

# Manual

**COLLABORATORS**

	<i>TITLE :</i> Manual		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## Manual

### 1.1 Trainer Maker 2.1 Copyright © 1994 Frank Otto

Trainer Maker makes unlimited lives, money, ammunition etc. in ←  
games.

This demo only works with games with  
Multitasking

It's even only working in word-format (see later).

The complete version works with many games without multitasking, runs  
in all 3 formats and has a graphical user interface.  
If you want to see a screenshot of the complete version, please click here.

Trainer Maker replaces the trainer function of freezer-modules (eg  
Action Replay). You can use the addresses that are printed in some magazines  
with this program.

Please read the file GCS.readme!!, if you want to order the complete version.

Manual  
The Userinterface and the Gadgets

Development-history  
What's new? What was in the older versions?

Copyright  
Please read this

Programmer  
The adress of the programmer

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### 1.2 multitasking

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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.

### 1.3 manual

After loading the program, you can use the following options by pressing the leftmouse-button on a gadget:

Word With this you can change the numberformat

The defaultsetting is "Word".

Find adress: Loads the "Adressfinder". After the new window appears you can use other options (with keyboard) to find an adress:

S (Search): You can enter a number (number of lives, ammunition, money etc, e.g. 20). The program searches in memory for that number and if something was found the memoryarea will be viewed. Elsewhere "too much possibilities!" and the searched memoryarea will be viewed.

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

B,W,L:

Changes to byte, word or longword-format.

Default is W (Word). To search for addresses in byte-mode zu suchen, is not very fortunatly, because here are always many or too much possibilities. The Mainprogramm and this one must always be in the same format.

Q: Quits the program. With Amiga (links) and A you'll get back to the mainprogram.

Back to mainprogram...

Modify adress: Now you can change the number of lives, money etc. At "Adress:" enter the adress that was found by Adressfinder. At "Value:" you can enter the number you want to have now. If you want to have 2000 lives, enter "2000". The adress will only be modified after clicking the gadget!

About: Shows some informationen about the program. You'll get back with the OK-gadget.

If you want to quit, just click the closegadget at top-left of screen.

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### Step-by-step

1. Load Trainer Maker.
2. Switch with Amiga (left) + A to Workbench or AmigaDOS and load a game.
3. Switch with Amiga (left) + M to Workbench.
4. Switch with Amiga (left) + A to Trainer Maker.
5. Click "Find adress".
6. Enter "S".
7. Enter the number of lives, money, or that you want to change.
8. Switch with Amiga (left) + M to game.
9. Change the number, you want to change (loose a life).
10. Switch with Amiga (left) + M to Adressfinder.
11. Enter "C".
12. Enter the new number.
13. Remember the adresse/s and switch with Amiga (left)+A to Trainer Maker.
14. Click "Modify adress".
15. Enter the adress. If it are more, try everyone.
16. Enter the new value. If you want to have 10000 lives, enter "10000".
17. Switch to Workbench by pressing Amiga (left) + A.
18. Switch with Amiga (left) + M to game. Ready!

## 1.4 faq

How do I know, if a game works with Trainer Maker?

Trainer Maker works with every game, running in Multitasking. There are many other games, running in Multitasking too (because they use some OS-routines), but it's not possible to switch between Workbench and game. Unfortunately there's no method how to know if that game is such a game, so you have to try. If the game can be loaded by Workbench, it could be such a game. In every case, Trainer Maker doesn't work with games that can only be loaded by Trackloader from disk. (These disks are no dos-disks.)

What is the reason, if adresses will never be found?

Maybe you're in the wrong numberformat. Try other ones and see below.

Which format should be used for games?

At most games it is the "Word"-Format. It's better you try everyone if nothing is found.

## 1.5 The different numberformats

Byte searches for values until +127 (\$7F or 2 hex-digits).

Word searches for values until +32665 (\$7FFF or 4 hex-digits).

Longword searches anything what is higher (until 7fffffff or 8 hex-digits).

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## 1.6 Developmenthistory

- 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.

## 1.7 Updates

You can always order the latest demoverision for an empty disk and an adressed envelope with stamps or enough money for postage and packing.

Of course you can order the latest full program, if you send the original disk and enough money for packing and postage. But please order updates only there where you bought the fullversion. If you bought Trainer Maker or Cheatfinder at me you can update these ones to the Games Cracking Set too.

Adresses

Frank Otto  
Grelckstr. 27  
22529 Hamburg  
Germany

E-Mail: FRANK@ZINOCAVE.wind.dbn.sub.org

oder:

APC&TCP  
Andreas Magerl  
Dorfstr. 17  
83236 Übersee  
Germany

Hotline: 08642/899953  
Mailbox High Voltage  
Port 1: 08642/598919 (TKR 14.400)  
Port 2: 08642/899952 (ISDN)  
Port 3: 08642/1336 (Zyxel)  
Port 4: 08642/6279 (Supra 2400)

E-Mail: ANDREAS@HIGHVOLT.gun.de

## 1.8 programmer

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Wenn Sie mir per Post schreiben (abgesehen von Bestellungen der Vollversion), legen Sie bitte einen ausreichend frankierten und adressierten Rückumschlag bei.

Frank Otto  
Grelckstraße 27  
22529 Hamburg  
Deutschland

E-Mail: FRANK@ZINOCAVE.wind.dbn.sub.org

## 1.9 copyright

This version of "Trainer Maker" is the complete-version. Please ↔  
don't copy.

The demoverision of this program can be copied if it's not modified.  
If you take the demo on your PD-Disk, you have to send me a copy.  
It can also be taken on a coverdisk, if I'll know what magazine it is or  
if I will get one.

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

me  
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## 1.10 index

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