The Super-Ultimate user's tool!

Demo beta-2 version manual

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1. Introduction

What do you want to get from games? Most of you might have asked yourself this question.Yes, maybe you can give me thousands of reasons ,but I think no one will tell me what he or she wants are "*endless frustration and boring training*", just because the programmer designs overmuch enemies or invincible opponents.
Choose FPE,

No more cheat codes needed !!! No more frustration !!! No more wasted time !!!

This DEMO version is free,you can download it or put it up in your homepage,but you are not allowed to modify or add/delete any file of the original distributed archive.This DEMO version is just to let you try some of FPE's powerful features.

The official version of FPE 6 is a commercial software,if you like this DEMO and wish to get a FULL-functional version,please consider buying FPE 6 to spirit up the author .
For further information, please visit:

FPE official home: http://www.cis.nctu.edu.tw/~gis85566/

2. Features

FPE is a Windows 95 32 bit program,it works only for games designed to run in Windows 95 or Windows 95 DOS box. You can't use FPE to attack games for Window s NT or Windows 3.1.

FPE 6.0 commercial version can:

- Lock or modify your money, blood, lives……. easily!
- Support up to 4Gb memory.
- Scan 24 targets at the same time!
- Ultra-fast analyzing speed! The scan engine is completely rewritten in version 6.0.
- Ultimate Hot-key interception! Switch to FPE 6 from any game even if it locks the k eyboard!!!
- Lock 48 targets at the same time! Each target can contain up to 16 bytes! Save/l oad locked targets supported!
- Online editor for memory/text file/bin file! Be able to read game walkthrough whe n playing the game at the same time!!!
- Complete support for recent popular VOODOO 3D video cards and other 3D accel eration cards.
- Capture DirectX 5 game screens! Preview captured pictures in FPE 6 directly! With auto-name/auto-capture/load function.
- A free utility to convert captured pictures to gif/jpg!
- Revolutionary new scan/analyze technology! Super Fast and flexible! Including hig h-scan/low-scan/free-combined for strings, HEXadecimal, DECimal, SPECfloat….
- Much more...................................

- This demo disable some features, and all features only are available in co mmercial version.

- The commercial version will have more detailed manual. It also has many ex amples to tell you how to cheat most PC games.

- The commercial version is comming soon.

- Demo beta-2 fixs some bugs of beta-1, and add some functions.

3. Option

```
┌─Option──────────────────────────┐
│ ☑ Enable SPY                    │
│                                 │
│ ☐ Interrupt Game                │
│ Scan: (400000-80000000)         │
│ ┌──────────────────────┬───┐    │
│ │ Auto                 │ ▼ │    │
│ └──────────────────────┴───┘    │
│ Tmp:                            │
│ ┌────────────────────────────┐  │
│ │ c:                         │  │
│ └────────────────────────────┘  │
│ Hot-key:              Hot-write:│
│ ┌──────────────────┐  ┌───────┐ │
│ │ Num *            │  │ ▦     │ │
│ └──────────────────┘  └───────┘ │
│ ┌────────────────────────────┐  │
│ │      ✔ Update Key          │  │
│ └────────────────────────────┘  │
└─────────────────────────────────┘
```

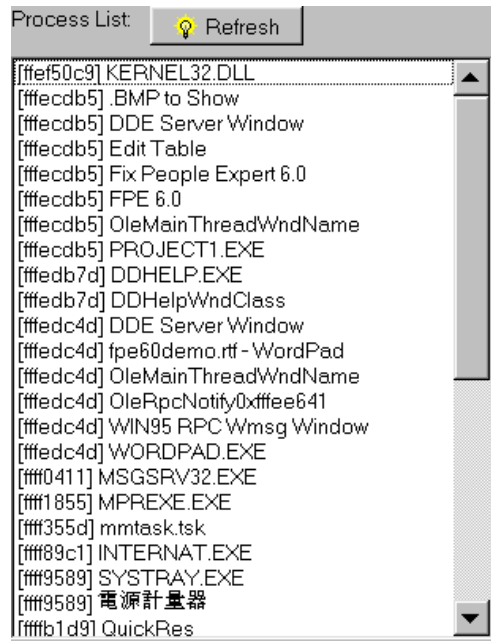## How to set Hot-Key?

- Use mouse to click the small field below "hot-key" text, now just press the Hot-key you want to use and click the "Update Key" button on the right.
- If the game runs under DOS box, you MUST use "Ctrl+Hot-key" to pop up FPE. That is due to a limit of Windows 95 and can't be solved.

Which process to attack?

