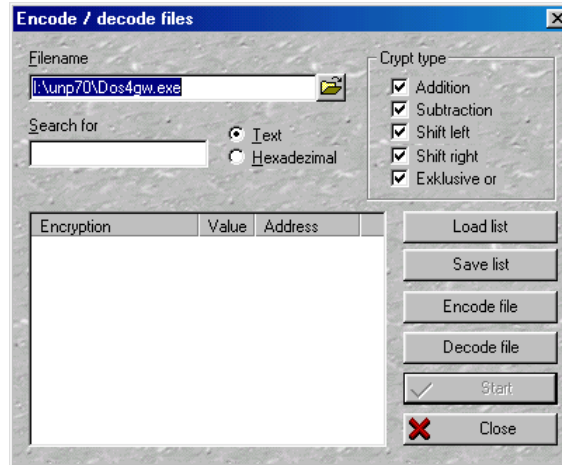


Figure 86: HEX-Editor - Encode / Decode files dialog (Windows version)

Some game companies encrypt their savegames so that it is not possible to search for values like energy or something else. This dialog allows you to crack some of the easier encryption methods. Just choose a file which then appears in the **File** input line. Now enter some text or a sequence of hexadecimal values to search for.

After pressing *Start*, Unprotect will try all possible combinations of the choosen encryption methods and show the results in the list. You should make sure to search for at least six characters or values so that you achieve a more precise result. The best would be that only one entry appears in the list, because then you can be quite sure that the file has been encrypted with this method. When the search is finished, you can load the list or save it. You can now decrypt or encrypt the file for modification.

Decrypt the file and open it in the HEX-editor. Modify the desired values and encrypt the file again. Remember to make a backup copy, because you cannot be absolutely sure you got the right encryption method.

---

# Chapter 5 - The editor

## Overview

By popular request we have finally integrated an extensive editor for the inclusion of your own game-aids. Unprotect maintains its whole database through module files, which you can recognize by the file extension .UPM (UnProtect Module file). These modules contain the game-aids and all other binary file like trainers, preview pictures, etc.

This also makes it easier to pass on files, because all necessary files are contained in the module. You can even create multiple modules if you wish, which might be useful with very large data. The bigger a module gets, the slower it will be to save it or update its contents. If this doesn't bother you, then you can let the modules grow as large as you like! Because of the modules, Unprotect can be extended easily. You are welcome to send us your own modules so that we may offer these to other Unprotect users also.

The data in the modules can be modified at any time, except the original modules on the CDs. These are about 600MB in size and cannot be modified on the CD anyway. Personal modules can be protected with a password and can then not be modified without the password anymore. This might be of interest to those that want to pass on their own data but don't want anyone manipulating it.

You can start the editor from the main menu of Unprotect, by pressing the *F5* key, or by selecting *Edit* in the game selection window. This button only works if the respective game-aid may be modified.

## Operation

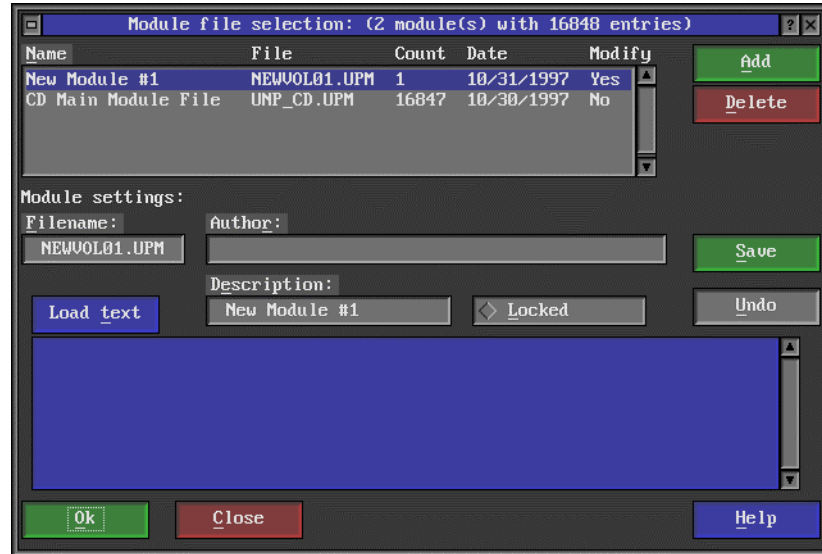


Figure 87: Module file selection

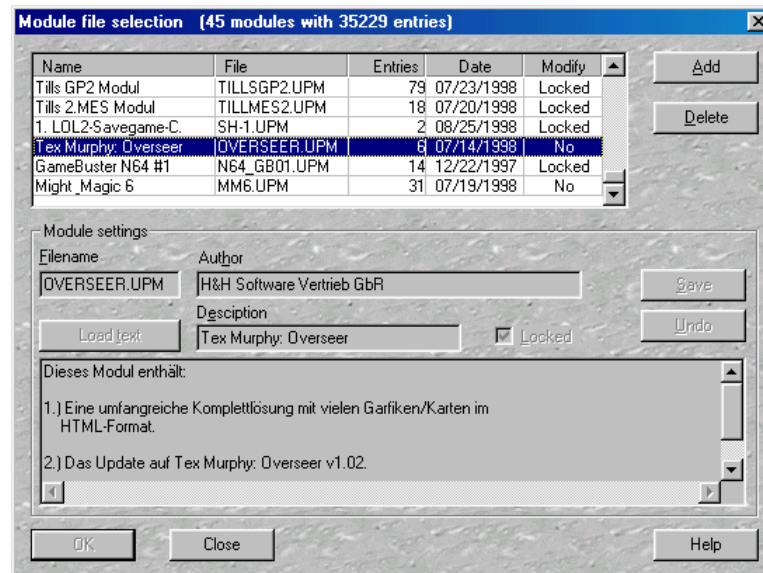


Figure 88: Module file selection

When the editor is started via the menu, then you will first encounter the module file selection window shown above. Here you can select the module you want to modify, provided that the *Modify* flag says *Yes*. By pressing the *Add* button you can create a new module file, and by selecting *Delete*, you can remove the currently selected module after confirmation.

You now have the option of either calling the main editor by pressing *Ok*, to return to Unprotect and discard any changes (*Close*) or to modify some of the attributes of a module file. These changes can then be made permanent by pressing the *Save* button or can be undone by pressing the *Undo* button.

These are the attributes:

- **Filename** changes the file name of the module file on your harddisk.
- You can enter your name in the **Author** input line.
- **Description** offers some space for a short description of the module, e.g. 'january1998 update'.
- Selecting **Locked** will protect you modules. If you activate this, then you will have to enter a password. Your modules will then be protected from modification. You can pass on the module and it can be used, but not modified without knowledge of the password. Only deactivating the locked state and entering the correct password will allow further modification of the module.
- You can also enter a longer description text (up to 8KB) in the larger blue area, or you can load an ASCII text file from your harddisk by pressing *Load text*.

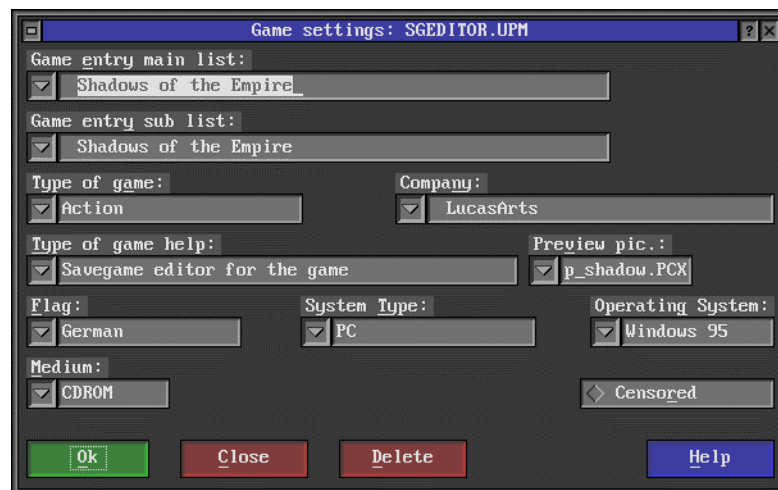


Figure 89: Game settings

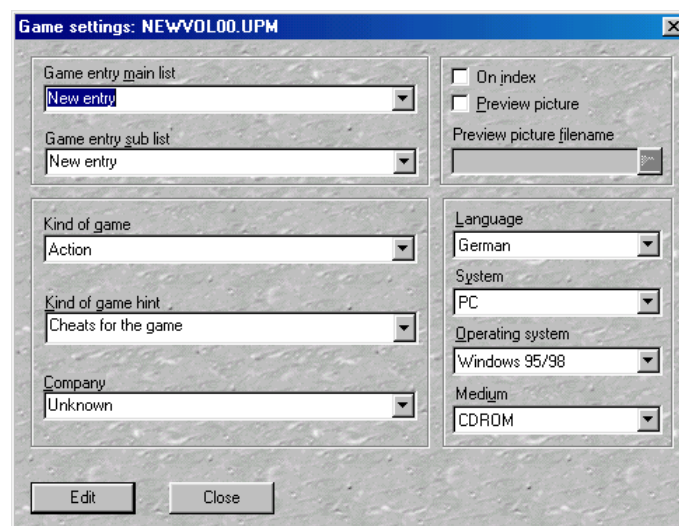


Figure 90: Game settings

You can specify further data on the game, like manufacturer and game type in the game settings window. Also, you can select what kind of game-aid this shall be (solution, cheat, patch, ...).

