

OLH

COLLABORATORS

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WRITTEN BY		December 25, 2022	

REVISION HISTORY

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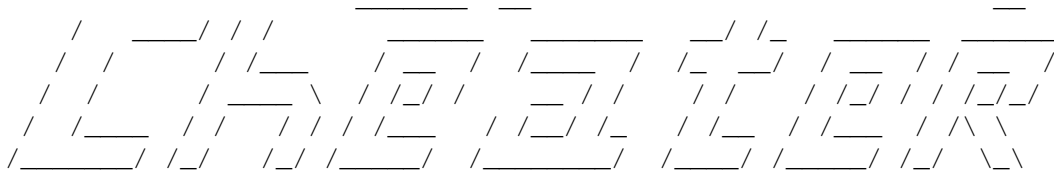
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Chapter 1

OLH

1.1 Cheater v2.2 (20.01.97) documentation



v2.2 © by Frank Weber

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

Disclaimer

Copyright etc.

What is Cheater ???

What does Cheater do ???

How it works

The way this is done

Cheating projects

About this great feature

User interface

Using Cheater

Tooltypes / ARexx

Arguments and ARexx commands

Registration

How to register

History

All released versions

Future plans
Plans for future versions

Credits
Those people helped me

Other great stuff
Other tools written by me

Address
My address

1.2 disclaimer

Important:

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

Cheater is provided "as-is". In no way there is any warranty if you are using Cheater. You are using it completely at your own risk.

Cheater is © by:

Frank Weber
Schlizstr. 53
74076 Heilbronn
Germany

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

1.3 What is Cheater ???

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

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

How it works
for detailed information).

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

Cheater:

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

1.4 How Cheater works

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

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

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

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

5. Switch back to your game and play a little while until the value you would like to manipulate has changed.

6. Pause the game again and switch back to Cheater.
7. Tell the changed value to Cheater

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

8. Now you can tell Cheater to set a new value to this address. This might for example be 5000 for the number of lives.

9. Switch back to your game and enjoy your great playing skills.

1.5 Cheating projects

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

Example:

Let's say you want to change your money and the number lives. Add two
 projects (for example "money" and "lives"), choose "money" and act as
 described under

 how it works
 in order to give you enough
 money. Now select "lives" and repeat the same.

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

Great, isn't it !?!

1.6 Cheater's user interface

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

Control elements:

=====

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

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

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

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

the special price of 10 US\$.

If you have a printer, please use the Registration form

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

My address:

Frank Weber
Schlizstr. 53
74076 Heilbronn
Germany

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

1.10 history

Cheater v1.0: (16.01.96)

- First release

Cheater v2.0: (22.08.96)

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

Cheater v2.1: (10.11.96)

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

Cheater v2.2: (20.01.97)

- "Compare again" implemented
- Addresses' current values are displayed and refreshed automatically
- Added Italian catalog (by Carlo Santinelli)

- Bugfix in catalog: "Dutch" changed to "Nederlands"

1.11 future

Future plans:

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

"Compare again" function to check found addresses.

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

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

1.12 credits

Special thanks for helping me to develop Cheater:

Mucho von der Goltz
Oliver Biederer
David Ceulemans
Carlo Santinelli

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

Thank you !!!

1.13 Some great tools

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

AmigaTrainer, a vocabulary trainer. It allows you to learn almost any language with your computer. The actual version v2.2 can be found in Aminet, directory misc/edu. Registration fee: 15 US\$

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

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

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

1.14 My address

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

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+-----oOO-(___)-OOo-----+
|                                     |
|      Frank Weber                   |
|      Schlizstr. 53                 |
|      74076 Heilbronn               |
|      Germany                       |
|                                     |
|      Phone: ++ 49 (0) 7131 175749  |
|      (Monday-Thursday 5-8 pm)     |
|                                     |
+-----+

```

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

1.15 About mui

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

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

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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GERMANY