- In such a multitasking OS, it is very important to "focus" on the "right" "process". A wrong process will cause long analyzing time and might miss the targets. There are two ways to locate the correct process:

a. In most cases,run game first, then press the hotkey to pop up FPE 6. The process id will be obtained.

b. If the auto-get process id failed, go to the "Others" menu item, on the right side, a "refresh" button is beside the "process list", press it and lots of processes will show up. Use mouse to choose the one that should be the game's name, now it is okay and will pass to FPE 6 when executing the "Scan" function.

```
Process List:      🔆 Refresh

[ffef50c9] KERNEL32.DLL              ▲
[fffecdb5] .BMP to Show
[fffecdb5] DDE Server Window
[fffecdb5] Edit Table
[fffecdb5] Fix People Expert 6.0
[fffecdb5] FPE 6.0
[fffecdb5] OleMainThreadWndName
[fffecdb5] PROJECT1.EXE
[fffedb7d] DDHELP.EXE
[fffedb7d] DDHelpWndClass
[fffedc4d] DDE Server Window
[fffedc4d] fpe60demo.rtf - WordPad
[fffedc4d] OleMainThreadWndName
[fffedc4d] OleRpcNotify0xfffee641
[fffedc4d] WIN95 RPC Wmsg Window
[fffedc4d] WORDPAD.EXE
[ffff0411] MSGSRV32.EXE
[ffff1855] MPREXE.EXE
[ffff355d] mmtask.tsk
[ffff89c1] INTERNAT.EXE
[ffff9589] SYSTRAY.EXE
[ffff9589] 電源計量器
[ffffb1d9] QuickRes                   ▼
```

What does the "Interrupt game" option do?

- When checked, FPE 6 will freeze the game to ensure the freeze of target values when the hot-key is pressed and pop up to user for operation. In the DEMO version, you can't enable this function, thus you may encounter a Hot-key problem in some games. But if you enable this function, you can popup FPE 6.0 in almost games.

## What does the "Hot-write" option do?

- If you don't want to lock some targets, you can disable auto lock option, and press "Hot-write" key to modify target during playing game. If you play some games which you can't lock targets, you can use this function too. This is only available in the commercial version.

4. Main functions

1.   Memory Analysis (Scan)

FPE locates the targets by analyzing the changes of memory, so you must <u>analyze the memory when the desired target changes</u>. Let's take a popular Windows 95 game for example: Red Alert Windows 95 version. If you have 4000 credits in the beginning,

* STEP 1: Press the Hot-Key to pop up FPE 6 (The default Hot-Key is the grey * on the right side of your keyboard). Enter "4000" in the "Scan target" field, then click the "Start" button. FPE will start the analyzing process, when it is done, click the "Game" button on the right upper corner or just press "Esc" to go back game.
* STEP 2: Again you are in game now. Build something to spend your money. Suppose the money you have is now 3700,press the Hot-key again to switch to FPE, enter 3700 in the "Scan target" field, then click the "Start" button. This time, the possible address list should be small (If they are still too many, repeat STEP 2 until they are less than 10, then FPE will list them). Finally, you will only get three addresses in the list. Congratulation! You can modify/lock them to anything you like now. If you want to force FPE to list all possible memory addresses even when they are hundreds, just click the "Re-list" button.
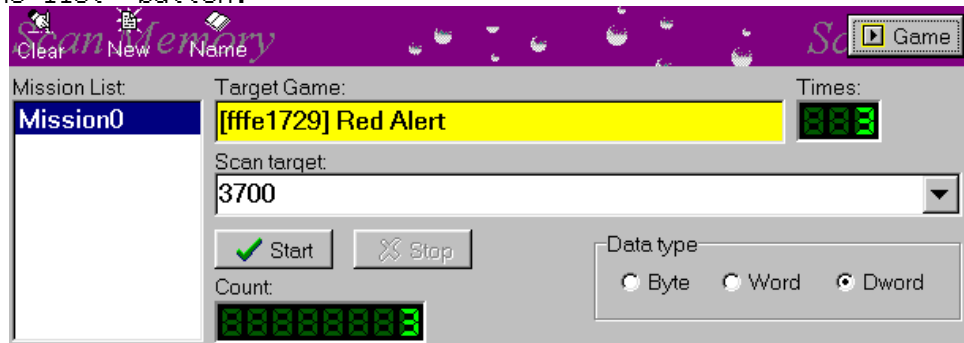
* STEP 3: Take a look at the memory address list below. The "h:" means it a HEXADECIMAL value and the "d:" means it a DECIMAL value. You can use the standard Windows 95 "Ctrl" or "Shift" key combinations here to select specific ones or continuous ones, then press "Add" on the left to add to the FPE table.
*

