SaveEd

COLLABORATORS			
	TITLE : SaveEd		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 15, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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SaveEd

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        Copyright (C) 1999 by Rune Keller.
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1.2   What to do with it

```
  Introduction
  ~~~~~~~~~~~~
SaveEd is a tool for editing files. The main purpose is to cheat with savegames,
but it may be suitable for many other things. SaveEd can both be used by
```

complete beginners and experienced cheaters.

WARNING! This tool changes your files. ALWAYS make backup of any files you plan
to edit. Even though you know what you do, SaveEd may crash, cheat files may be
faulty or you could have a power shutdown! ALWAYS make backups :)

1.3   What you need to use it

    Requirements
    ~~~~~~~~~~~~
- Any Amiga
- OS 2.0 or better (I guess)

1.4   How to install it

    Installation
    ~~~~~~~~~~~~
Simply copy all the SaveEd stuff into a directory of your own choice.

1.5   How to use it

    Usage
    ~~~~~
SaveEd has four main windows.

File

In this window you can load the main file you want to edit. If you want to do
cross-searches etc. you also need to load a swap file.

When loading the main file SaveEd will automatically try to pick the correct
fileformat. If this was wrong or did not happen, you can select it manually by
using the Set button.

At the bottom of the window you can open or activate the last three windows.

Options

This function is only available if a fileformat has been recognized or selected.
This window will then list all the built-in cheats that exist for this format.

Everything in this window should be pretty self-explanatory. The Group slider
appears when the file has several alike options (like the same options for all
characters in a party in an RPG).

You must press Change when you want to perform the changes. If you do not
click Change nothing will happen. Reset will change anything you have altered
back to the original (since last load).

Search

The most complex window. The upper half is used to search for strings or values.
The X-buttons are for cross-searching: Say you have two different savegames –
you have got 600 gold in the first (main) and 750 in the second (swap). Now
enter 600 in Main Value and 750 in Swap Value. Finally press X-Long or X-Word
to find the exact address where both of these match.

S-Search is used to Step-Search. The step value is entered in the Step box and
the values searched for is the ones in the normal Value and Swap Value boxes.
Say you have a savegame which have several alike values (like characters in a
party in a RPG game). You must find the step in bytes between each character and
enter this as the step. Now pressing S-Byte will find addresses with search for
the Main value. When this is found the routine jumps Step bytes forward to check
for the Swap value. This is repeated until the end of the file. If both the Main
and Swap value was found, the search was succesful.

Occurence will tell all the results of the search and Address the exact adresses.
At the bottom you can now poke a new string (Length is the max length of the
string) or value.

You should ONLY poke to addresses you are sure of. If a search reveals 17
occurences you need to try more searches. It is also important that you always
choose the corrent length (Length for strings and Poke/Doke/Loke for values).
If you poke to a wrong address, you savegame will 99% not work anymore.

Hex Display

This window display the hexcodes of the loaded file. You can enter the address
(start with a '$' to use hex) and then change a value using the Poke button.

The Hex Display is very simple and early. The display may look weird (depending
on your font settings).

1.6   What about cheat files

   Cheat files
   ~~~~~~~~~~~~
The directory Cheats includes several built-in cheat files that allows for easy
use with the Cheat Options window. With the slightest skills you can create your
own. I'm not gonna explain how they work here, but take a look at the file
Description.TXT and you should be able to figure it out.

Please upload any cheats you may create to AmiNet. If you send them to me aswell
I will include them in the next update of SaveEd.

Please note that some of these savegames (mainly PSX-ones) uses checksums. This
means that the savegame will be messed up once you change something. When I
figure these checksums out I will improve the cheats to handle this. Until then
those cheats are marked (Checksum missing).

Also note that beta-versions (x.xß) have not been tested.

This version of SaveEd includes the following cheat files:

Bomberman World, PSX (1.0ß) – Change country (Europe, USA, Japan)

Cannon Fodder, Amiga (1.0) – Change kills

Championship Manager 93 1.07, Amiga (1.0) – Change name, score and money

Championship Manager 93 EOS, Amiga (1.0) – Change name, score and money

Championship Manager Italia 93, Amiga (1.0) – Change name, score and money

Chocobo Racing, PSX (1.0ß) – Change country (Europe)

Civilization, Amiga (1.0) – Change funds and current year

Civilization AGA, Amiga (1.0) – Change year, difficulty, tribes and units

Colonization, Amiga (1.0) – Change year and "tribes"

Croc, PSX (1.0ß) – Change country (Europe, USA)

Dark Queen Of Krynn, Amiga (1.0) – Complete character edit

Dead Or Alive, PSX (1.0ß) – Change country (Europe, Japan)

Doom, Amiga (1.0) – Change level, health, armor, weapons and ammo

Eye Of The Beholder, Amiga (1.0) – Complete character edit

Eye Of The Beholder 2, Amiga (1.0) – Complete character edit

Faery Tale, Amiga (1.0) – Change character, skills and items

Final Fantasy VII, PSX (1.0ß) – Change country (USA)