If you created a new module, then a new entry called 'New entry!' will be created, which you may then modify. Of course you can just load any other module and modify it, too.

If you want to add another game-aid to a game that already has some game-aids, like 'Marsian Killer Babes', then choose 'Marsian Killer Babes' in the first input line (game entry main list) and select 'New entry!' in the second input line (game entry sub list).

---

All input lines that feature a downward arrow at the left are listboxes. Clicking this arrow opens the list of possible selections!

---

You can enter the title of the game in the first input line. This will later appear in the main list. You can also enter another name in the second input line, which will then be later displayed in that game's sub-list.

The most important selection now will be the type of game help. Here you will specify if you want to create a cheat, patch, etc. You can change a tip to a cheat later, but changes like solution to patch don't make sense and are not supported!

All other options like game type, company, etc. are optional, but should be entered nevertheless. Unprotect will display this additional information, like the system that the game-aid is for, or the flag indicating the language of the game-aid.

If there is no preview picture for the game, then you can enter one in the **Preview picture** line. PCX pictures of 256 colors and a resolution of 320x200, 640x400 and 640x480 will be supported. These pictures will be scaled down to 128 colors automatically. You can, of course, scale down the colors beforehand with a program of your choice.

If the game is censored in germany, then you can indicate this by selecting **Censored**. Such games can then be hidden from the main list later on.

The *Delete* button removes the currently selected game from the current module!

When you have finished entering all information, then you can create the main game-aid by pressing *Ok*. Depending on the type of game-aid, the text editor, file editor, patch editor, map editor or savegame editor will be started:

## Text editor

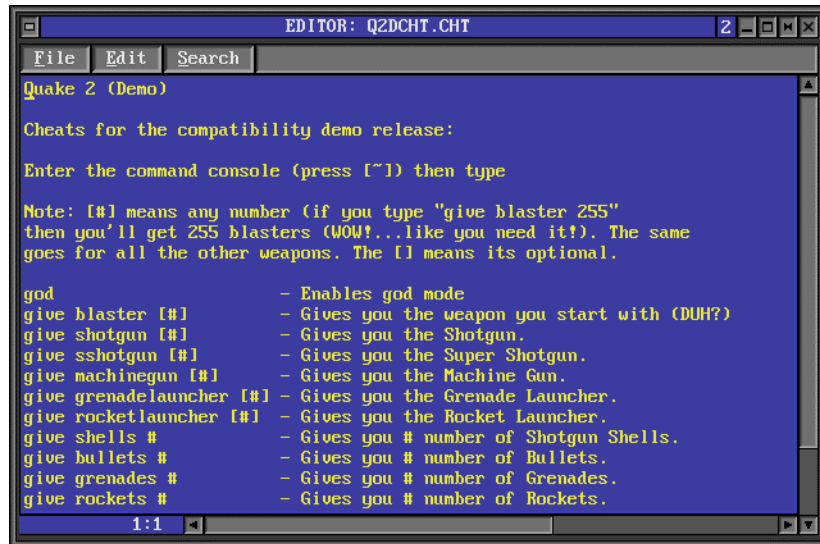


Figure 91: Text editor

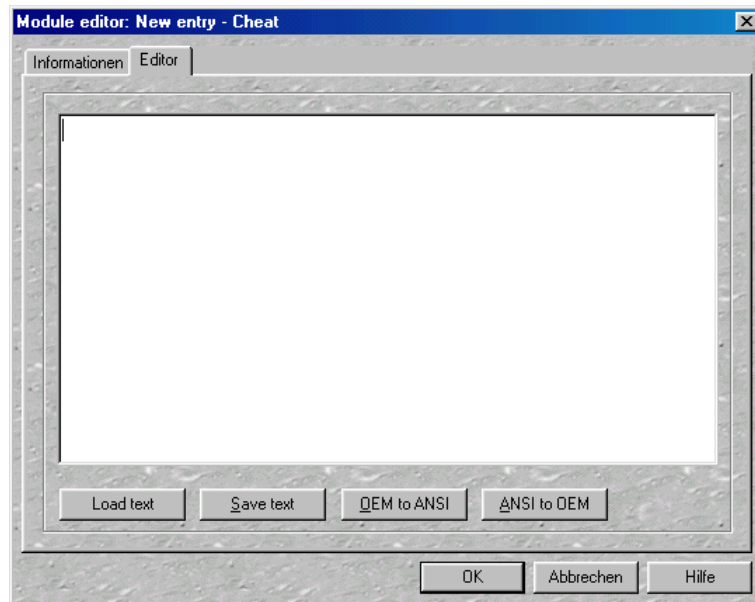


Figure 92: Text editor

The built-in text editor of Unprotect offers all common editor functions. You can load any text from your harddisk or enter a new one. The text will be integrated into the Unprotect module upon leaving the editor.

---

When asked whether you want to save the text upon leaving, this means if you want to save it externally to your harddisk, also. The text will always be added to the module!

---

## File editor

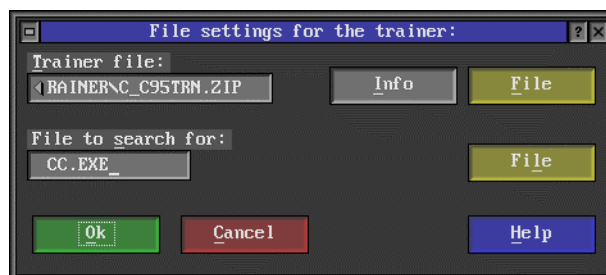


Figure 93: File editor (example: trainer)

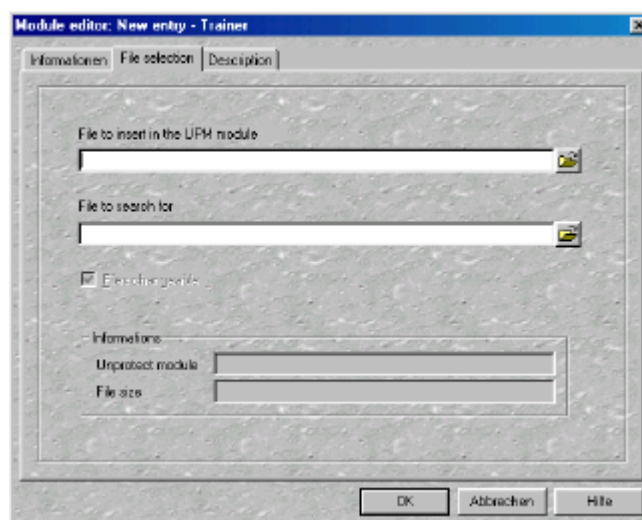


Figure 94: File editor (Windows version)

The same dialog will be opened for all file based game-aids like trainers, editors, tools, etc. It only differs in title and input line labels. In the example shown above, you have the option to enter a file in the **Trainer file** input line, which will then be added as a binary file into the module. If multiple files belong to a file based game-aid, then you should archive them into a ZIP file and then add the ZIP archive to the module. Unprotect will detect this automatically and will then later activate the archive dialog.

You can create own ZIP files with the tool ZIP, the freeware version of which is in the TOOLS directory on the 1<sup>st</sup> CD.

If you want Unprotect to be able to search for the directory of the game that the game-aid was designed for, then you will have to specify the **File to search for**. The main program of the game is normally a good choice. Unprotect will later search for this file and can thus detect the game's directory. This setting is optional and does not have to be used!

If you don't want to type in file names, then you can also open the standard file dialog by pressing the *File* buttons. You can also view the contents of ZIP archives by pressing the *Info* button.

By selecting *Ok* the text editor will be opened to allow you to enter a description for the trainer. If you don't want to include one, then you can immediately close the editor again.



## Patch editor

The patch editor allows you to include your own patches in Unprotect. You can thus automate nearly any file modification. Please note that this function is for experienced users who are familiar with file internals and know what they are doing. Careless use of this function may make your program crash or worse!