Edit Table
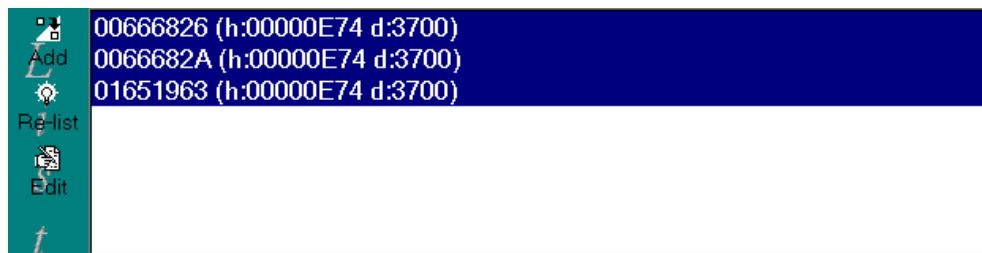
Address
00666826h,006   ☑ Auto Lock

Value
9999

Comment
Mission0

Data type
○ Byte   ○ Word   ● Dword

✓ OK
✗ Cancel

- **STEP 4**: Take a look at the above image. Enter the value you want FPE to lock in the "Value" field. Enter the description of this target in "Comment" field. If the "Auto-Lock" box is checked, FPE will fill the memory address with the value in the "Value" field several times in one second.

| Address	Lock Value	Comment
✓ 00666826	9999	Mission0
✓ 0066682A	9999	Mission0
✓ 01651963	9999	Mission0

As the table above, you have successfully cheated the game!

Data types FPE can analyze:
1. Decimal ex: 10
2. Hexadecimal ex: Ah
3. 4 bytes negative ex: -100
5. String ex: 'John'
6. SPECfloat ex: 100.5
7. Unknown type by using "<", ">", "=", "!" to locate the targets. This is only available in the commercial version.
8. SPECfloat that you know only its "integral part". ex:100.* It is very useful in many games. This is also only available in the commercial version.
9. Freely combined analysis. Ex: you enter "100, ?, 200" first, and "use "-, +, 199" to analyze for the second time. This is also only available in the commercial version.

2. Memory or File edit (Edit)

FPE 6.0 can edit memory adressses or files, which means you can also edit save files or read game solutions downloaded from Web, or you can write your own game note if you wish. In the commercial version, you can "search" or edit any type numbers! A powerful "Undo" function is included!!

3. Game Screen Capture (GPE)

The commercial version of FPE 6.0 can capture game screens directly and save them to popular BMP-format files, with built-in file management : Load, Name, Delete, Edit. Auto-name file-saving and picture preview are two powerful functions to save the user's time.
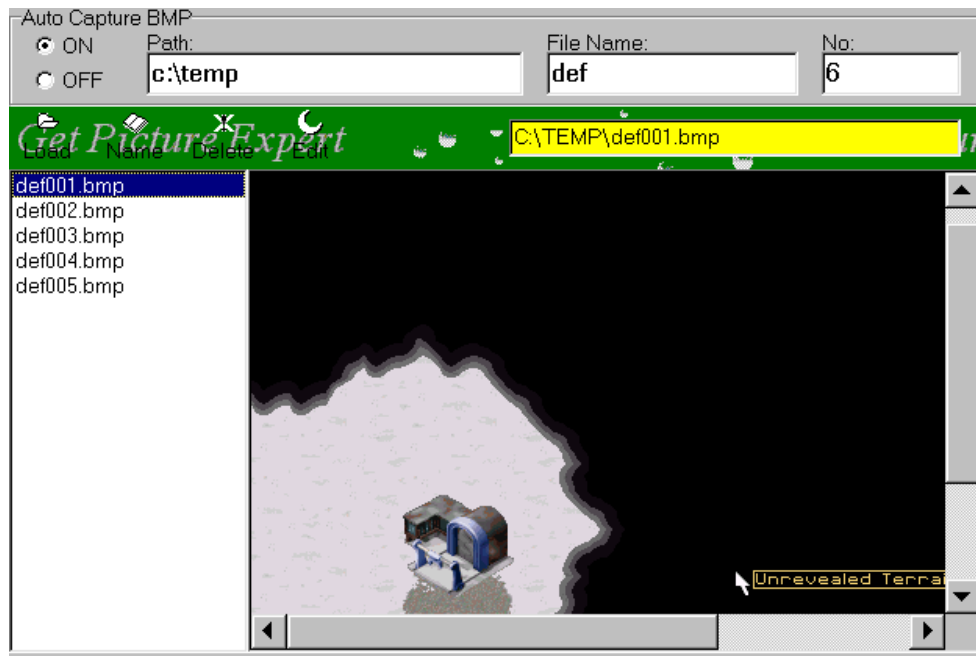
There are still lots of other great features provided by FPE to help you win any game. Please visit FPE's homepage and you will find more useful information that will surprise you !!

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