



by [olivier pasqualini](#)

SUMMARY :

You **MUST** choice **65 536 colors or more**, smaller font in display properties and like use 800 x 600 or more.**FOR USE MTC.**

[Introduction](#)

[The trainer](#)

[PID LOCK \(choice the program in memory\)](#)

[Search modes:](#) [Normal](#) [Progressive](#) [The hunter](#)

[Module for analysising an address](#) [Use](#)

[Write in memory after the search](#)

[File editor](#)

[Editing the memory](#)

[Calculator](#)

[Editor hexa/ascii](#)

[Module easy write](#)

[Scan \(see the structure of a memory 's game\)](#)

[Memory's map of the game](#)

[Copy the memory on an file](#)

[Search for chains ascii or hexa](#)

[Trainer's maker](#)

[Patch's maker](#)

[Magic editor creator](#)

[Use hot key for call the trainer](#)

[Write in the memory during a game with hot keys](#)

[search during the game](#)

[Config menu](#)

[Infos](#)

[Read me](#)

F1: HELP in each module.

MOUSE: click on the right button on the trainer when you are not on a control for see the fonction of each button in the main window.

This program don't work on CYRIX CPU.

INTRODUCTION

This program don't work on CYRIX CPU.

The 22 MAI 1997

For Windows95 (i never try on NT but if the trainer work the start address will be 100 000)

This program is a freeware, and must be distributed freely.

this program or the trainer made by magic trainer creator don't must use for illegal action!!!!!!!!!!

When you use this software you do so at your own risk. If you do not agree with these terms delete this software now.

and don't ask me for sources!!!!.

The Official Magic Trainer Creator Site is located at : <http://www.redbox.at/cheats/mtc.html>

and don't forget to visit this cool cheat page at : check out <http://www.redbox.at/cheats/>

This trainer is made for cheating in win95's and dos's game.and this trainer need to be run under W95.

- v1.0 -

- 3 search modes.
- Freeze.
- Save et load fonction.
- You need the pid of the program to cheat
- A moniteur for see the memory.

- v1.1 -

- Save the memory on file (bku).
- The search progressive and advance are not limited at 10 000h now .
- Fast search.

- v1.12 -

- The save of the memory is not limited at 10 000h and more fast now.
- Add egale at the search.
- Bugs fix.

- v1.14 -

- Module for scanning.

- v1.15 -

- Module for search hexa/ascii chain.
- Moniteur now en ASCII.
- FIX a bug of the v1.14.

- v1.16 -

- Module for write ascii/hexa chain.

- v1.17 -

- Trainer 's maker.

- v1.18 -

- Module for search Pid of program in memory.

- v1.19 -

- Double click on the ligne in the module "values to write in memory" for change the value.
- ?

- v1.20 -

- Module "the hunter" for tracking change of value.

- v1.21 -

- Fix a bug on the hunter.
- search for chains hexa / ascii :FAST.
- search normal :FAST.
- Module for analysing.
- Hot key for call the trainer in a game.
- Fix bug on the copy of memory.

- v1.22 -

- Module for searching during the game (expérimental , need a good computer).
- Module for write in memory during the game with hot keys.
- New trainer's maker.

- v1.23 -

-Module easy write (read a .txt (like diablo hack) ,and use hot keys and freeze)

- v1.24 -

-You can modify the sensibility of the search with an track bar, don't put the bar at the extreme left for don't have a search too long.
-Fix a bug on easy write with hot keys.
-help : click on the right bouton of the mouse for have a new cursor and see the fonction of all buttons.

-trainer generate in english.

- v1.25 -

- Auto end address.
- Fast search.
- choice between (NONE(AUTO choice between numbers of bytes) ,1 byte,2 bytes,3 bytes,4 bytes, float (ex: for AOE,...))
- Module for display the map of the memory.
- Replace all hexa chain found by another chain.
- Now the trainer can be use on DOS PROGRAMS.

- v1.26 -

- Remove the limit of 69000 addresses found on the normal,advance,progressive searches.
- Editor hexa /ascii.
- Api call catcher (not finish).
- Calculator.
- you can selecte more 1 addresses in : Values to write in memory (shift,ctrl).
- With the new pid lock : dos programs are display with the name WINOLDAP.
- File editor.

- v1.27 -

- Patch maker
- Magic editor creator for file and memory.
- Bugs fix (calculator,file editor)
- Easy write in english

This program can be use same game wizard or action replay

```
*****  
*           W95 's programs start all at 0x400000    to 0x7FFFFFFF  
*  
*           DOS's programs start all at 0x80000000 to 0xBFFFFFFF  
*  
*  
*****
```

ALL addresses found on dos programs can change!!!!!!!!.it's why you can 't build a trainer for dos.

INSTALLATION

Unzip in a directory .magic trainer creator.exe must be always in the same directory of bibliotheque.dll.