Tip: Always make backup copies!

---

All numbers in the patch editor are entered in hexadecimal format! You might want to use the built-in calculator to convert your values.

---

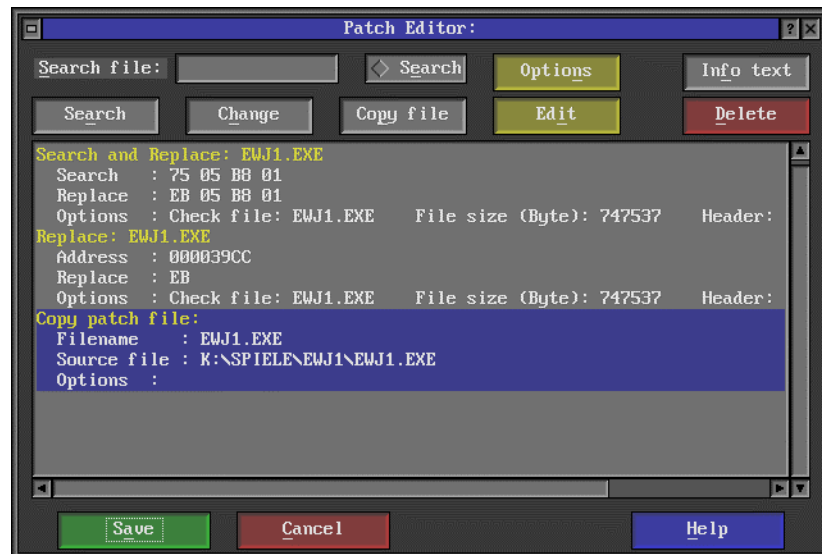


Figure 95: Patch editor

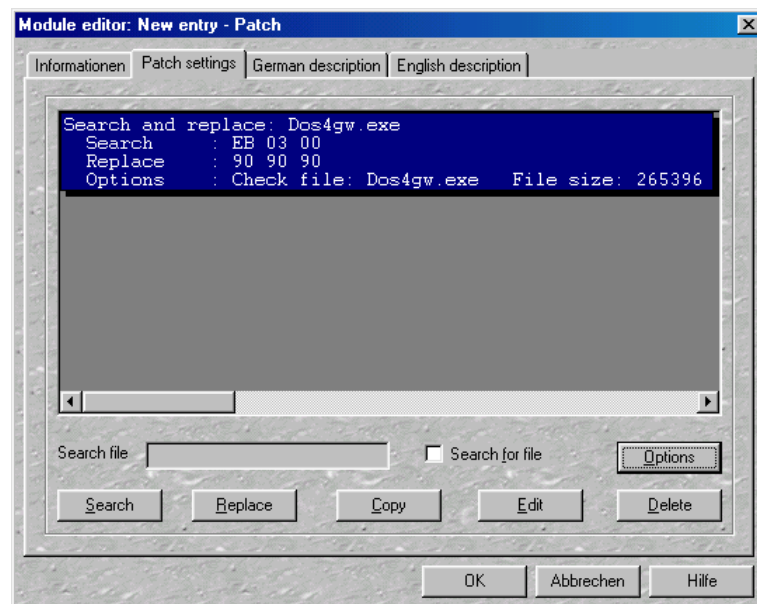


Figure 96: Patch editor (Windows version)

Already existing patch files will be inserted in the listbox and can always be modified by clicking on the *Edit* button or by double-clicking on the respective list entry. You can remove patches by selecting it and pressing the delete button.

If Unprotect shall be able to find the game's directory automatically, then you will have to specify a file name of the game in the *Search file* input line. This will normally be the name of the main program.

Unprotect supports patches of three different kinds:

## Search/Replace

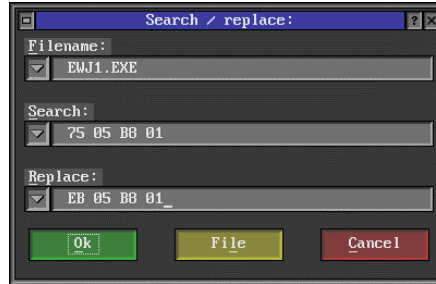


Figure 97: Patch editor - Search / Replace dialog

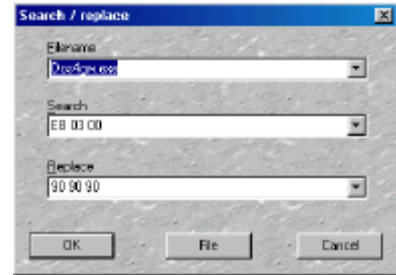


Figure 98: Patch editor - Search / Replace dialog (Windows version)

This searches for a certain byte sequence and replaces it by another one. The Search / Replace dialog will be activated by pressing the *Search* button.

You can specify the name of the file to patch in the first input line or choose a file by pressing the *File* button.

The second input line will contain the byte sequence to search for and the third line the one to replace the found sequence with.

## Replace

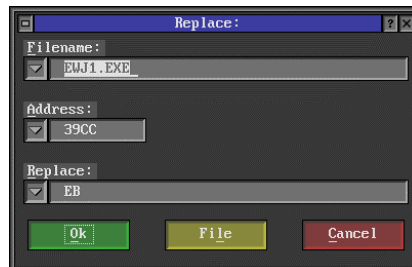


Figure 99: Patch editor - Replace dialog

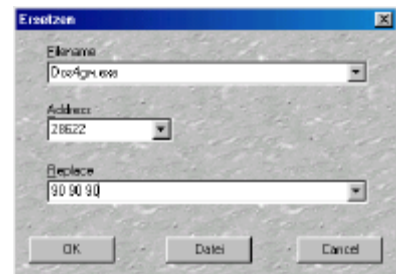


Figure 100: Patch editor - Replace dialog (Windows version)

You can open the Replace dialog by pressing the *Change* button. Here you will have to specify a certain address in the file and the bytes to write to this address (in the third input line).

## Copy

If you own an already patched file, or if another file is necessary for the patch (e.g. a batch file), then you can specify this by pressing the *Copy file* button.

This file will then be included into the module and will later be copied to the respective directory automatically.

## Options

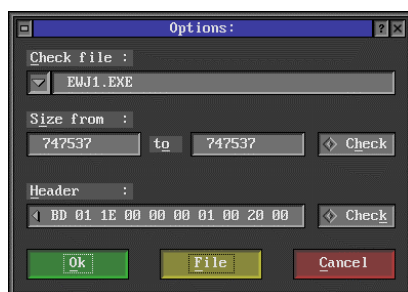


Figure 101: Patch editor – Options

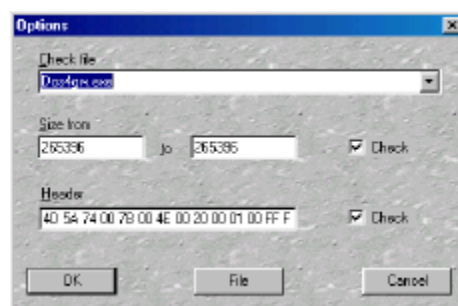


Figure 102: Patch editor – Options  
(Windows version)

You may specify several options for any patch entry, which will then be checked during the patch process. This allows you to stop the patch if the file differs from the one you were expecting.

You can check the file size by entering the minimal size of the file to patch in the first input line under *Size from*, and the maximal size in the adjacent input line. You can usually enter the same values in both input lines. If the checkbox *Check* is active, then Unprotect will check for the file size before patching and will issue a warning if the size doesn't match.

In addition to that, you can also specify the file header, i.e. the first few bytes (32) to check. If they don't match with the file to patch, then Unprotect will issue a warning again.

