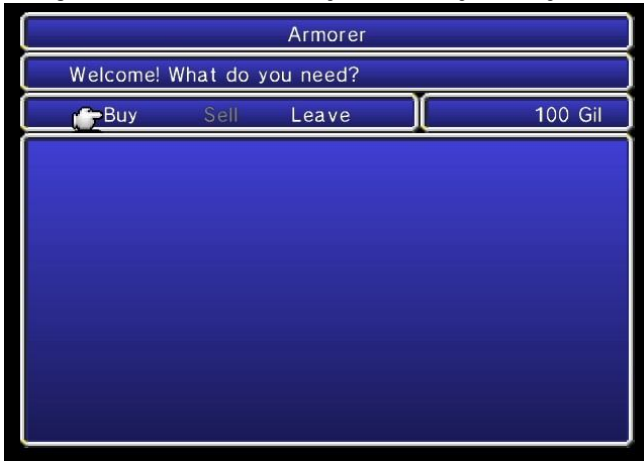


Wii: Approach to RPGs I

By **GMO** codemasters-project.net

Example: [WiiWare] Final Fantasy IV The Years After (WF4E)

You start the game landing in Adamant Isle. The first thing you want to do is get to a shop. We need to make a Money Code to start us off with. You go to the Armorer and you notice you only have 100 Gil.



Do a 16-Bit search for 100 (0064)

memory range

80 Start: 80000000 End: 81800000

Value Type

Last Value

Specific Value

0064

Convert Dec to Hex

Data Size

8 bits

16 bits

32 bits

Compare Type

Equal

Not equal

Less than

Less or equal

Greater than

Greater or equal

Flag Search

Different by :

00000000

1406 codes found. Page 1/6

Address	Old Value	Value
80000186		0064
80000196		0064
800001AE		0064
80000286		0064
80000296		0064
800002AE		0064
80000386		0064
80000396		0064
800003AE		0064
80000486		0064
80000496		0064
800004AE		0064

Load Search Save Search 01

Buy a Bronze Shield which would bring your Gil to 0. Do a search for 0 (0000)

memory range

80 Start: 80000000 End: 81800000

Value Type

Last Value

Specific Value

0000

Convert Dec to Hex

Data Size

8 bits

16 bits

32 bits

Compare Type

Equal

Not equal

Less than

Less or equal

Greater than

Greater or equal

Flag Search

Different by :

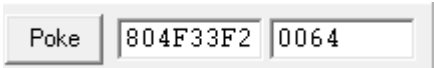
00000000

1 code found. Page 1/1

Address	Old Value	Value
804F33F2	0064	0000

Load Search Save Search 01

Cool it seems we found our money code. Right-click 804F33F2 and click Poke. At the bottom right of WiiRD you should see



Click Poke and your Gil should return back to 100! Change the value to 270F and click Poke. Your value should have changed to 9999



Now that we have an unlimited supply of funds (Gil) we can start making Item Modifiers and Maxing out Item slots.

First thing I want you to do is buy some items.

Buy 21 Bronze Shields (You already have one, it will make it 22)
31 Bronze Helms, and 50 Bronze Armor. Your screen should look similar



We are going to start out by Maxing out the value of Slot 1 (Bronze Shield). In Wiird, do an 8-Bit search for 22 (16).

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

Data Size: 8 bits 16 bits 32 bits

Compare Type: Equal Not equal Less than Less or equal Greater than Greater or equal Flag Search Different by :