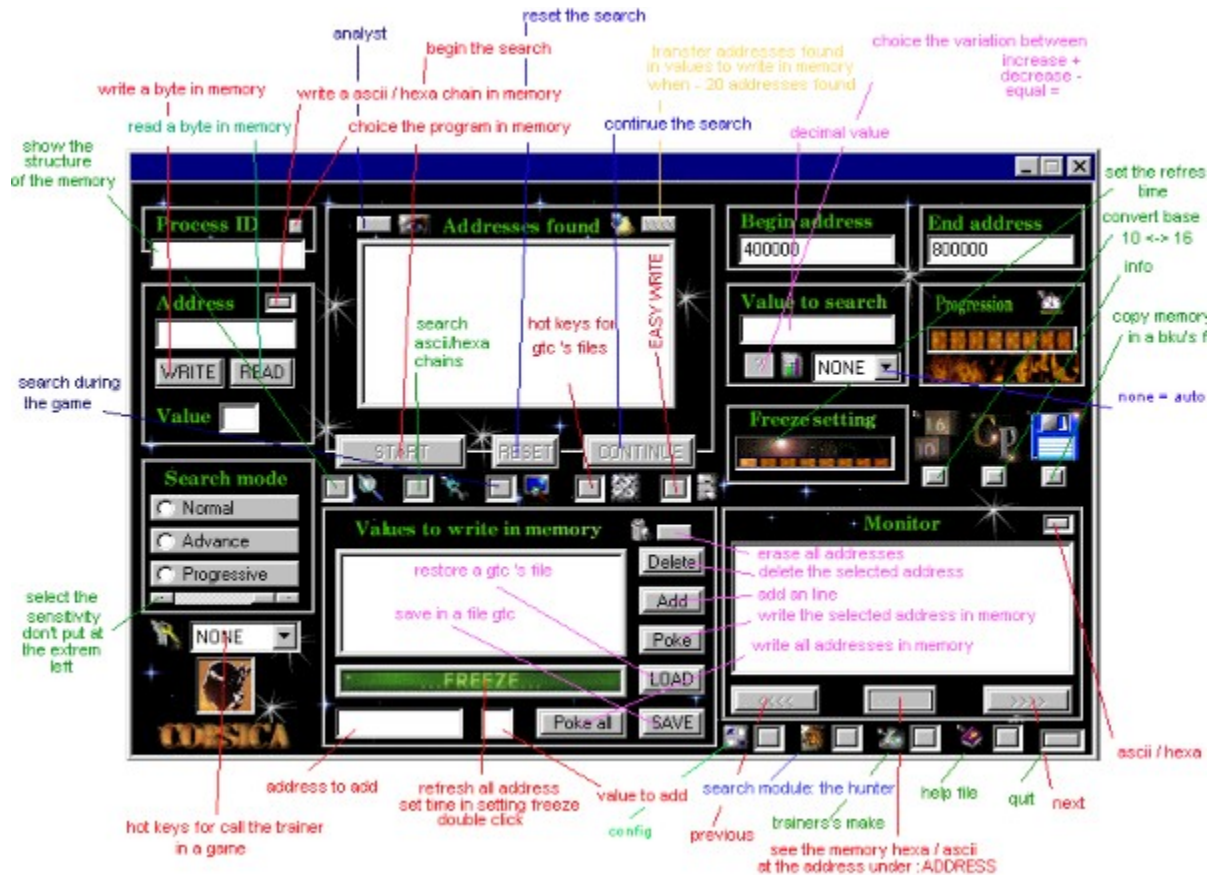
Choice small fonts and 65 536 colors !.

like use 800 x 600.

If you use pkunzip or wzinp for w16: the right names are :

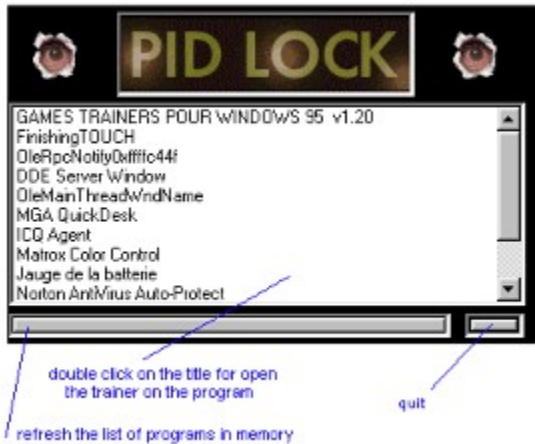
MAGIC TRAINER CREATOR.exe
MAGIC TRAINER CREATOR.HLP
bibliotheque.dll
bibliotheque2.dll
bibliotheque3.dll
bibliotheque4.dll

THE TRAINER



PID LOCK(choice the program in memory)

figure 3



Press the button near PROCESS ID for open this window and double click of the program in memory for open the trainer on this program.

NOW DOS PROGRAMS ARE DISPLAY WITH THE NAME : WINOLDAP

remember: an value life or other can be write in memory like 1 bytes..to 8 bytes

P.S. :never search 0 for the first search.

Value max to search : 999999999 in decimal.

2 nd search mode

ADVANCE

For search on a difference between 2 search.

ex:

you have a life = 100

press start

return to the game,lost few life,and now your life is = 90

write 10 and press the button for show sign -

3 rd search mode

PROGRESSIVE

For search on a varitaion (+,-,=).

ex:

you have a life = 100

press start

return to the game,lost few life,and now your life is = 90

press the button for show sign -

A search between 400000 to 560000 need 1.408 meg on your hard disk.