## Info text

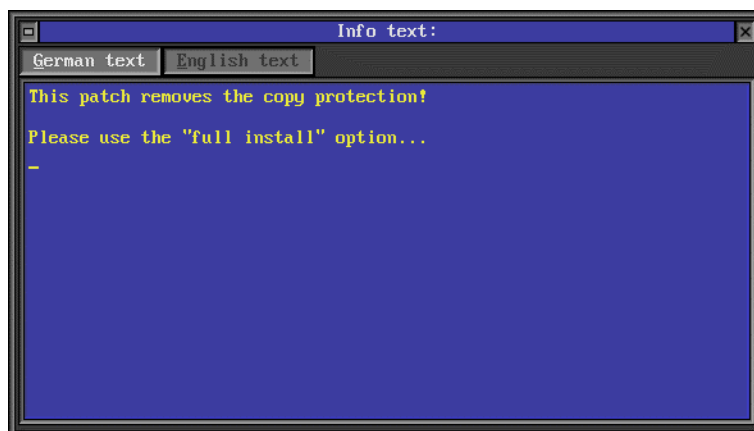


Figure 103: Patch editor - Info text input

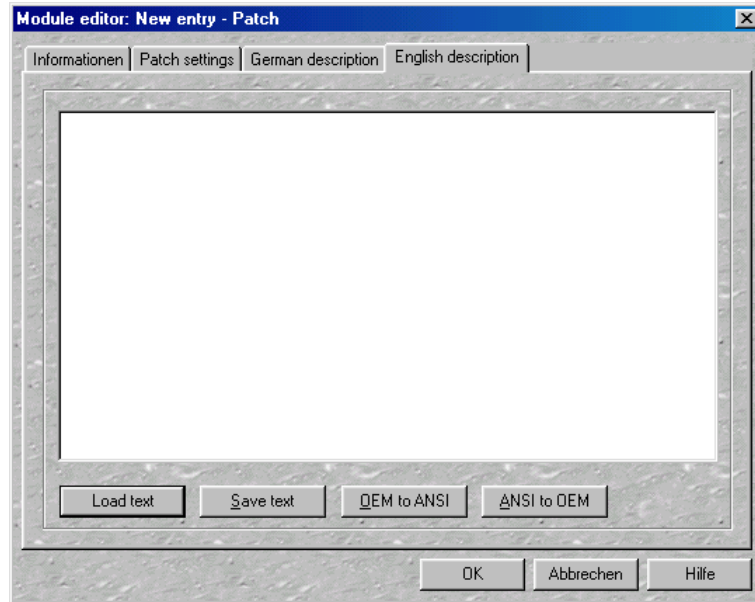


Figure 104: Patch editor - Info text input (Windows version)

You should include a short intro text with every patch, describing the patch and how to apply it. You can enter the english and the german text parallely. Users that installed the english version will automatically see the english text and vice versa.

## Map/Picture editor

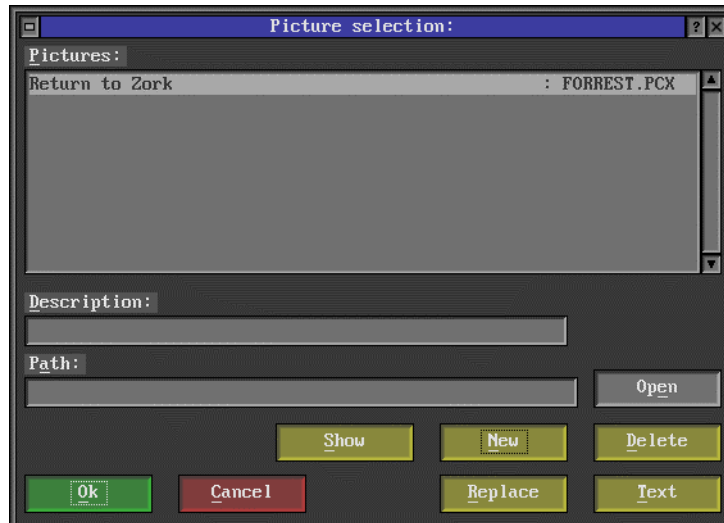


Figure 105: Map / Picture editor

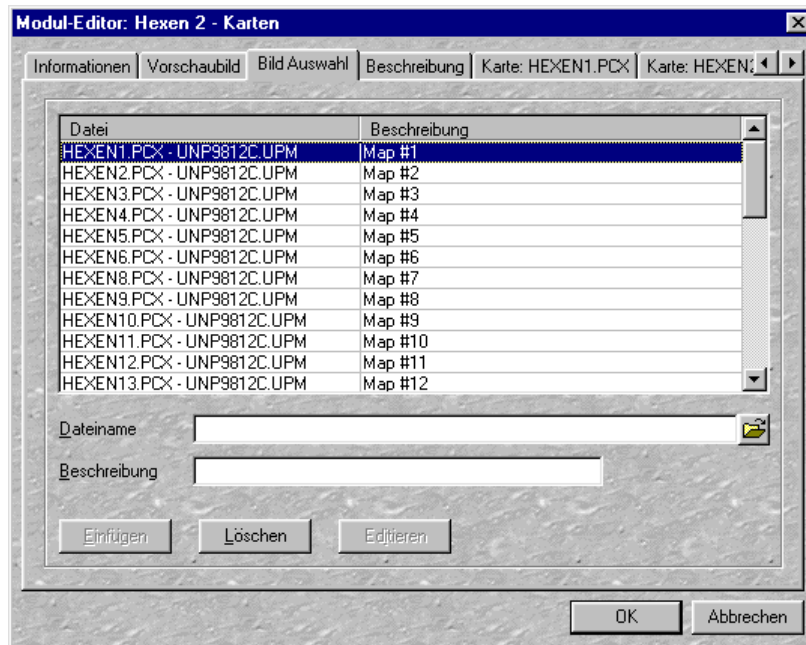


Figure 106: Map / Picture editor (Windows version)

The Map/Picture editor allows you to include graphical maps or other graphics for a game into Unprotect.

This supports PCX graphics with 256 colors, but they can be of any resolution. The pictures will be scaled down to 128 colors by Unprotect if they contain more colors. You can also do this beforehand with any external program.

You can specify a short **Description** which will later appear in a choice box, and you can enter the **Path** of the PCX file or choose it by pressing the *Open* button.

The button *Show* will display the graphics, the button *New* will then accept the graphic into the listbox. An entry from the listbox can be deleted (*Delete*) or replaced (*Replace*), of course.

Pressing the *Text* button will open the text editor to allow you to enter a more detailed text, e.g. containing coordinate descriptions for maps.

## Savegame editor editor



Figure 107: Savegame editor editor - main dialog

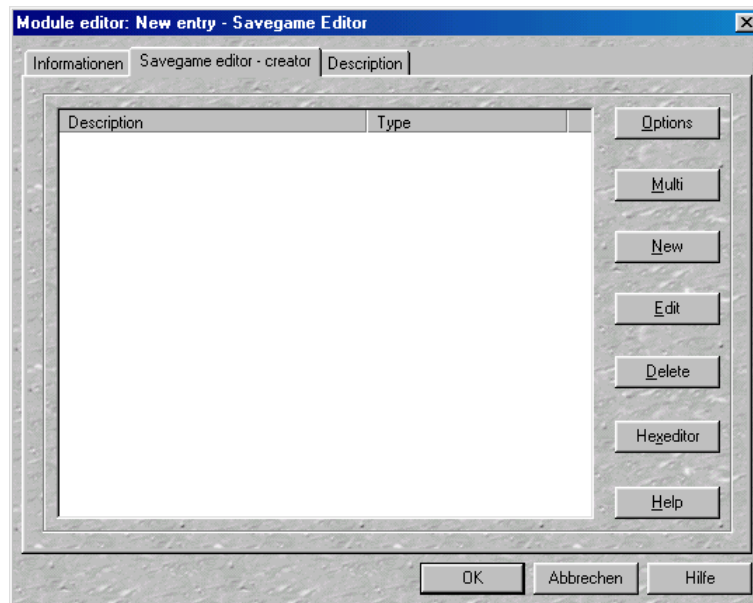


Figure 108: Savegame editor editor - main dialog (Windows version)

The savegame editor allows you to create easy-to-use built-in editors for the modification of savegames.

---

**Please note:** Any values will be expected in decimal format or hexadecimal format with a leading \$ or 0x!

---

When creating a new editor you can now set several options in the *Options* dialog:

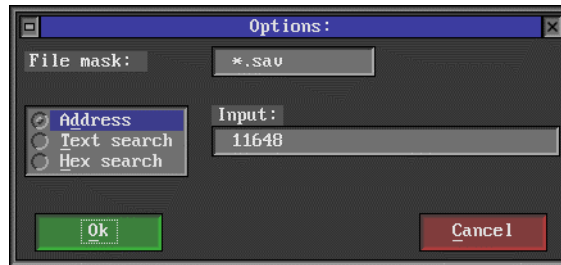


Figure 109: Savegame editor editor - Options

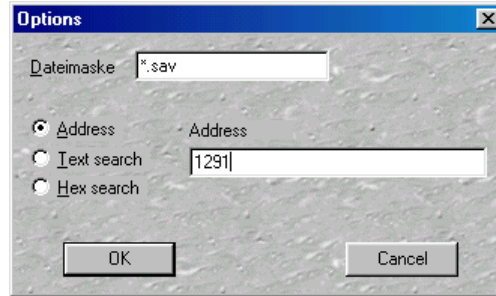


Figure 110: Savegame editor editor - Options (Windows version)

#### File mask:

If you know the method by which the game names it's savegames, like \*.SAV, then you can enter this file mask in the **File mask** input line. Only files which match this mask will then be displayed when the editor is used.