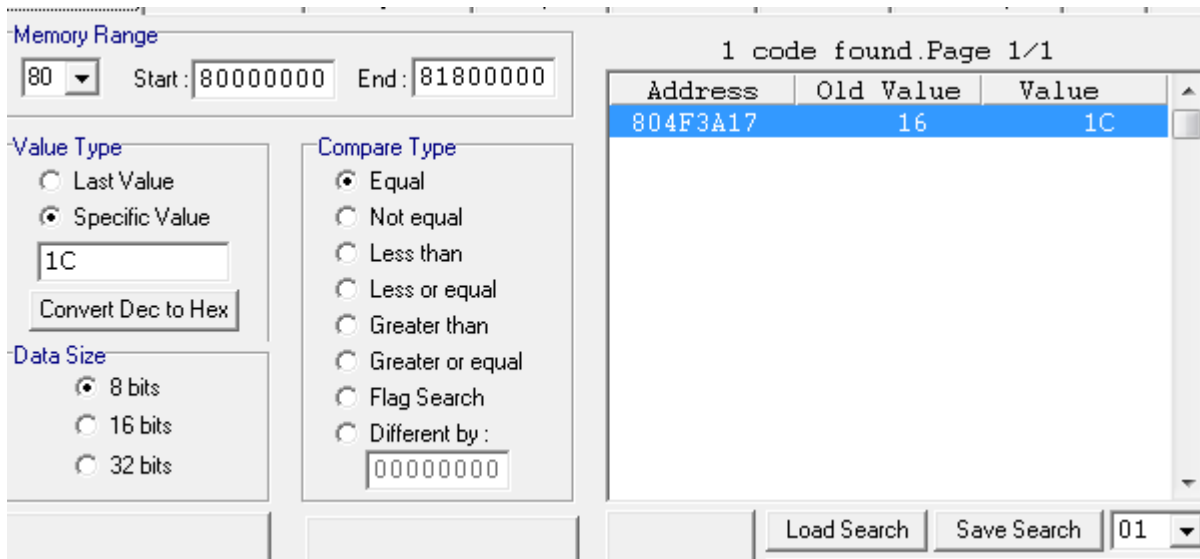
40219 codes found. Page 1/158

Address	Old Value	Value
80001DF3		16
8000218F		16
8000219E		16
800022D2		16
80002386		16
80003085		16
80003089		16
8000308D		16
800030DA		16
80005CE6		16
800096BB		16
800096CF		16

Restart Search Undo Load Search Save Search 01

Poke

40219 is way too many, buy 6 more Shields and do a search for 28 (1C)



Awesome. Poke the address 804F3A17 with any value 00-63. I'll Poke it with 63



Max Items Slot 1
 004F3A17 00000063

Now that we have figured out 804F3A17 is the Items Max Value let us figure out what the value of the Bronze Shield

Right-Click 804F3A17 and click Memory View, then click on the Memory Viewer Tab

Auto-Update On/Off

804F3A14

Display Type
 Hex
 ASCII

Search

 Case Sensitive
 Unicode

floating Value :
 1.38728547 e-43

Display	00010203	04050607	08090A0B	0C0D0E0F
804F3A00	00000000	00000000	00000000	00000000
804F3A10	00000000	00000063	0000001F	00000000
804F3A20	00000032	00000000	00000000	00000000
804F3A30	00000000	00000000	00000000	00000000
804F3A40	00000000	00000000	00000000	00000000
804F3A50	00000000	00000000	00000000	00000000
804F3A60	00000000	00000000	00000000	00000000
804F3A70	00000000	00000000	00000000	00000000
804F3A80	00000000	00000000	00000000	00000000
804F3A90	00000000	00000000	00000000	00000000
804F3AA0	00000000	00000000	00000000	00000000
804F3AB0	00000000	00000000	00000000	00000000
804F3AC0	00000000	00000000	00000000	00000000
804F3AD0	00000000	00000000	00000000	00000000
804F3AE0	00000000	00000000	00000000	00000000
804F3AF0	00000000	00000000	00000000	00000000

804F3A17 63 is Bronze Shield
 804F3A1B 1F is Bronze Helm
 804F3A20 32 is Bronze Armor
 But I do not see any Item Values...

Theory: Items are stored in your Inventory but by Address and Volume(Amount of) instead of Address, Item Value, and Volume(Amount of).

Out of curiosity let us Poke 804F3A18 with 01



NOPE! Definitely not good, Poke 01 back to 00 to bring it back to 31.
 Even though you items can go up to 99, you can still poke it to a 32-Bit Value which is NOT recommended!
 Let us go try poking all the ends of the addresses (3, 7, B, and F)

Display	00010203	04050607	08090A0B	0C0D0E0F
804F3A00	00000000	00000000	00000000	00000000
804F3A10	00000000	00000063	0000001F	00000000
804F3A20	00000032	00000000	00000000	00000000
804F3A30	00000000	00000000	00000000	00000000
804F3A40	00000000	00000000	00000000	00000000
804F3A50	00000000	00000000	00000000	00000000
804F3A60	00000000	00000000	00000000	00000000
804F3A70	00000000	00000000	00000000	00000000
804F3A80	00000000	00000000	00000000	00000000
804F3A90	00000000	00000000	00000000	00000000
804F3AA0	00000000	00000000	00000000	00000000
804F3AB0	00000000	00000000	00000000	00000000
804F3AC0	00000000	00000000	00000000	00000000
804F3AD0	00000000	00000000	00000000	00000000
804F3AE0	00000000	00000000	00000000	00000000
804F3AF0	00000000	00000000	00000000	00000000

Testing (Click Organize if you don't see immediate effect)

*I prefer to Organize by Armor so I do not get confused

804F3A1F 01 Steel Helm

Ahhh so the make Item slot 1 code earlier is really just 99 Bronze Shields

804F3A17 Bronze Shield

804F3A1B Bronze Helm
 804F3A1F Steel Helm
 804F3A23 Bronze Armor
 804F3A27 Chainmail
 804F3A2B Plate Armor
 804F3A2F Javelin
 804F3A33 Trident
 804F3A37 Partisan
 804F3A3B Kingsword
 804F3A3F Falchion