The module of search : THE HUNTER

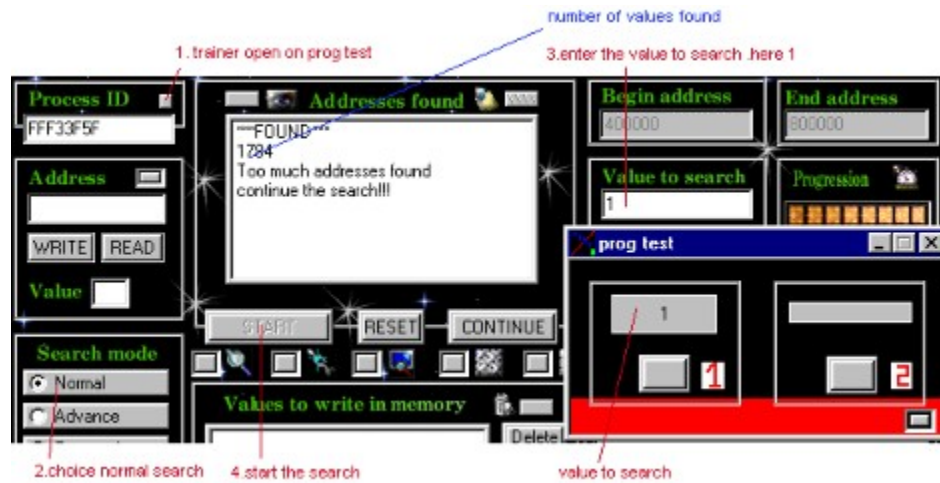
SEARCH NORMAL

Search's exemple on the program : **PROGRAMME TEST.EXE**

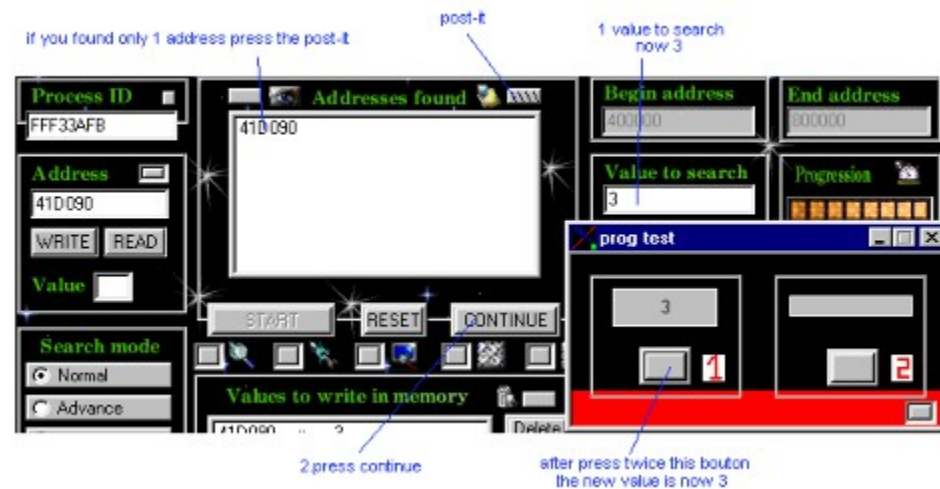
1st search

Start the program : programme test.exe

- 1- press the button near process id, and choice the prog test with double click.
- 2- choice the normal mode
- 3- enter the value to search , here 1
- 4- press start



2nd search:



press twice the button (1) of the progr test

1-enter the value to search, now : 3

2-press continu

if you have found more 1 address: continu the search if not press the button near the post-it and go to : [write in memory](#) or launch the ANALYST :



[ANALYST](#)

HOW WRITE IN MEMORY

solution 1: stop the value in memory



1-set the freeze : 600 refresh /mn (max)

2-press twice the button freeze

press the button (1) in the prog test,and the value 3 is always write in memory.you see always 4 on the prog test.

solution 2 : change the value in memory



1.double click on the line for change the value

2.write the new value in the little module and press the button.

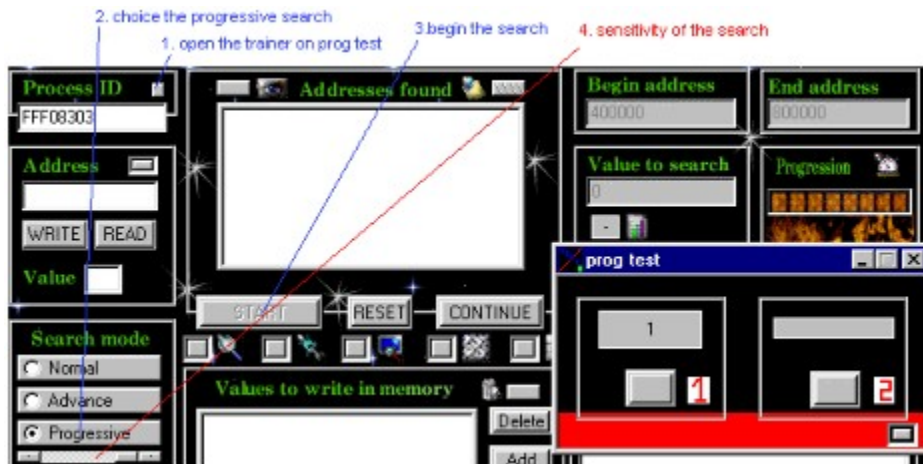
3.select the line and press poke for write the new value in memory.

MODE PROGRESSIVE

Search's exemple on the program : [PROGRAMME TEST.EXE](#)

[This mode is for the energy bar or other coding values](#)

[1st search](#)