#### Input:

You can enter the address within the savegame at which the main data starts. Maybe your savegame always contains a header of 100 bytes, which you can skip by entering 100 here. You have to choose the combobox **Address** to activate this.

If the main data in the savegame doesn't start at a fixed position, but always with the same starting text (like SAVE00), then you can select **Text search** to make the editor search for this text in the file. Alternately you can search for any byte sequence by selecting **Hex search**.

**IMPORTANT:** All addresses you specify later on are relative to this starting address!

If a game contains several sub-savegames, then you can specify this by pressing the *Multi* button (from the savegame editor main dialog). With role-playing-games for example, more than one character is often saved to a single file.



Figure 111: Savegame editor editor - Multi save games options

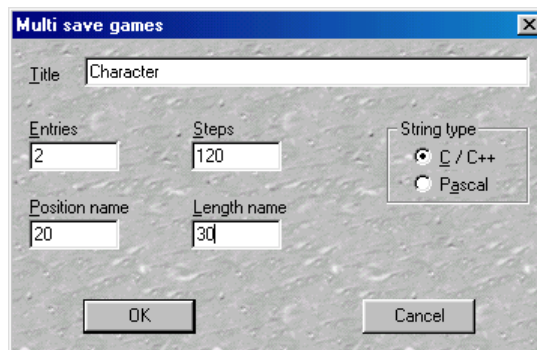


Figure 112: Savegame editor editor - Multi save games options (Windows version)

#### **Title:**

Enter the name for the sub-list here. For a role-playing-game, this could be 'character-selection' for example.

#### **Entries:**

You can specify how many sub-savegames are included in the savegame.

#### **Steps:**

Enter the distance between the single sub-savegames here.

#### **Name pos. and Name length:**

To allow the single entries to be selected from the sub-list later on, you can specify the position of a name and the length of the name within the savegame.

#### **String type:**

You can select whether character strings are stored as C or Pascal strings. C/C++ saves a zero byte at the end of a string as a terminal symbol, while Pascal saves the length of the string in the first byte and appends no terminal symbol.



### Example:

You want to create an editor for a role-playing-game savegame. Up to address 450 only unimportant data is stored, while the main game data starts at address 451. Enter 451 in the *Input* field in the main dialog. Your game characters are stored within the savegame, with the name of the first character starting at address 455 and containing maximal 20 characters. Enter 4 for *Name pos.* and 20 for *Name length*.

IMPORTANT: The addresses within the savegame will always be managed regarding to the start address (*Input*). In this example, Unprotect always starts counting at address 451. So if you want to specify the name of the character at the correct address of 455, you will have to enter a 4 as position, because  $451+4=455$ .

Now let's discuss the main data for the savegame editor. Press the *New* button in the main dialog. All data that you enter there can later be modified via the *Edit* button or removed via the *Delete* button.

You can also open the HEX-editor directly (*HEX-edit*) and use the search functions offered there to find certain attributes within the savegames. If any useful values are found, then those can be passed on to the savegame editor for further processing! The HEX-editor is explained in more detail in Chapter 4 - The HEX-editor starting on page 53.

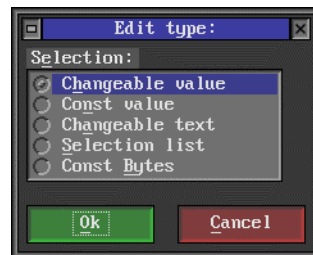


Figure 113: Savegame editor editor - Edit type

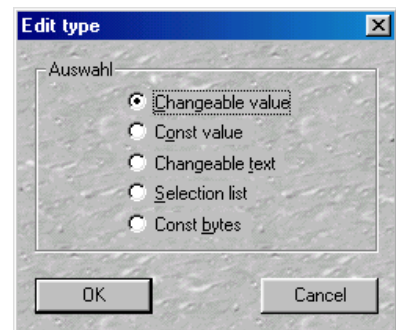


Figure 114: Savegame editor editor - Edit type (Windows version)

First you will have to specify a certain type. The following inputs depend whether a constant type was selected, or a certain range of values, etc.

The following options are supported:

### **Changeable value:**

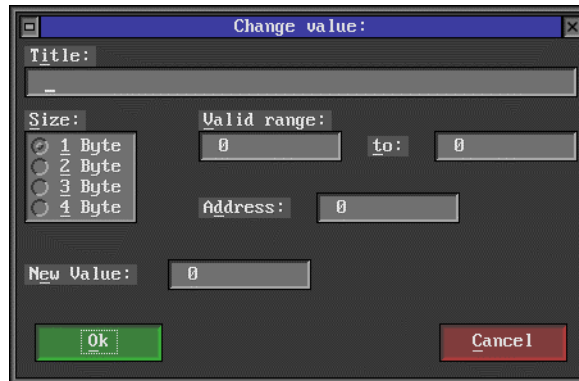


Figure 115: Savegame editor editor - Change value

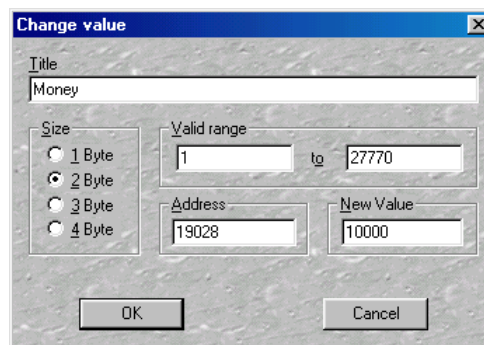


Figure 116: Savegame editor editor - Change value (Windows version)

### **Title:**

A short description of the modified attribute can be entered here, such as 'strength of first character'.

### **Size:**

This specifies the size of the value to change.

### **Valid range:**

You can specify the range of valid values here. E.g. if you want to change the number of lives and the game only supports 1 to 5, then you can enter these values as ranges. The user can then later choose any value within these ranges or use the default value.

### **Address:**

Enter the address in the savegame (regarding to your starting address!) that contains the value you want to change.

### **New Value:**

You can specify a default value here.

### Const value:



Figure 117: Savegame editor editor - Const value

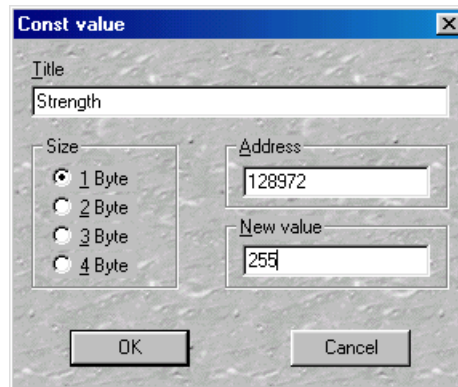


Figure 118: Savegame editor editor - Const value (Windows version)

Here you can enter the same data as in *Changeable value*, with the exception that no range may be specified.

### Changeable text:



Figure 119: Savegame editor editor - Change text

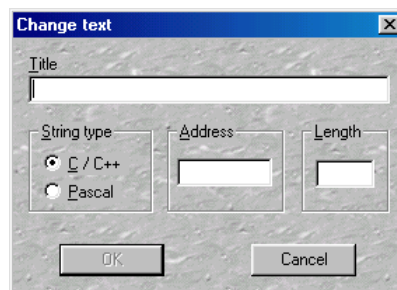


Figure 120: Savegame editor editor - Change text (Windows version)

Changeable text allows you to modify certain text strings within the savegame (e.g. name of a character). Just specify the valid **Length** of the text.

### Selection list:

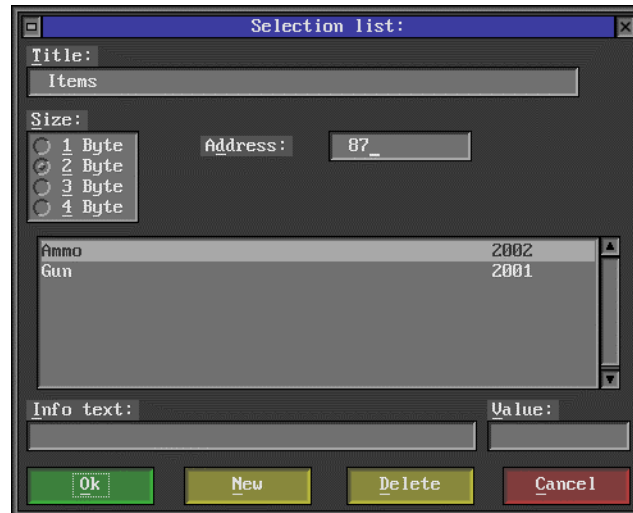


Figure 121: Savegame editor editor - Selection list

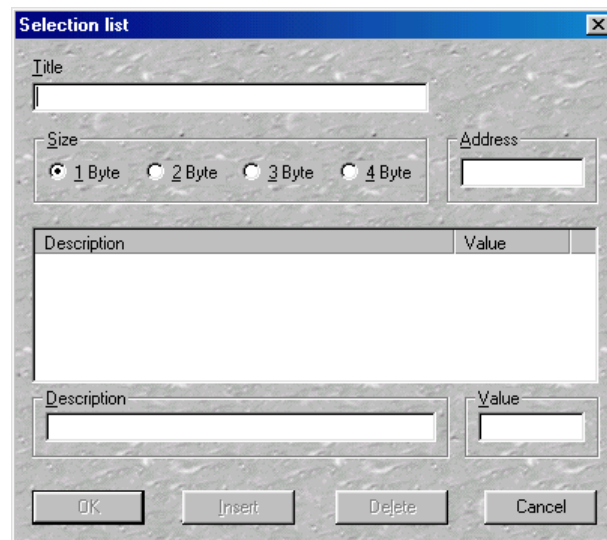


Figure 122: Savegame editor editor - Selection list (Windows version)

The selection list is just a list containing *Const values*. It could be used to select certain equipment, for example.

