

Anleitung

COLLABORATORS

	<i>TITLE :</i> Anleitung		
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REVISION HISTORY

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Contents

1	Anleitung	1
1.1	Trainer Maker Manual	1
1.2	überblick	1
1.3	multitasking	2
1.4	anleitung	2
1.5	tips	3
1.6	The different number formats	3
1.7	Trainer Maker Entwicklungsgeschichte	3
1.8	Updates	3
1.9	programmierer	4
1.10	copyright	4
1.11	index	4

Chapter 1

Anleitung

1.1 Trainer Maker Manual

Trainer Maker

Version 3.0

Copyright © 1995 Frank Otto

Introduction

What is the program?

Manual

The interface & the gadgets

Hints

Questions and Answers

History

What's new?

Updates

Where are the new versions available?

Copyright

copyright notice

Programmer

address of the programmer

1.2 überblick

With Trainer Maker it's possible to modify memory addresses of a ↔
game,
where several informations are saved like the amount of lives, ammunition
or money and to get unlimited lives, ammunition or money this way.

This program works only with games that run in
Multitasking
.

You can even use freezer addresses with this program which are originally
only for freezer modules.

1.3 multitasking

Multitasking means, that many programmes (tasks) run simultaneously.
To switch between these programs, are some possibilities:
Click the gadget at the top-right position of the screen or press Amiga
(left) and M or N.

1.4 anleitung

The gadgets

Word:

Here you can change the
numberformat
.

Find address:

Searches for the value entered at "Value" in the memory area, entered
at "From" and "To" (see below).

Value:

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

From:

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

To:

And this is the address where the program stops to search.

Compare:

After searching for a value, switch with multitasking
to the game and change the value. E.g. loose a life.
Now enter the new (modified) value (e.g. 10). Now the value will be compared
with the old one and if the memory area is the same, one or more addresses
will be viewed. If nothing is viewed, nothing was found.

View changes:

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

Modify address:

Now you can change the number of lives, money etc. At "Adress:" enter the

address you want to modify. At "Value:" you can enter the number you want to have now. If you want to have 2000 lives, enter "2000". The address will only be modified after clicking the gadget!

1.5 tips

What's the reason if no addresses will be found?

Values (lives, etc.) are saved at different addresses, so the reason can be that you just searched in the wrong memory area. Most addresses are saved at 100000-500000. If you've got some Fast-RAM, it's very possible that the value is saved there. So search in Fast-RAM or disable it with SYS:System/NoFastMem.

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

Which format should I use?

Just check them all but "Word" is preferable.

1.6 The different number formats

Byte saves values from 0 to 255
Word from 0 to 65535 and Longword all over them.

1.7 Trainer Maker Entwicklungsgeschichte

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

1.8 Updates

The latest demo version is available for an empty disk and an addressed envelope with stamps or enough money for postage.

You can get the latest full version if you send your original disk and enough money for postage.

Please order updates there where you bought your complete version before.

Adresses

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1.9 programmierer

If you want to ask something make sure to include an envelope with stamps or enough money for postage.

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1.10 copyright

This version of "Cheatfinder" is the complete-version. Please don't copy.

If you take the demo on your PD-Disk, please send me a copy.

If you want to distribute this program the commercial way, please contact me .

1.11 index

Manual

Copyright

History

Multitasking

Programmer

Tips

Updates

Numberformats [LINK](#) Zahlenformate}