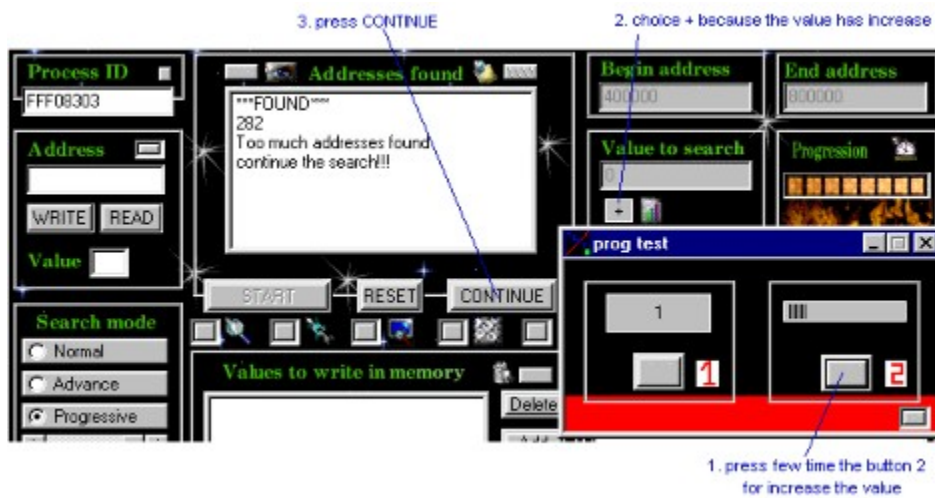
Start the program : programme test.exe

1-press the button near process id,and choice the prog test with double click.

2-choice the progressive mode.

3-press start

[2nd search](#)



1-press the button (2) of the prog test,for increase the value.

2-choice + on the trainer (value to search) because the value of progr test is increased.

3-press continu

if you have found more 1 address: continu the search if not got to HOW WRITE IN MEMORY

SEARCH WITH : THE HUNTER

Search's exemple on the program : PROGRAMME TEST.EXE

1st search



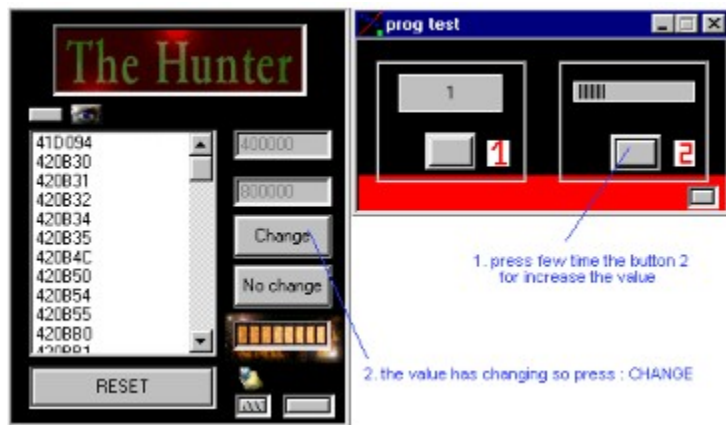
start the program : programme test.exe

1- press the button near process id,and choice the prog test with double click.

2- launch the module : the hunter

3- press start pour start the search.

2nd search



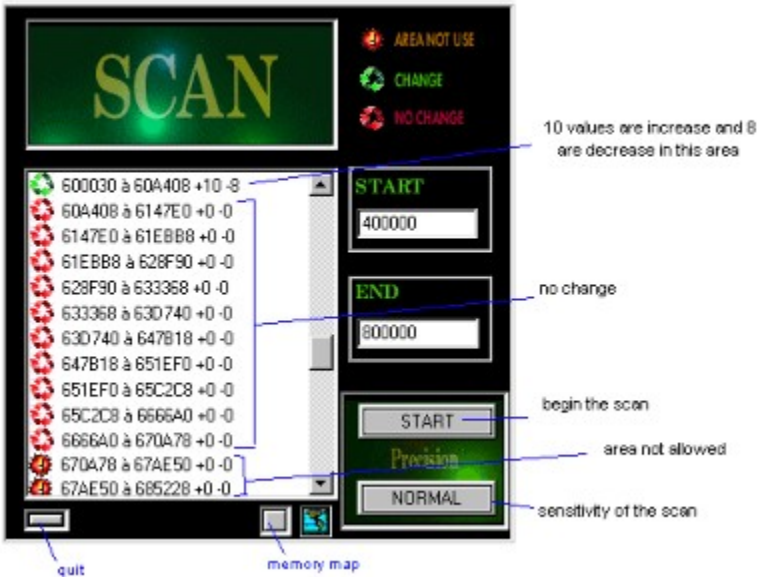
- 1- press the button (2) of the prog test, for increased the value.
- 2- the value is not the same so press : change.

3rd search



- 1- don't press the button (2) of the prog test.
 - 2- and press : no change
- continuing the search for fewer addresses found.
and after pressing the button near the post-it and going to [HOW WRITE IN MEMORY](#)

MODULE FOR SHOW THE STRUCTURE OF A MEMORY'S GAME



For see values's change:

ex:

@ 400000 - 400100 +2 -0

"@" = If value change in the area

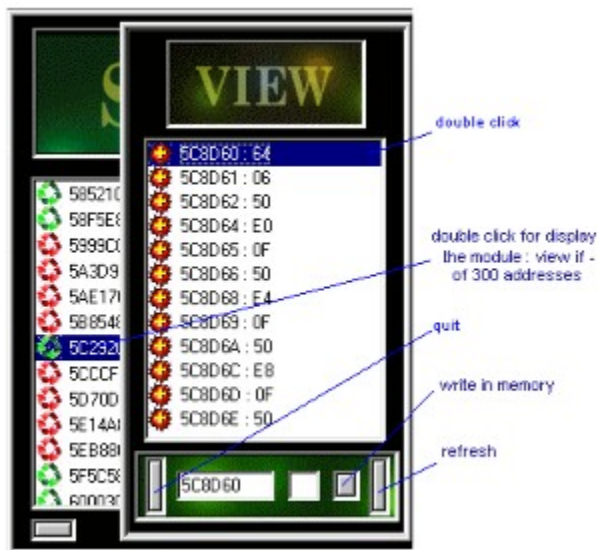
"400000 - 400100" = area of memory

" +2" = 2 values are increase.

