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ゲームハック、トレーナー、チートモデレーター:Ralf@gc永遠にRalf@gc永遠に投稿:1761参加:2014年3月16日9:31am ポストバイRalf@gc永遠 » 火曜日 7 月 28, 2015 4:07 午後 空 アルカディア 伝説 [DOL-GEAP8P-EUR] ; Game-ID: 178Code: Select all Enable 60Hz Mode [Ralf] B65A-W7MB-UBP0E RT6D-QRNP-V1PXY E4Z0-8YBJ-C4W02 16:9 Aspect Ratio (Widescreen) [Ralf] U36F-UZW1-0MT96 YT88-AJHB-15D2N Ship: Infinite HP [Ralf] B9W1-YK2W-XGCGJ PRXE-36DF-YVU6X AHBU-QZ0E-YBBMX 5CTF-EP9K-KKF5C JZUE-BNAY-AMTQV 0HZ6-TUNT-WANNJ JKDT-CVC0-HECRV 0HZ6-TUNT-WANNJ Save Anywhere (Press A++R) [Ralf] 623U-39T2-AMUX2 2AJ2-14FK-ZZN3V RVDC-9XD3-11TZA Battles On/Off (Press L + DPad Left/Right) [Ralf] FYPW-K1TK-5EDDW RHYX-TNCP-5V7G1 W25C-TCNJ-XDJ08 XR83-BAER-DNT0C 3T1V-NG9F-RME8M Walk Through Walls On/Off (Press R + DPad Left/Right) 0FPE-X6YX-E3F8F 1CX0-ANZW-VU2NT 29QD-HTRQ-VAZHY H1AD-N6V3-B5WXE E7BW-PTN6-5PCTN Free Camera: Zoom In/Out (Press C-Stick Up/Down) [Ralf] 2V6Y-CH9N-5UF7V PRXE-36DF-YVU6X AHBU-QZ0E-YBBMX 5CTF-EP9K-KKF5C ZVCW-AJ98-4W5RG DX12-FGA9-GZYHR 9PRB-9Q17-65NWW R21B-AHCB-0EX1H E9FZ-A3QA-YCERP U0E4-T9W3-DYM8D PK8V-AX97-HQ4NY 9PRB-9Q17-65NWW R21B-AHCB-0EX1H E9FZ-A3QA-YCERP 9GFR-ZPV3-R7TYB 16ZF-CW/H4-D31XY 60DJ-5D1J-TBUB4 079M-6AMT-X89B0 No Background Music [Ralf] 2A3H-CMXC-H55AB Z5W4-3T15-ARFAZ AKAP-2CWX-WYZR6 NE5B-5YPV-Q4RB0 0TT7-8GT2-04JGU 4BHA-72TH-QW65R VG8T-59MA-PEPXR ZFGB-1BUJ-3HV9W AVPH-U814-VNYTB KTRA-W5A7-6WV68 Background Music Volume Modifier [Ralf] 04003940 28060005 04003944 4080000C 04003948 28060002 0400394C 40800008 04003950 98040038 04003954 482189E8 0421C338 4BDE7608 00318870 000000xx 003188AC 000000yy 003188E8 000000zz xx = General BGM Volume (00 .. 7F , Default: 64) yy = Cutscene BGM Volume (00 .. 7F, Default: 64) zz = Battle BGM Volume (00 .. 7F, Default: 64) Ship Battle Modifier [Ralf] 04004AC0 2C0301F3 04004AC4 40810008 04004AC8 3860xxxx 04004ACC 907F0004 04004AD0 480FC0F8 04100BC4 4BF03EFC xxxx = Ship Battle ID Ship Battle IDs 01F4 - The Blackbeard 01F5 - Valuan Cruiser 01F7 - Black Pirates 01FA - Recumen 01FB - Lynx 01FD - Chameleon 01FE - Valuan Gunboat 0201 - Roc (Unused Battle) 0202 - Chameleon 0203 - Grendel 0206 - Valuan Gunboat 0207 - Fortress Gate 0208 - Gregorio Cruiser 0209 - Gregorio Gunboat 020A - Auriga 020B - Obispo 020C - Anguila 020D - Tenkou Spellship 020F - Giant Looper 0212 - Draco 0213 - Bluheim 0214 - Alania 0217 - Yeligar 0219 - Raja 021A - Raja Embla (Unused Battle) 021C - Chameleon 021D - Chameleon 021E - Valuan Gunboat 021F - Valuan Mage Ship 0220 - Galcian's Elite 0221 - Hydra 0223 - Zelos 0226 - Black Pirates 0227 - Black Pirates 0228 - Black Pirates 0229 - Valuan Spellship 022A - Valuan Warship (Unused Battle) 022B - Valuan Spellship 022C - Valuan Phantom 022D - Valuan Gunboat (Unused Battle) 022E - Valuan Gunboat 022F - Spell Pirates 0230 - Valuanスペルシップ 0232 - バルアンガンボート 0233 - バラン・マゲ船 0234 - バルアン・スペルシップ - Spell Pirates 0236 - Valuan Spectre 0237 - Valuan Destroyer 0238 - Spell Pirates 0239 - Valuan Mage Ship 023C - Spell Pirates 023D - The Blackbeard 023E - Valuan Destroyer (Unstained Battle) 0 23F - Valuan Spectre 0240 - Roc 0241 - Obispo 0242 - Giant Looper 0243 - Alania 0244 - Gadian os 0245 - Gaditaos (Unustaos) 0246 - Gadianos 0247 - Gadianos Ship Battle: Fight Against Gaditaos Ralf] X906-PKQT-167MP EDFN-9BBZ-X764Q 57P5-TCF3-QDKPV UZ5R-C8CQ-D2YH1 6D5M A25T-DREHZ Y1N-EEDJ-RBBHH BUNM-GKWX-WZ4ER Ship Battle: Fight Against Valuan Destroyer [Ralf] UBW1-X5WU-PV4BZ EDFN-9BBZ-X764Q 57P5-TCF3-QDKPV U5X3-4NN2-36TQ5 6D5M-A25T-DREHZ Y1N-EEDJ-RBBHH BUNM-GKW Y-WZ4ER Ship Battle: Fight Against Valuan Warship [Ralf] HWPK-CRRA-BR038 6D5M-A25T-DREHZ Y1N-EEDJ-RBBHH BUNM-GKWX-WZ4ER Ship Battle: Fight Against Valuan Destroyer [Ralf] UBW1-X5WU-PV4BZ EDFN-9BBZ-X764Q 57P5-TCF3-QDKPV U5X3-4NN2-36TQ5 6D5M-A25T-DREHZ Y1N-EEDJ-RBBHH BUNM-GKW Y-WZ4ER Ship Battle: Fight Against Valuan Warship [Ralf] HWPK-6QUD-3QRGQ EDFN-9BBZ-X764Q 57P 5-TCF3-QDKPV 9MH3-KXPU-8XVZW 6D5M-A25T-DREHZ Y1N-EEDJ-RBBHH BUNM-GKWX-W Z4ER Ralf@gc-Forever Posts: 1761. Joined: Sun Mar 16, 2014 9:31 am Post by Ralf@gc-forever 2016 3:54 pm Code: Select all One Hit Kills Most Enies [Ralf] X1RF-ZQ57-2RZ6B N526-T31A-NU96Q 6FUQ-67C5-H9BDJ 038B-N3CH-PCC3C FU 53-24C0-QG4F2 BGQK-MP4M-52VVR 7BKN-JZ26-02TH6 Infinite Health (All Characters) [Ralf] 8PRJ-JFQ8-W079 7 ZPVF-EHWP-RY230 Q8NR-FTM3-TPKQA EG0Z-4RZ2-53M5X 4H86-HRQZ-T04P5 P9ND-3XWN-QM HEY 8BVE-7CBP-UCBKD ZTEC-DUMT-ZWZTR 1MW0-WQBN-G0D1A HB72-D502-7152M FKRC-REDC-WBZFX 5NPY-HJKT-QQJC3 GRJD-JDB1-THW5U V9P2-J7GD-TD1PG Quick Gain [Ralf] 2GWJ-XKF9-TZDSW VJ7N-9GR9 -QK5U1 UNDP-XG96-TR4K3 52G5-VPDE-712WN T1BK-8Q8Z-5FHUX Ultra Quick EXP Gain [Ralf] CFQ3-XE3E-1CX 3D HPXZ-A52R-FDR77 UNDP-XG96-TR4K3 52G5-VPDE-712WN T1BK-8Q8Z-5FHUX Experience Multiple [Ralf] 04003B40 1F5A00xx 04003B44 9747B978 04003B48 4806BDD4 0406F918 48F94228 xx Multipler Quick Magic EXP Gain [Ralf] Z811-FHZE-YUWGP TFRV-XPG9-PT1FX B1ZD-MV0E-RRU99 G8MK-K66Y-B0Q4 5 ZCFY-3TD8-8A00U Ultra Quick Magic EXP Gain [Ralf] 434Q-RQP9-6HH4Y 20QV-VQY4-1TFKE B1ZD-MV 0E-RRU99 G8MK-K66Y-B0Q45 ZCFY-3TD8-8A00U Magic Experience Multiple [Ralf] 04003B50 1C840 0xx 04003B54 98830001 04003B58 4806BDDC 0406F920 48F94230 xx Kireel712 Posts: 4 Joined: Thu Feb 18, 2016 6:46 pm Location: Atlantis Post by Kireel712 Can you convert/convert/port those PAL codes to NTSC-U (especially exp/Magic exp up)? I was looking for your code everywhere, but for NTSC, I couldn't find them anywhere. I'm not a hacker/programmer by any means, but I was relatively proud when I was able to guess the region code offset (I'm sure it's 3680 (hex). Anyway, from what I know, this isis not easy, so I'll thank you whenever you put towards this. Please let me know the information you need from me to help. Cheers! P.S. Another GCForever member posted almost the same question opinion.php?p=34736 I don't know if you knew this post, but you can reply to him if you have a chance to return to me. These samples are not free! Mage16 posted: 18 