### Const bytes:

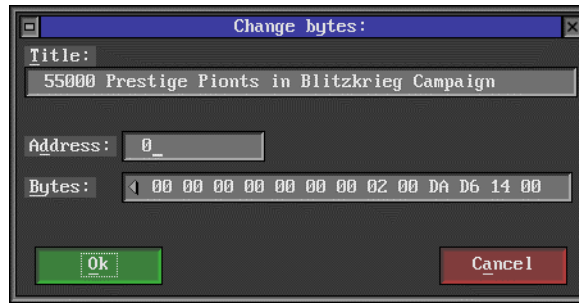


Figure 123: Savegame editor editor - Change bytes

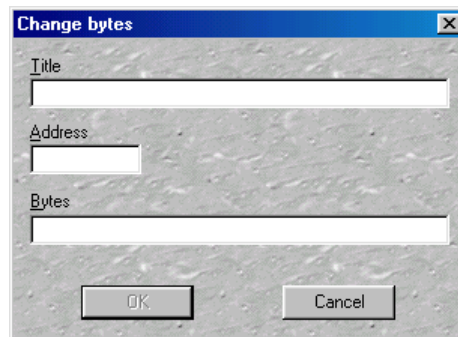


Figure 124: Savegame editor editor - Change bytes (Windows version)

This dialog works somewhat like *Const value*, however, the limit of the 4 byte maximum has been canceled. You may specify more bytes to modify here.

You have now entered all necessary data for your savegame editor and can now enter a short description by pressing *Info text* in the main dialog.

---

# Chapter 6 - The tools

## Overview

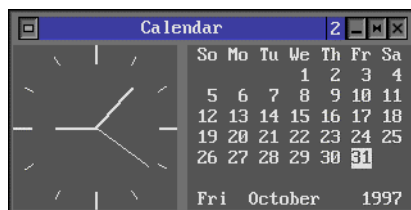
This chapter explains the tools that are built into Unprotect, with the exception of the HEX-editor, which has been extensively described on page 53. Most of the tools are quite self-explanatory.

## Install update

This function only makes sense if you own some update version of Unprotect 8.0 in addition to your CDs. (see Update sources on page 91)

Unprotect will automatically scan your disk drives and copy the new module files to the Unprotect directory on your harddisk.

## The calendar



*Figure 125: The calendar*

The calendar shows the current date and time.

## The calculator

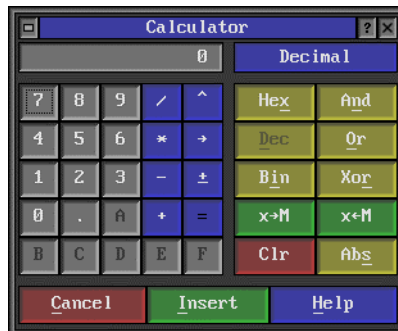


Figure 126: Calculator

The calculator allows the usual functions of a pocket calculator, but it also offers the option to convert values from different base systems. The keys can be selected via keyboard (using the respective labels) or via mouse click.

## The task manager



Figure 127: Task manager

The task manager shows you a list of all open windows in Unprotect, which you can activate via double-click or by pressing the *Activate* button.

*Cascade* arranges all windows from back to front like in a card-index box.

*Center* arranges all windows at the center of the screen.

The *Back* button allows you to move a certain window to the background, while *Close* closes a window.

## Printer tools

**Printer status** shows the current status of the printer (ready, printing, ...).

**Printer reset** sends a reset signal to the printer. This is normally the same as switching the printer off and then on again.

**Abort printing** stops any print job immediately, no matter if all data has already been sent to the printer.

## File selection dialog

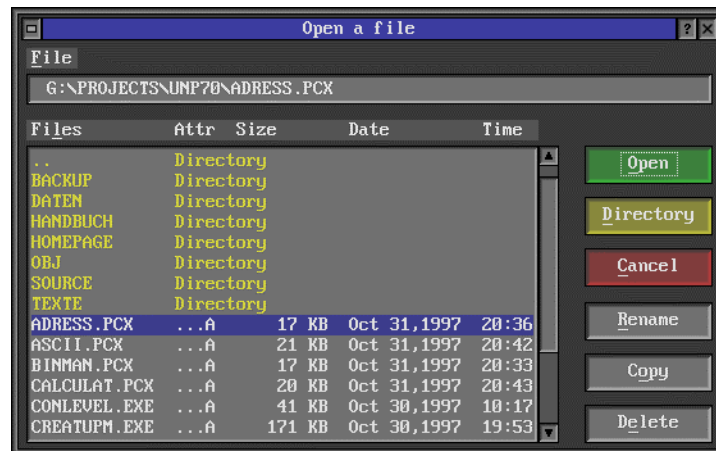


Figure 128: File selection dialog

The file selection dialog always appears when you have to choose a file.

Using this dialog is quite simple, you can select a file via mouse or cursor keys and press enter or *Open/Save* when a file (white) is selected. If you selected a directory (yellow) or drive (green), then you will change to that directory or drive.

You can also open a tree-view (see below) of your harddisk by pressing the *Directory* button.

In addition to that, you can use the file operations like *Rename*, *Copy* or *Delete* without having to leave Unprotect.

Of course you can just enter the filename directly through the **File** input line.



## Change directory dialog

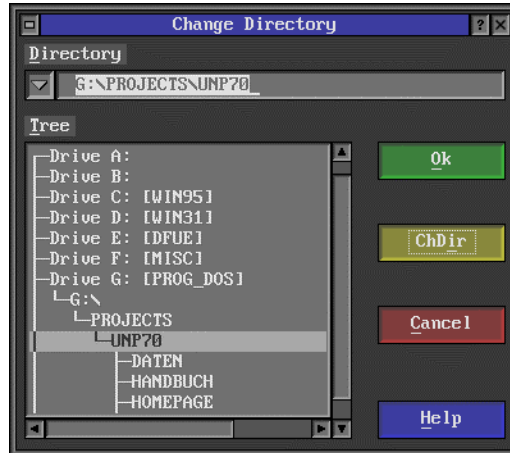


Figure 129: Change directory dialog

This dialog shows all the directories of your computer. By double-clicking on a drive letter the directory tree of that drive partition will be displayed. You can change to a certain directory by selecting it and pressing the *ChDir* button.

You can also enter the desired path directly in the **Directory** input line.

---

# Chapter 7 - Problems & Support

## Solving problems

### General

If you experience any problems with Unprotect, then please try to solve them by reading the manual before you contact us. If this doesn't help, then you can send us an eMail. Postal mail will only be answered if you include a self-addressed stamped envelope. If your problem is more complex, or if you absolutely cannot get Unprotect to run, then you can phone us, too, of course. However, we request that you only do this when the problem is really urgent and then at 'sane' times of the day. You can normally reach us on the phone until 19:30h (german time). We will not answer calls in the middle of the night or, for example, sunday at 7:30 (this really happened once!).

Our address and phone numbers can be obtained from *appendix A* on page 102.

### Problems with patches

If any problems occur when trying to patch a game, then consult the chapter *Working with Unprotect, Patches* section on page 42.

Note:

If we included a patch for one version of the game (e.g. german version 1.1), and you try to apply this patch to another version (e.g. english version 1.0), then the patch might fail (you might try this, however, as sometimes the versions won't differ by much). Also, we will normally not be able to help you with such problems if you call us. We sometimes get calls like 'i couldn't find the game in the list', because it doesn't appear as ' ' in the list, but rather as 'the '. You should always try the search function or browse the list when you don't find a game at first glance.