" -0" = 0 value are decrease.

double click on the line after a green icon for open the module below :

Memory map of the game



The view module can be display only if you have found less 300 addresses with the scan.

EDITING THE MEMORY (hexa ascii)

Figure 1

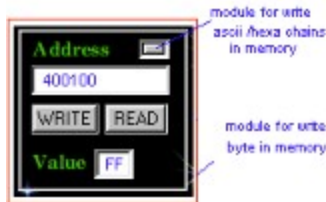
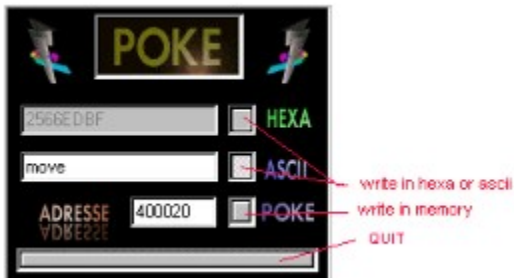


Figure 2



This module can write ascii / hexa chain in memory (fig 2).

AFTER THE SEARCH ?

After you have found 1 one more values. 2 choices :

- double click on the line ,and address and value are transfer in the module below.
- press the little button near the post-it for transfer all.



You have 3 choices now:

You can enter max 197 lines

- PRESS directly the button ADD (1), and stop the value with the FREEZE button (2), set the timer (3).

- Write an maximum value.

For exemple : 2566 in hexa is write 66 25 in memory.

40 in decimal = 42200000 and write in memory : 00 00 20 42.

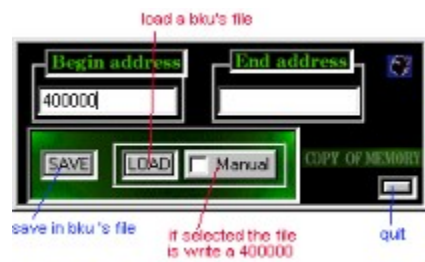
* There is a module for convert base 16<->10.
(Hexa <- > décimal)



* You can edit value in the module : [values to write in memory](#).



BACK-UP (disk icon)



SAVE

save the memory on a file : .bku

LOAD

load a file .bku in the memory

If MANUEL is selected, the file is write at the address in BEGIN ADDRESS..

Module for searching chains (hexa or ascii)

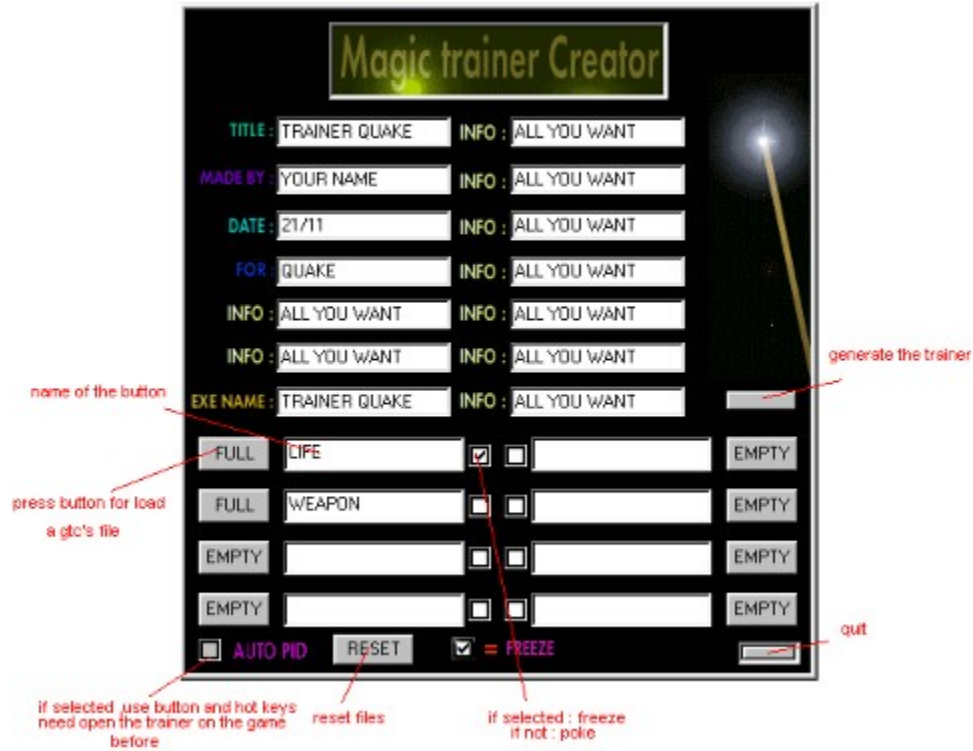


This trainer can search hexa / ascii chains in memory

Ex: 6688 in hexa
MOVE in ascii

hexa 's chains must be pair:
556599 :RIGHT.
55659 : WRONG.

MAGIC TRAINER CREATOR (made your own trainer)



You can made little trainer (307k).

Press the button at the bottom right near a screwdrive.

You need guive informations following :

TITLE : Title of the window

MADE BY : YOU!

DATE :

FOR : The game to training

INFO : All you want.