Gran Turismo, PSX (1.0ß) – Change country (Europe, USA, Japan)

Great Courts 2, Amiga (1.0) – Change skills

Heart Of Darkness, PSX (1.0ß) – Change country (Europe, USA)

Kagero Deception 2, PSX (1.0ß) – Change country (Europe, USA) (Checksum missing)

Loaded, PSX (1.0ß) – Change country (USA)

Lords Of The Realm, Amiga (1.0) – Change current year and funds

MediEvil, PSX (1.0ß) – Change country (Europe)

Ninja, PSX (1.0ß) – Change country (USA)

Phantasie 3, Amiga (1.0) – Complete character edit

Quake, Amiga (1.0) – Currently no options

Rage Racer, PSX (1.0ß) – Change country (Japan)

Railroad Tycoon, Amiga (1.0) – Change funds

Resident Evil, PSX (1.0ß) – Change country (USA, Japan)

SCARS, PSX (1.0ß) – Change country (Europe, USA)

Silent Hill, PSX (1.1) – Change country (USA), save no., health potions, ↩
    ammonition (Checksum missing)

Sim City, Amiga (1.0) – Change funds and city name

Soul Blade, PSX (1.0ß) – Change country (USA)

Speedball 2, Amiga (1.0) – Change credits

Speris Legacy, Amiga (1.0) – Change Score, money, keys, bombs and vitality

Sports Car GT, PSX (1.0ß) – Change country (USA)

Spyro The Dragon, PSX (1.0ß) – Change country (Europe, USA)

SWOS EC, Amiga (1.0) – Change name and funds

Syphon Filter, PSX (1.0ß) – Change country (Europe, USA)

T'ai Fu, PSX (1.0ß) – Change country (Europe)

Tekken 3, PSX (1.0ß) – Change country (Europe, USA)

Tenchu, PSX (1.0ß) – Change country (Japan)

Tomb Raider, PSX (1.0ß) – Change country (Europe, USA)

Tomb Raider 2, PSX (1.0ß) – Change country (Europe, USA)

Wild 9, PSX (1.0ß) – Change country (Europe, USA)

Wings, Amiga (1.0) – Currently no options

WipeOut XL, PSX (1.0ß) – Change country (USA)

1.7 What you just have to know

   Info
   ~~~~
This is some basic information for complete beginners.

Data basically exists in two types: strings and values. Strings are sentences
of letters and can come in any shape and length. In save games you will probably
only find strings when it comes to names of cities, characters and so on.

Values are numbers. These come in three lengths:

```
1 byte  =  8 bits = Byte/Peek/Poke = 2^8  = 0 to 255
2 bytes = 16 bits = Word/Deek/Doke = 2^16 = 0 to 65535 or -32767 to 32767
4 bytes = 32 bits = Long/Leek/Loke = 2^32 = -2.1 billion to 2.1 billion
```

To Peek/Deek/Leek means to read a value and to Poke/Doke/Loke means to write a
value.

There exists three (well, basically) ways to write a value:

```
Binary      = 0 to 1
Decimal     = 0 to 9 ("normal" numbers)
Hexadecimal = 0 to f (0, 1, 2, 3, 4, 5, 6, 7, 8, 9, a, b, c, d, e, f)
```

Binary is represented by a % (eg. %11010 = 26) and hexadecimal by a $ (eg.
$1a = 26).

Addresses are normally always written in hexadecimal.


## 1.8   What will there be in the future

```
  Future
  ~~~~~~
```
SaveEd could be improved in several ways:

- MUI interface

- Better Hex Display

- Read and write PSX memorycards (via parallel port)

- Options to de/crypt SNES and other crypted save games

- More cheat files

Which of these I will do is currently unknown, though.


## 1.9   How did it grow up

```
  History
  ~~~~~~~
```
- 1.00 (99/08/02)   first public release

- 1.01 (99/08/??)   public release

  FIX! The text string at the Main file was displayed wrong.

  FIX! You no longer have to press return after a input.

  FIX! Read command did not get the correct Length and thus always returned 0.

  FIX! Using Read in loops only returned the value of the first loop.

  FIX! Min and Max values were automatically set to 0.

  NEW! Value type 6 and 7. Added for use with country codes of PlayStation games.

NEW! PreValue.X and PreString.X options added for use with Value type 6 and 7.

NEW! Step Search option in Search window.

ADD! Now more than 45 cheat files, including PlayStation games.

## 1.10 Known bugs

```
  Bugs
  ~~~~
- None known.
```

1.11 Acknowledgments

```
  Thanks
  ~~~~~~
- Pietro Ghizzoni
```

1.12 Who did it

```
  Author
  ~~~~~~
If you would like to contact me for comments, suggestions, new data or anything
else, you are very welcome to contact me on my e-mail address:

  Rune J. Keller
  Sporuplundsvej 105
  DK-8472 Sporup
  Denmark

  keller@vip.cybercity.dk
```

1.13 Legal stuff

```
  Copyright
  ~~~~~~~~~
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to send me a small gift if you like the program.

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```