Nevertheless we are quite glad when you tell us which patches don't work.

This is also the case for other game-aids. It might be that some game-aid might not work properly, because there are so many and we cannot verify them all. We will, of course, still try to find new aids for older games, too.

## Notes on CDROM games

We have now included several CD-ROM patches in our program. Please don't misunderstand this, these are just for users that, for example, own an old and slow CD drive and want to copy a 'small' CD-ROM game to their harddisk to enjoy shorter load times. We will not include such patches for games that are released on more than one CD, because no one will copy such a huge game to harddisk. In addition to that, several BBS operators told us that they usually need the CD drive for some shareware CD, so that they cannot leave the 'key' CD of their favourite game in the drive. Also, laptop owners can now copy their favourite game to harddisk and take it with them on vacation...

---

**IMPORTANT:** Many games will need the 'full install' to run from harddisk!

---

We also received some requests to include a patch for some game in the next update, only to find that the game does not include a CD check but doesn't run from harddisk anyway.

If you really want to run such a game from harddisk, then you normally only have to copy the complete CD to a directory or assign a drive letter to such a directory via the DOS command SUBST and then install the game to that directory. The most common mistake is that the game is first installed from the CD and then copied to the harddisk. The games normally remember the drive from which they were installed and thus won't run from harddisk.

You might also want to try one of the CD emulators from the TOOLS directory on the 1<sup>st</sup> Unprotect CD!

## Frequently asked questions & answers

**PROBLEM:** Unprotect doesn't start because of too few memory. (DOS version)

**SOLUTION :** Remove all drivers not needed or use some memory manager. Use the DOS command MEM /C /P and check the size of conventional memory.

**PROBLEM:** Patch or trainer doesn't work.

**SOLUTION :** You probably own a different version of the program or the file must be expanded using an EXE-expander (see above). Some (old DOS-) trainers don't work with memory managers like EMM386.

**PROBLEM:** Unprotect crashes after start up. (DOS version)

**SOLUTION :** Start Unprotect with the command line switch /NOSOUND (UNP /NOSOUND). This will deactivate the sound card check and sound effects output. Some computers experience problems because of these.

**PROBLEM:** Unprotect cannot be installed to a certain harddisk.

**SOLUTION :** Most probably there is not enough free disk space on that harddisk. Choose another drive or delete any programs that you do not need anymore. The CD version will need ca. 2MB without any update modules. If the install fails nevertheless, then you can copy the files DOS4GW.EXE and UNP.EXE from the directory \UNP80\BIN\DOS on the 1<sup>st</sup> CD to a directory on your harddrive manually.

**PROBLEM:** My favourite game XYZ ist not included in Unprotect!

**SOLUTION :** Please mail us what games you would like to see in future updates of Unprotect!

**PROBLEM:** My printer doesn't print any umlauts or any other printer error occurs. (DOS version)

**SOLUTION :** Please check if you selected a compatible printer from the list. If you did, then you will probably need the control codes from your printer's manual. You can specify these in the options menu in the printer settings. Some printers can be switched to german character set via jumpers. If the problem persists you can always export the text to an ASCII file or graphics to a PCX file and then print it using other programs.

**PROBLEM:** Unprotect doesn't detect the CD change. (DOS version)

**SOLUTION :** This could be a conflict with some CD cache program. These programs are of little use with unprotect anyhow, because Unprotect reads from one file only. The CD cache module of programs like SmartDrv can be disabled by the command line switch /U.

# Support

## Notification on new updates

The first address for latest information on Unprotect is our web-page:

<http://unprotect.softwarezone.com>

If you want monthly notification on updates, then you can let yourself be placed on our mailing list. Just enter your eMail-address on our web page.

## Update sources

If you don't have online access, then you will have to order your updates from us. You can use the ordering form that is described on page 96. You will then automatically receive any modules that were released since your last order.

If you have access to an online service, then you can get your updates from BBS's or the internet. All current addresses can be obtained from the *Help* menu by selecting *Support*.



---

Please note that it doesn't suffice anymore to just keep the most recent update (as with old Unprotect versions), but that a new update is released every month. If you want to get all game-aids, then you will have to collect all the update modules. Of course we will provide all those updates on our web-page or support BBS's for download, so that you can even get updates of the last months!

---

We are trying to release new updates on a monthly base. If you fetch an update from your BBS which is not placed in your local area, then it would be nice to upload that update (and maybe also the demo version) to a BBS in your local vicinity. This way the updates will be spread more quickly and all users will be able to get the updates more easily. If you upload the updates on a regular base, then you can also tell us the address of that BBS, so we can add it to our support list if the sysop agrees.

The archives are called:

UNPxxyyU.ZIP: Update module for year xx, month yy

UNPxxyyD.ZIP: Demo Version for year xx, month yy

You might also find the demo version with different names, like UNP8DEMO.ZIP or U8DOSDEM.ZIP



---

#### IMPORTANT:

Please direct your questions concerning Unprotect to us and not to the sysops of the BBS's!

---

### **Note for owners of old versions of Unprotect**

If you obtained an older registered version of Unprotect, then you can upgrade to the version 8.0 of Unprotect for less than the normal price. You can use the order from that is explained on page 96.

An upgrade via online service is not possible, because we will distribute a completely new triple CD! After that you can use the normal updates again, which will still be available in the future. We won't change the data format for the time being, because the current format doesn't blow up the size of the update modules like the old one did.

Unprotect 7.0 users can continue using the monthly update module files, because the data format is compatible with version 8.0!

---

# Appendix A - Registration

## Ordering information

Since version 4.0 Unprotect is no longer freeware but shareware. For a period of about two years, this product was available free of charge, but now we invested a lot of work into the project. In addition to that we need to buy or loan games to create new patches, which is quite an expenditure. (A few patches are from the shareware-scene or with permission of other programs (UiP)).

The trainers, tips, cheats, solutions and so on are, of course, not created by us. That work could not be done by only two persons. Nevertheless, it is quite a lot of work to collect these, convert them to our own data format and include them into Unprotect. We only took game-aids from public sources like shareware CDs, public BBS's and the internet. We wanted to provide game fans with an easy-to-use central archive of game-aids, so they don't have to scan whole mountains of magazines or archives for a single tip for a game.

The main part of the work was the main program of Unprotect 8.0, which has been extended with powerful editors and cheat tools.

If any author doesn't want his work included in Unprotect, then please inform us so we can remove it from the program. We have removed the addresses of some authors from the game-aids, because we thought that most authors don't want to be bothered with questions that concern some text they wrote years ago.

Normally, however, the source of the game-aids is included at the end of the respective text. Authors that provide us with new game-aids have been, and will be included in the credits list!

### **The shareware concept**

Shareware is not freeware. This means that you may not distribute the registered version to other people. The shareware (demo) version may, and should be passed on to other people, so they can try the program before buying it.

The shareware version is a version that misses some features of the registered version. The user may try out the program to find out if he or she likes it before spending any money on it. The demo version of Unprotect may be tested for an unlimited period of time and it may be distributed on shareware CDs or sold for some common (not expensive) price like 2DM to 8DM. Upon release of a new version the old versions will be obsolete and should be deleted or replaced by the new version. This newest version of Unprotect (version 8.0) won't probably be changed for quite a time.

### **Differences between the demo version and the full version**

- Only most of the levelcodes, cheats and the built-in savegame editors are included in the demo version. All game-aids indicated by a frowning face have not been included because of disk space!
- Only one preview picture has been included (1869), the full version features preview pictures for nearly every game (a grey box appears in the demo version only).
- The built-in editor may be used to create any number of modules, but the demo version will only load one module at a time!
- The demo version does not contain additional fonts or backgrounds.
- The information texts in the extras submenu (help) are missing.
- The built-in help does not contain any images.
- All games banned in germany are hidden in the demo version, because it would not be possible to distribute this version via magazines.

The full, registered version on 3 CDs can be ordered for 35,- DM! This will provide you with the following advantages:

- A decent Triple-CD jewel box with 3 CDs containing nearly 23.000 different game-aids! Of course you will receive the CDs in a padded envelope!
- All disabled features indicated above are fully functional in the full version.
- You can use the monthly update modules for Unprotect 8.0. This way you can keep your Unprotect up to date. The update modules can be obtained via BBS or internet, or you can order them from us.
- Only the main program (ca. 2MB) will be copied to your harddisk. No time-consuming install routine.
- The CDs include game-aids up to december 1998. You can update your program via the monthly update modules. Updates will NOT be included in



your order, but you can always get them from the support BBS's, the internet, or directly from us (see below).

- You are supporting the shareware concept and keep a clear conscience, working with a fully registered version and thus supporting the further development of Unprotect.
- We will, of course, keep your personal data confidential and will not pass it on to anyone else.