EXE NAME: Name of the exe (the trainer generate)

GTC FILES: for made trainer more stable write your addresses in gtc files in growing order.

ex: 400045 36 *
 400046 99 *
 400047 22 * right
 400059 55 *
 400100 66 *

SO : the trainer write addresses and values very fast in memory

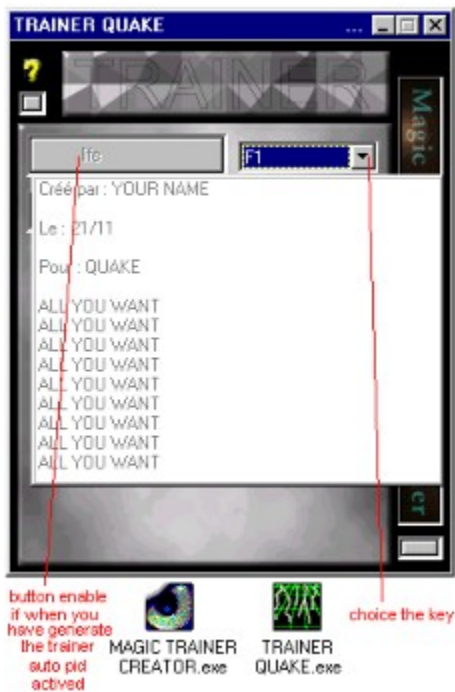
and no : 400045 36 *
 400046 99 *
 400059 55 * wrong
 400047 22 *
 400100 66 *

Ps: The left side must be complete , the right side is only an option.

*auto pid : for found the pid of the game in memory (you need open MAGIC TRAINER CREATOR before on the game for use this option).If not the trainer generate use only hot keys.

After press the bouton under the magic wand for made the trainer.
You will found the trainer in the same directory of [MAGIC TRAINER CREATOR](#).

E.X :



THE HUNTER (search for memory 's change)



This module can search variation of bytes in memory (like this module for search coded values or energy bar).

Press start for begin the search, and when the value interesting change press the 'change' button.and vice versa for the button 'no change' .the post-it tranfer all address in the module : ' values to write in memory'.

EXEMPLE : [The hunter](#)

P.S.

I'm not so good in english sorry for this bad translation.

This program is for w95 and some onlines 's games run under w95 .Don't cheat on multiplayer's games

I always on kali if you want speak.

Tested by : [Nikers and BILLYBOY](http://perso.club-internet.fr/billyboy) (<http://perso.club-internet.fr/billyboy>)

email : opasqualini@mic.fr

The Official Magic Trainer Creator Site is located at : <http://www.redbox.at/cheats/mtc.html>

DARK SUN

pseudos : OLIVIER



MODULE FOR ANALYSING ADDRESS

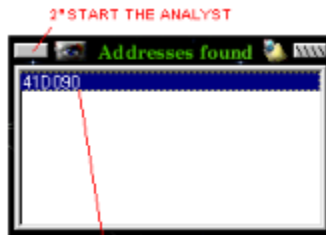


With this module you can find routines that are calling an address and after you can delete this call. You see the modification made by the trainer (octets written in memory for deleting a line).

EXAMPLE : [Use](#)

USE OF THE ANALYST

exemple on the program : PROGRAMME TEST.EXE



1* SELECT THE ADDRESS TO ANALYSIS



1 ° press the button for start the search

2 ° lines green are for write the memory other are for read .

try to delete line one by one.

line write in memory : ex POKE 450000 90,90,90,90,90,90 ou 450000 90 , 450001 90 etc...

THE PROCESS ID IS WRONG PRESS THE LITTLE BUTTON NEAR A : PROCESS ID FOR CHOICE
THE PROGRAM IN MEMORY.

[PID LOCK \(choice the program in memory\)](#)

LIST OF ERRORS :

THE VALUE TO SEARCH IS NULL : before press start in the normal search you must write a value not null .

THE VALUE OF DIFFERENCE IS NULL : The value between start and continue must be > 0 .

COPY'S AREA IS WRONG : The difference between the start and the end address must be less 2.

MINIMUM 2 LETTERS TO SEARCH : Exemple : AB.

MINIMUM 4 NUMBERS TO SEARCH : Exemple : 1234.

WARNING DOS PROGRAM : The trainer don't work on dos programs.

SHORT CUT (DON'T WORK WITH DOS PROGRAMS)

CHOICE BETWEEN 4 HOT KEYS.



During the game ,press this hot key for return to the trainer.

MODULE FOR WRITE THE MEMORY DURING THE GAME WITH HOT KEYS (DON'T WORK WITH DOS PROGRAMS)



with the poke : press the hot key for write the gtc's file in memory during the game.

with the freeze: press the hot key for activated the gtc 's file and another for deactivated .all during the game

MODULE FOR SEARCH DURING THE GAME(DON'T WORK WITH DOS PROGRAMS)

Expérimental , need a good computer.



1°) During the game press the hot key about start/reset (here END) for initialing the search(press another for reset the search).

2°) After the display of : READY. you can choice between : change,no change,increase,decrease.

STOP : stop the search.

FREEZE : if < 100 values found.

WAIT FOR THE DISPLAY :READY BETWEEN EACH OPERATION.

MODULE EASY WRITE (HOT KEY DON'T WORK WITH DOS PROGRAMS!)



If you want use EASY WRITE without hot keys, open MTC before on the game with the PID LOCK. And double click on the line to activated or deactivated.