*See the included TXT File for the rest of the addresses

Use	Organize	Drop	
Potion	98	Hi-Potion	98
X-Potion	98	Ether	98
Dry Ether	98	Elixir	98
Phoenix Down	98	Gold Needle	98
Maiden's Kiss	98	Mallet	98
Diet Ration	98	Echo Herbs	98
Eye Drops	98	Antidote	98
Cross	98	Remedy	98
Megalixir	98	Small Tale	98
Siren	98	Golden Apple	98
Silver Apple	98	Soma Drop	98

Have All Items*

084F382B 00000062

01200004 00000000

*I have not tested it with DLC

Let us skip ahead and get into so In-Battle Codes



I am going to telling you right now, all you really need in Turn Base RPGs like this is Current and Max HP In-Battle
Biggs 350/ 350 (Current/Max)
Ceodore 97/97 (Current/Max)
Wedge 300/300 (Current/Max)

Time to make some health codes



As you see in the above picture Ceodore have 97 Current HP and 112 Max HP.
Set your WiIRD to do a 16-Bit search for 97 (0061)

Code Search | Monitor Search | Memory Viewer | Breakpoints | Disassembler | GDT Codes | Screen Capture | F3 | About

Memory Range: 80 Start: 80000000 End: 81800000

Value Type:
 Last Value
 Specific Value

Data Size:
 8 bits
 16 bits
 32 bits

Compare Type:
 Equal
 Not equal
 Less than
 Less or equal
 Greater than
 Greater or equal
 Flag Search
 Different by :

9298 codes found. Page 1/37

Address	Old Value	Value
80009518		0061
800145AE		0061
80017546		0061
8001F296		0061
800578D6		0061
8005ACBA		0061
8005CD66		0061
800B31C6		0061
800B7FD2		0061
800CCAF8		0061
800DABDE		0061
800DAC7E		0061

Restart Search Undo Load Search Save Search 01

Now, I am going to use a potion to restore my current HP. As you can somewhat see I am back at 112.



Now do a search for 112 (0070)

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

Data Size: 8 bits 16 bits 32 bits

Compare Type: Equal Not equal Less than Less or equal Greater than Greater or equal Flag Search Different by :

1 code found. Page 1/1

Address	Old Value	Value
805ABE76	0061	0070

01

Awesome! Right-Click 805ABE76 and click Poke. Now click the poke button, did your Current HP turn back to 97?



Sure did. Now you can modifier the current Hp with any value 0000-270F! Try it out; I'll try 270F for example.



Open up 805ABE76 in the Memory Viewer and put Auto-update on. Just watch the Viewer and look for any changes

Auto Search | Enter Search | Memory | CPU | Breakpoints | Disassembler | CPU Codes | Screen Capture | CPU | CPU

Take Snapshot **805ABEE2** Show Snapshot

Auto-Update
 On/Off

805ABE74

Display Type
 Hex
 ASCII

Search

 Case Sensitive
 Unicode

Display	00010203	04050607	08090A0B	0C0D0E0F
805ABE00	FFFFFFFF	FFFFFFFF	FFFFFFFF	FFFFFFFF
805ABE10	FFFFFFFF	FFFFFFFF	00000000	00000000
805ABE20	FFFFFFFF	FFFF0000	FFFFFFFF	FFFF0000
805ABE30	FFFFFFFF	FFFF0000	00000000	00000000
805ABE40	46520000	00007BD0	80594200	80EEA800
805ABE50	55441000	00005700	80EEB0B0	80EEB0F0
805ABE60	00000001	00000000	0000000C	00000000
805ABE70	00000003	0000270F	00000000	00000000
805ABE80	0000000C	000000FF	00000063	00000008
805ABE90	000000FF	00000063	00000005	000000EE
805ABEA0	00000063	00000043	00000000	00000000
805ABEB0	00000000	0000001F	000000FF	00000000
805ABEC0	00000000	00000000	00000000	000000FF
805ABED0	000000FF	FFFFBFFF	00000000	00000039
805ABEE0	00000042	00000035	00000039	00000070
805ABEF0	0000000F	00000015	00000000	00000000

