

Toggle On\Off In-Game Extras

This is a method I use to activate in-game cheats so you won't have to buy them. Why make it if I can buy them? Simple, in most if not all LEGO games you need to find a Power Brick or Item to unlock extras for purchase. That is if you can find those items. But thanks to programmer cheats already known to will make having the codes a breeze. I'm going to use LEGO Batman (NTSC) as an example.

<u>Unlockable</u>	<u>Code</u>
Invincibility	WYD5CP
Stud Magnet	LK2DY4
Fast Build	GHJ2DY
Score x10	18HW07
Power Brick Detector	MMN786

First thing we need to do is some grunt work, we need a lot of studs to purchase the extras in the game. Yes, I know I said we are making the codes so we do not have to buy them, but guess what? How to you expect to base your work off something if you have nothing to work with. Start the first mission; in WiiRd enter 0453BB18 EE6B2800 in GCT Codes for Max Studs. Finish the mission, when your back in the Bat Cave go to the computer and purchase all the extras you can.



After you have purchased the extras and exited from the computer. Go to the Pause Menu and select Extras. Your screen should look similar to this.



The concept is pretty simply and straight forward. All we are going to do is turn on the extra and do a search for 01, turn the extra off and do a search for 00. Re-enable to extra doing a search for 01, and again turning it off and searching for 00. Get it? I'll do an example.

In-Game turn Silhouettes On.



In WiiRd, set Data Size to 8-Bit, Compare Type to Equal, Value Type to Specific Value, and enter in 01. Click the Start button and wait for the dumping blocks to finish.

memory range

80 Start: 80000000 End: 81800000

Value Type

Last Value

Specific Value

01

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

266939 codes found Page 1/1043

Address	Old Value	Value
80000027		01
80000028		01
8000007E		01
800000F0		01
8000011A		01
80000122		01
8000014A		01
80000152		01
8000021A		01
80000222		01
8000024A		01
80000252		01

Load Search Save Search 01

Your screen should be similar. Turn off Silhouettes. Enter 00 for the vale and click the Search button.

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

 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 :

4373 codes found Page 1/18

Address	Old Value	Value
803F9530	01	00
8042A856	01	00
8042A85A	01	00
8042A87A	01	00
8042A87E	01	00
80435F6D	01	00
80435F73	01	00
804360A3	01	00
8043621F	01	00
804362FD	01	00
8043639B	01	00
804364CB	01	00

Restart Search Undo Load Search Save Search 01

Not bad; 4373 is a pretty good start. Turn Silhouettes back on. Enter 01 as the value and click the Search Button.

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

 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 :

46 codes found Page 1/1

Address	Old Value	Value
803F9530	00	01
8042A87A	00	01
804360A3	00	01
804365F5	00	01
8051C49D	00	01
8051EFCD	00	01
8051EFED	00	01
8051F017	00	01
8051F01F	00	01
8051F107	00	01
8051F1D1	00	01
8051F3BD	00	01

Restart Search Undo Load Search Save Search 01

46 Codes possible; this is start to look up! Turn Silhouettes off again and enter 00 for the value. Search.

Memory Range: 80 Start: 80000000 End: 81800000

Value Type: Last Value Specific Value

 Convert Dec to Hex

Data Size: 8 bits 16 bits 32 bits

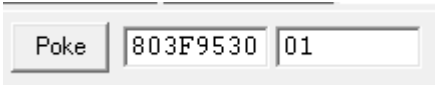
Compare Type: Equal Not equal Less than Less or equal Greater than Greater or equal Flag Search Different by :

19 codes found Page 1/1

Address	Old Value	Value
803F9530	01	00
8042A852	01	00
8042A85A	01	00
8042A86E	01	00
804361CD	01	00
8051F111	01	00
80589487	01	00
805B5E3A	01	00
805B5E3E	01	00
805B5E6A	01	00
805B5E7A	01	00
805BA0C9	01	00

Load Search Save Search 01

19 Codes; we can definitely start Poking around these results. The first address we see is 803F9530. Right-Click, then click on Poke.



Make sure the value is set 01 and click the Poke Button.

Yeah! Silhouettes are turned on!

803F9530 01 let us convert this to work with GCT Codes. It's an 8-Bit base address code

00_____ YYYY00XX : 8bits ram write and fill (ba) writes XX YYYY+1 times at ba+address

803F9530 will become **003F9530**, and the value is **00000001**

the final code is 003F9530 00000001.

Now that we have our code, we can start find the others. Back on WiiRD, right click 803F9530 and click Memory Viewer. Make sure you click Auto-Update.

Address	Value 1	Value 2	Value 3	Value 4
803F9500	00000000	2D2D2D2D	2D2D00FF	00000000
803F9510	00000000	01FF0000	803F8ED0	00002710
803F9520	594B3454	504800FF	803F92F0	00000000
803F9530	01FF0000	803F8EE0	00004E20	52414654
803F9540	553800FF	803F92FC	00000000	00FF0000
803F9550	803F8F00	00007530	4B4C4B4C	344700FF
803F9560	803F9308	00000000	00FF0000	803F8E90
803F9570	00009C40	47454333	4D4400FF	803F9314
803F9580	00000000	00FF0000	803F8E70	0000C350
803F9590	45574157	375700FF	803F9320	00000000
803F95A0	00FF0000	803F9080	000F4240	4E344E52
803F95B0	33450017	803F932C	00000000	000F0000
803F95C0	803F90B0	001E8480	4358394D	41540018
803F95D0	803F933C	00000000	00100000	803F90E0
803F95E0	002DC6C0	4D4C564E	46320019	803F934C
803F95F0	00000000	00110000	803F9110	003D0900

Floating Value :
2.34180515 e-38

I circled where 803F9530 changes. Move down to Beep Beep in the extras memory and keep turning it On and Off still you see a change in the Memory Viewer. You will notice 803F954C is changing. Do this for the rest of the cheats and copy down the address

- 803F9530 Silhouettes
- 803F954C Beep Beep
- 803F9568 Ice Rink
- 803F9584 Disguise
- 803F95A0 Extra Toggle
- 803F962C Score x10
- 803F9648 Stud Magnet
- 803F969C Power Brick Detector
- 803F96D4 Fast Build
- 803F9744 Invincibility