You can choice open the trainer on the game before and double click on the line that you want activated or use hot keys.

here an exemple:

« # » + space + (Comment lines).
 « start » + space + (the name of the game)
 « comment » + space + action of the cheat
 « KEY » + space + (HOT KEY)
 « STATUS » + space + (POKE or FREEZE)
 « offset » + space + (<olddata> <newdata>)
 space + « ; » at the end of the last line

```
-----
#                               comments
#                               *****
# TOTAL ANNIHILATION 1.2 BETA 1 CHEAT FOR MAGIC TRAINER CREATOR v1.27
# WITH THE MODULE : "EASYWRITE"
# old values & new values ex: 74 88 & eb 88
# STATUS : choice between : !POKE ou !FREEZE
# list of keys :
# F1,F2,...,F12
# A,B,...,Z
# 0,1,...9
# NUMPAD0,NUMPAD1,NUMPAD/,NUMPAD*,NUMPAD-,NUMPAD+,PADENTR,PAD. (NUMPAD0 = KEY 0
OF THE NUM PAD)
# NUMLOCK,SCROLL,DELETE,INSERT,SNAPSHOT,PRINT,PAUSE,PGDOWN,PGUP,HOME
#END,ARROWRIGHT,ARROWDOWN,ARROWUP,ARROWLEFT,SPACE,ESCAPE,CAPSLOCK,CONTROL,S
HIFT
# RETURN,TAB,BACK,CTRLBREAK
# 46001e 90 90 90 90 90 90 & 90 90 90 90 90 90
# enablekey choice an key for enable or disable all hot keys in the game (optionnal)
```

enablekey f10 (key for activated all hots keys in the game)
start total annihilation 1.1 (name of the game&begin the line)
comment control joueur 1 (action of the key)
KEY NUMPAD1 (key for activated the cheat)
STATUS !POKE (!POKE or FREEZE)
509D4F 00 00 & 00 00 (old & new values)
456d7c 74 & 74 ; (end of this key write: ;)

start total annihilation 1.1
comment control joueur 2
KEY NUMPAD2
STATUS !POKE
509D4F 01 01 & 01 01
456d7c eb & eb ;

start total annihilation 1.1
comment control joueur 3
KEY NUMPAD3
STATUS !POKE
509D4F 02 02 & 02 02
456d7c eb & eb ;

start total annihilation 1.1
comment control joueur 4
KEY NUMPAD4
STATUS !POKE
509D4F 03 03 & 03 03
456d7c eb & eb ;

start total annihilation 1.1
comment control joueur 5
KEY NUMPAD5
STATUS !POKE
509D4F 04 04 & 04 04
456d7c eb & eb ;

start total annihilation 1.1
comment control joueur 6
KEY NUMPAD6
STATUS !POKE
509D4F 05 05 & 05 05
456d7c eb & eb ;

start total annihilation 1.1
comment turbo off/on
KEY T
STATUS !POKE
44ef0e 13 & 09 ;

start total annihilation 1.1
comment construction rapide off/on
KEY C
STATUS !POKE
409a25 d9 87 & eb 6e

423e04 01 & 00
43a378 01 & 00
43a6a0 01 & 00
48530C 76 & eb
490ff2 01 & 00
4913bf 01 & 00 ;

start total annihilation 1.1
comment invisible off/on
KEY I
STATUS !POKE
40999f 7b & 00
4099af 6b & 00
4099CC d9 44 24 10 & 90 90 90 90 ;

start total annihilation 1.1
comment radar off/on
KEY R
STATUS !POKE
53f1cf 0 & 2 ;

start total annihilation 1.1
comment damage x2.5 off/on
KEY D
STATUS !POKE
441475 64 & 20 ;

start total annihilation 1.1
comment vitesse jeu ++ off/on
KEY V
STATUS !POKE
53fcea 14 00 14 00 & 14 00 ff ff ;

start total annihilation 1.1
comment power and metal on/off
KEY P
STATUS !FREEZE
508eca FA 44 & FA 44
53f0e1 FA 44 & FA 44
508ed6 FA 44 & FA 44
53f0ed FA 44 & FA 44 ;

MEMORY MAP OF THE GAME.

Address	Start Address	Length	Memory Type	Permissions
00000000	00004194304		MEM_FREE	-RW--
00400000	00000864096		MEM_PRIVATE	-RW--
00401000	0000061440		MEM_RESERVE
00410000	0000004096		MEM_PRIVATE	-RW--
00411000	00001040384		MEM_RESERVE
0050f000	0000004096		MEM_PRIVATE	-RW--
00510000	0000065536		MEM_PRIVATE	-RW--
00520000	0000983040		MEM_RESERVE
00510000	0000004096		MEM_PRIVATE	-RW--
00511000	0000061440		MEM_RESERVE
00620000	0000065536		MEM_PRIVATE	-RW--
00630000	0000983040		MEM_RESERVE
00720000	0000004096		MEM_PRIVATE	-RW--
00721000	0000061440		MEM_RESERVE
00730000	00260898816		MEM_FREE
10000000	0000016384		MEM_PRIVATE	-R.....
10004000	0000024576		MEM_PRIVATE	-RW--
1000A000	0000012288		MEM_PRIVATE	-R.....

memory map:

Ms-dos compatibility 0x00000000 to 0x003FFFFFFF.

Win32: 0x00400000 to 0x7FFFFFFF.

DOS, Win16: 0x80000000 to 0xBFFFFFFF.

system of exploitation : 0xC0000000 to 0xFFFFFFFF.

MEM_RESERVE : don't use by the game, you can't write.

MEM_FREE : don't use by the game, you can write.

MEM_PRIVATE: can be use by the game ,you can write

CONFIG MENU



Fast mode : for the : normal,advance,progressive,hunter searches. (not in the 1.26)

Auto end address: guive you the probable end address.

all are enable by default.