Floating Value :
1.40115833 e-41

I used White Magic and cure myself like twice and noticed 805ABEF3 changed

Take Snapshot **805ABEE2** Show Snapshot

Auto-Update On/Off

805ABE74

Display Type
 Hex
 ASCII

Search

Case Sensitive
 Unicode

Search

Rating Value :
 .40115833 e-41

Display	00010203	04050607	08090A0B	0C0D0E0F
805ABE00	FFFFFFFF	FFFFFFFF	FFFFFFFF	FFFFFFFF
805ABE10	FFFFFFFF	FFFFFFFF	00000000	00000000
805ABE20	FFFFFFFF	FFFF0000	FFFFFFFF	FFFF0000
805ABE30	FFFFFFFF	FFFF0000	00000000	00000000
805ABE40	46520000	00007BD0	80594200	80EEA800
805ABE50	55441000	00005700	80EEB0B0	80EEB0F0
805ABE60	00000001	00000000	0000000C	00000000
805ABE70	00000003	00000070	00000000	00000000
805ABE80	0000000C	000000FF	00000063	00000008
805ABE90	000000FF	00000063	00000005	000000EE
805ABEA0	00000063	00000043	00000000	00000000
805ABEB0	00000000	0000001F	000000FF	00000000
805ABEC0	00000000	00000000	00000000	000000FF
805ABED0	000000FF	FFFFFFFF	00000000	00000039
805ABEE0	00000042	00000035	00000039	00000070
805ABEF0	00000009	00000015	00000000	00000000

Pause Run Minimize WiiRdGUI Show WiiF

Let us Poke the address and let see if it can possible be our Mana code. I am going to poke it with 63



Yes! The code does in fact work.

So far we have

Max Gil
804F33F2 270F

Individual Item Codes

Have All Items
084F382B 00000062
01200004 00000000

Infinite Health Ceodore
025ABE76 0000270F

Infinite Mana Ceodore
005ABEF3 00000063

Let us try to get some After Battle Codes. When you finish Battle you usually get 2 messages.
"XX Amount of gil obtained" and XX amount of EXP earned. Occasionally you get items/treasures
We are going to begin with Gil



It says we got 20 gil. In WiiRd let us do a search 16-Bit Search for 20 (14). I did another battle and got 32 gil.

Code Search | Pointer Search | Memory Viewer | Breakpoints | Disassembler | GCT Codes | Screen Capture | FST | Abo

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

Compare Type: Equal Not equal Less than Less or equal Greater than Greater or equal Flag Search Different by:

Data Size: 8 bits 16 bits 32 bits

69 codes found. Page 1/1

Address	Old Value	Value
80405E90	14	20
80405EA0	14	20
80559C47	14	20
80559CAF	14	20
805B3997	14	20
80F23519	14	20
80F23E5C	14	20
80F23F66	14	20
80F23F8C	14	20
80F23FA5	14	20
80F2437F	14	20
80F243A8	14	20

01

We are close to getting the code, another battle should do it. I got 52 gil in the next battle. Do a search for 34.

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

Compare Type: Equal Not equal

3 codes found. Page 1/1

Address	Old Value	Value
80559C47	20	34
80559CAF	20	34
80F2557A	20	34

Now that is really close, you can either start poking or try one more search to be safe. I did another battle so be safe and there are still 2 address left!

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

Compare Type: Equal Not equal Less than Less or equal

2 codes found. Page 1/1

Address	Old Value	Value
80559C47	34	24
80559CAF	34	24

I am going to have to watch them in the memory viewer

Auto-Update
 On/Off

80559C44

Display Type
 Hex
 ASCII

earch

Case Sensitive
 Unicode
 Search

loading Value :
 5.04467447 e-44

Display	00010203	04050607	08090A0B	0C0D0E0F
80559C00	00000001	00000007	00000000	00000000
80559C10	00000000	00000000	00000000	0000002D
80559C20	00000010	00000000	00000100	00000000
80559C30	00000001	00000000	00000001	00000000
80559C40	00000178	00000024	00000064	00000000
80559C50	00000000	00000000	00000001	000000D5
80559C60	00000000	00000000	00000000	00000000
80559C70	00000000	00000000	00000000	00000000
80559C80	00000000	00000001	00000000	00000000
80559C90	00000000	00000000	00000000	00000000
80559CA0	00000000	00000000	00000000	00000024
80559CB0	00000000	00000000	00000038	00000000
80559CC0	00000000	00000000	00000000	00000000
80559CD0	00000000	00000000	00000000	00000047
80559CE0	00000000	00000001	805AF3E0	00000000
80559CF0	00000000	00000000	00000000	00000000

Time for another battle... Oh that 178 you see to the left is the EXP earned address (I got 376 EXP that fight)
 Looks like I need both address for it to work

9999 Gil After Battle
 02559C46 0000270F
 02559CAE 0000270F



9999 EXP Earned After Battle
 02559C42 0000270F



Not bad at all you got Money, items, weapon, accessories, health, mana, and some after battle codes all under an hour.

I would say this is a pretty guide jump start for you. If you have any questions please feel free to ask or ask on the forums.

-GMO