joined: Monday, May 13, 2015 at 10:02 pm Location: Nowhere in the middle. (Letter H) HAHAHA post by Mage16 , Monday, February 22, 2016 at 1:42 p.m., is it possible if you have an NTSC-U ram dump?: Edit: I just made ntSC-U ram dump, here: These ram dumps were made during the first battle of the game. Wise men once said that common sense is really not so common. Kirel712 Post: 4 Joined: Thursday, February 18, 2016 18:16:46 Location: Alantis Post by Kireel712 , Tuesday, February 23, 2016 19:07 pm Hey Mage16, you appear to have a little more knowledge of this kind of thing. I have an idea, but I don't think I have the tools and know-how to get rid of it. The way I see is that there is no memory address offset value between PAL and NTSC-U version. At least not for Ralph's code. I have confirmed that the region offset value for most of the empty codes between PAL and NTSC-U is 3680 HEX. However, this offset value does not seem to work with Ralf code. This means that the offset value of the NTSC-U version of memory addressing for RALF coding is different. (If I'm off the rationale here, I'll fix it.) Anyway, this means that we can't port his PAL code to NTSC without knowing the memory address of his code. If we had a RAM dump of the PAL version of Skies, could we use some HEX editor to find the memory address identified by the Ralf code? Can be equipped with a memory address. Or am I failing to see something here? Kirel712 Post: 4 Joined: February 18, 2016 at 6:46 pm Location: Atlantis Post by Kireel712 2016 7:25 pm I would also like to add that I tried to enter Ralph's experience multiple PAL code in the sky of my NTSC version, and some strange things happened. 0 1F5A00xx 04003B44 9747B978 04003B48 4806BDD4 04003B48 4806BD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 04003B48 4806BDD4 0406F44448 During multiple tests my top character (Vyse) actually received a confirmed ride effect against his experience (i.e. for all tests)Set the number and hang that amount on the Vyse experience). It was a good thing, but then the results of my second character (in this case, Aika) received a much higher ride effect. During my first test (x4 or 04 multiplex), she received 16 times the experience, and another test (x10 multiple, or 0A), I think the third letter would have received a higher number if I had continued testing with three letters at my party. But I haven't confirmed its effect yet Anyway, the other day, my green Moonstone ranking also had a negative impact. Like..... It wasn't leveled on the exp/gold screen after the fight, and the value of my green Moonstone main menu didn't increase at all. In conclusion, his experienced number PAL coding has at least the corresponding part of the NTSC version, I just don't know what to change to stabilize the effect. I tried his other codes (magic exp and health etc.) and they seem to have no effect. These samples are not free!

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