IMPORTANT

- HOT KEYS DON'T WORK ON A DOS PROGRAM.
- ADDRESSES FOUND ON A DOS GAME,CAN CHANGE WHEN YOU RELOAD THIS GAME AGAIN.
- REMEMBER: AN ADDRESS FOUND CAN BE WRITE IN MEMORY WITH 1,2,4,8 bytes.

Data type: 1 byte : 0 -> 255
0->FF 2 bytes: 0 -> 65535
0->FFFF 3 bytes: 0-> 16777215
0->FFFFFF 4 bytes: 0-> 4294967295

float: 4 bytes 1.2E-38 to 3.4E38 for some games like AOE for exemple.

- REMEMBER: IN MEMORY ALL IS WRITE IN HEXA,AND REVERSE. EX : 1568 decimal = 620 hexa and write in memory : 20 06 .

- MAP OF THE MEMORY :

0x003FFFFFF. Ms-dos compatibility 0x00000000 to
Win32: 0x00400000
to 0x7FFFFFFF. DOS,Win16: 0x80000000 to
0xBFFFFFFF. system of exploitation : 0xC0000000 to
0xFFFFFFFF.

- A PROGRAM CAN HAVE MORE 1 ADDRESS FOR AN VALUE.

- DON'T ASK ME FOR SOURCES.

- IF YOU USE THE AUTO END ADDRESS.OPEN THE TRAINER ON THE GAME JUST BEFORE START AN SEARCH.

EDITOR HEXA/ASCII

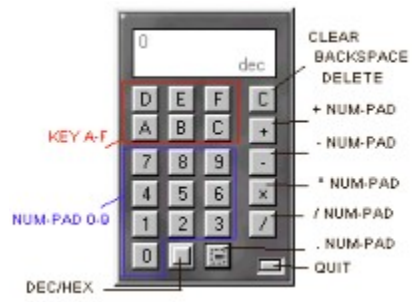
<<<<<< : back -0x10

button between <<<<< and >>>>>> : refresh or display at : the address in the edit field.

>>>>>> : forward +0x10

you can call the editor from : search ascii/hexa chain (double click on the line to edit)
analysis (double click on the line to edit)

CALCULATOR



DEC/HEX : CTRL

[API CALL CATCHER\(win95 games only\)](#)

THIS MODULE IS NOT FINISH AND IN HEAVY CONSTRUCTION

linked library are only for program linked with mcf42.dll

FILE EDITOR

Goto

Find

GOTO (go to an address)

Choice between hexa or decimal, enter the address to display and press GO

FIND (ascii,hexa,decimal)

HEXA:

Just enter the chain to search (pair)

ASCII:

Enter the chain to search and choice between:

Not case sensitive: ABC = abc
Case sensitive : ABC different of abc
Not Unicode: ABC
Unicode : A.B.C

DECIMAL:

enter the number to search :

1 byte = 0 - 255 (hexa: 0 - FF)

2 bytes = 0 - 65535 (hexa 0 - FF)

4 bytes = 0 - 4294967295 (hexa 0 - FFFFFFFF)

PATCH MAKER

You can enter max 197 lines and 4k of hexa chains

BUTTONS:

- ADD : add an line : offset + chain to write (hexa).
- DELETE : choice the line to delete and press this button.
- EDIT : choice the line to edit and press this button.
- LOAD : load an **mpc** file.
- SAVE : save an **mpc** file.
- ERASE : delete all line.
- WRITE : write all line in the file to patch.

STEP FOR MADE A PATCH:

- Have more 0 line.
- Choice the file to patch with the open button.
- Choice the exe name of your patch.
- In the edit zone at the top ,put your info.
- If you want be sure that the file to patch is the same your,click checksum.
- Finally press the build button, You will found your patch in the same directory of MAGIC TRAINER CREATOR.

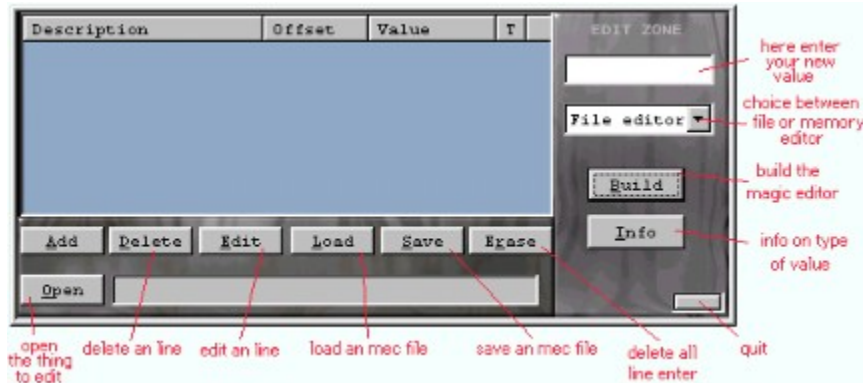
IMPORTANT:

- The length of a name under dos are max : 8 and must don't have space so if this name is more 8 and have space : a patch for win95 is made.

-

MAGIC EDITOR

You can enter max 197 lines



press the build button for create a magic editor

- Choice the type of magic editor (file or memory).
- Enter the window name of your editor.
- Enter the name of the exe.
- Enter your info in the edit zone at the top.
- Choice the mec file.
- Choice an gtc file (optional,you can write this file with the skull button in the magic editor)
- Finally press the build button, You will found your editor in the same directory of **MAGIC TRAINER CREATOR**.

* if **always updated** is check: the magic editor refresh always the values , if not : magic editor refresh them only when it 's at the foreground.

[INFO](#)

- description
- offset
- type of value

-offset
-chain (hexa)