# Registration

Figure 130: Order dialog

Figure 131: Order dialog

We welcome your decision to buy the registered version of Unprotect Pro 8.0. Please open the order dialog in the *Forms* menu and enter the required data. You can select any of the available Unprotect products by clicking on the downward arrow in the **Order** input line (full version, upgrade, ...).

---

**ATTENTION dealers!** If you are interested in adding Unprotect to your range of items, please contact us for any dealer conditions.

---

The following versions exist:

**Unprotect Pro CD 8.0**

If you never obtained a full version of Unprotect, then choose this version.

Cost: 35,- DM

**Unprotect Pro CD 8.0 (student version)**

Pupils and students may receive a cheaper version by providing some proof of being pupil or student!

Cost: 30,- DM

**Unprotect Pro CD 8.0 (company version)**

If you want to use Unprotect commercially, then you will have to order the company license.

Cost: 100,- DM

**Upgrade from 7.0 CD auf 8.0 CD**

If you own the registered version of Unprotect 7.0 on CD, then you will receive Unprotect 8.0 on upgrade conditions.

Cost: 25,- DM

**Upgrade from 6.0 CD to 8.0 CD**

If you own the registered version of Unprotect 6.0 on CD, then you will receive Unprotect 8.0 on upgrade conditions.

Remember to include your serial number!

Cost: 30,- DM

**Upgrade from 6.0 Disk, 5.0/4.x to Unprotect CD 8.0**

This is for users of any 6.0 Disk, 5.0 or 4.x version of Unprotect. Because of the age of this version and the low costs back then, this version will cost the normal:

Cost: 35,- DM

**Update for Unprotect Pro CD 8.0**

This is for owners of Unprotect 8.0 who want to keep their CDs up to date. You will receive all modules that have been released since the release of your Unprotect version. Please note that a minimum of one module is released per month, but you won't have to order every month to collect them all, because we will send you all the remaining since your last order!

Cost: 15,- DM

In addition to that we will add **5,- DM** for postage and packing, independent of the number of CDs, if you order from Germany.

For orders within Europe we will have to add **8,- DM** instead and for the rest of the world **16,- DM**!

You can then choose the desired method of payment:

**Cash**

This is the cheapest method, because there won't be any additional costs. Of course, there might be some risk in sending cash money in an envelope, so you should wrap your money appropriately. Please don't

send any coins and no foreign currencies, because we will not be able to exchange those!

#### **Euro cheque**

Please make the euro cheque payable to our names. We will add **2,- DM** with this method of payment.

#### **Cheque**

Within germany, you can use normal 'Verrechnungsschecks'. This will also add **2,- DM** to the costs. Orders from foreign countries will have to add **15,- DM** instead, because the bank will demand that much when accepting such cheques. Note that we do not earn anything from that money, only the bank will!

#### **Money Order**

This might be of interest for foreign customers. With this payment you don't include any cash money, but the postman will deliver the money to us personally. Please consult your postal office about this kind of payment.

#### **Bank transfer**

You can also transfer the money to our account. If it is urgent, then add a copy of the pay-in slip to your order, or we will wait until the money has arrived on our account. We will add **2,- DM** with this method of payment.

#### **Nachnahme (C.O.D.) (germany)**

With this kind of payment you will only pay when the postman delivers your CD. Because the post office demands money for this method of payment, you will have to add **5,- DM** to the costs.

#### **Bill (only for companies)**

We will deliver to companies and dealers via bill if so desired.

#### **Credit card**

You can order Unprotect online with your credit card. Have a look at our web page for more details.

You can always verify the cost in the upper blue frame beneath **Total**.

You can order the desired number of CDs in the **Count** input line. This allows you to order for yourself and any friends at the same time and thus save postage costs.

Please note the input line **Update CDs**: We will normally only send the CDs. You can then obtain any update modules via BBS or internet, or by ordering them later from us. If you want to order update CDs with your first order, then you will receive them for only 5,- DM. Just enter the number of CDs you want to order in the appropriate input line.

It will normally suffice to order just 1 CD. If you order several Unprotect CDs, then you might wish to order several update CDs, also. This won't be necessary, however, because you can also copy the update CD several times and thus save a little money!

If you have finished making all the entries, then you can print the form or save it to a file if you want to order via eMail. You can also write down all necessary information and send this to us if you don't own a printer.

Please do not send your orders via registered letters, as this will require that we fetch them personally from the postal office. It would be easier to order per C.O.D. (if from germany). This way you will only pay when receiving the order. If you insist on ordering via registered letter, then you might have to wait a little longer for your order. We normally send the CDs after 1 or 2 days, max. within a week. Orders from outside of germany will, of course, take somewhat longer.

# Price list

You can also get the costs of your personal Unprotect version from the following list:

Orders from within germany:

	Unprotect Pro 8.0	Unprotect Pro 8.0 - student version	Unprotect Pro 8.0 - company version	Unprotect Pro 8.0 – upgrade from 7.0 CD	Unprotect Pro 8.0 - upgrade from 6.0 CD	Unprotect Pro 8.0 – upgrade from 6.0 Disk	Unprotect Pro 8.0 – upgrade from 5.0/4.x	Update
cost	35,-	30,-	100,-	25,-	30,-	35,-	35,-	15,-
postage & packing	5,-	5,-	5,-	5,-	5,-	5,-	5,-	5,-
incl. update-disks	5,-	5,-	5,-	5,-	5,-	5,-	5,-	5,-
cash order	-	-	-	-	-	-	-	-
euro cheque	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
cheque	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
money order	?	?	?	?	?	?	?	?
Vorab-Überweisung	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
C.O.D.	5,-	5,-	5,-	5,-	5,-	5,-	5,-	5,-

Orders from europe:

	Unprotect Pro 8.0	Unprotect Pro 8.0 - student version	Unprotect Pro 8.0 - company version	Unprotect Pro 8.0 – upgrade from 7.0 CD	Unprotect Pro 8.0 - upgrade from 6.0 CD	Unprotect Pro 8.0 – upgrade from 6.0 Disk	Unprotect Pro 8.0 – upgrade from 5.0/4.x	Update
cost	35,-	30,-	100,-	25,-	30,-	35,-	35,-	15,-
postage & packing	8,-	8,-	8,-	8,-	8,-	8,-	8,-	8,-
incl. update-disks	5,-	5,-	5,-	5,-	5,-	5,-	5,-	5,-
cash order	-	-	-	-	-	-	-	-
euro cheque	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
cheque	15,-	15,-	15,-	15,-	15,-	15,-	15,-	15,-
money order	?	?	?	?	?	?	?	?
Vorab-Überweisung	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
C.O.D.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.

Orders from the rest of the world:

	Unprotect Pro 8.0	Unprotect Pro 8.0 - student version	Unprotect Pro 8.0 - company version	Unprotect Pro 8.0 – upgrade from 7.0 CD	Unprotect Pro 8.0 - upgrade from 6.0 CD	Unprotect Pro 8.0 – upgrade from 6.0 Disk	Unprotect Pro 8.0 – upgrade from 5.0/4.x	Update
cost	35,-	30,-	100,-	25,-	30,-	35,-	35,-	15,-
postage & packing	15,-	15,-	15,-	15,-	15,-	15,-	15,-	15,-
incl. update- disks	5,-	5,-	5,-	5,-	5,-	5,-	5,-	5,-
cash order	-	-	-	-	-	-	-	-
euro cheque	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
cheque	15,-	15,-	15,-	15,-	15,-	15,-	15,-	15,-
money order	?	?	?	?	?	?	?	?
Vorab- Überweisung	2,-	2,-	2,-	2,-	2,-	2,-	2,-	2,-
C.O.D.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.

## Our address:

### Postal address

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44147 Dortmund  
Germany

Phone: (049)-0231/826130  
FAX: (049)-040/3603 038715

### eMail address

General questions/notes regarding Unprotect:  
Unprotect@aol.com

We usually read our mail at least once a day (except when ill, on vacation, etc.) and answer them. So if you do not get a reply, just send us the mail again, because some internet providers sometimes mess up their mail distribution service.

It is better to send a mail to the addresses indicated above, because we usually check the support boxes only once per month when uploading the updates.

Mails like 'When does the next update appear and what games will be included?' will NOT be answered in the future. The updates will appear when they are ready to and we don't know which games we can include beforehand! If you want to know when the next update will arrive, then you can ask us to place you on our mailing list for update notifications and will thus receive the desired information automatically!



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# Appendix B

## Electronic End User License Agreement

Unprotect Pro CD 8.0 - Electronic End User License Agreement For One Computer

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End of manual - We hope you enjoy our program!

Yours sincerely

Lars Hornbach & Martin Horst

December 1998

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