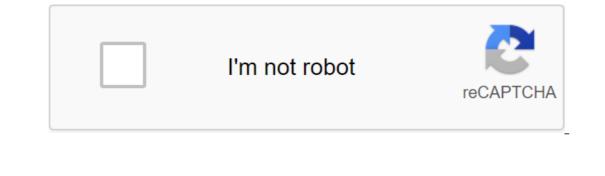
20xx iso download dolphin





20XX Melee Training Hack Pack 4.07 Latest version of 20XX 4.07 (released 7/10/17) Two methods available to download the extracted root folder and then restore the ISO. Read README included in the download ---gt; MediaFire Xdelta patch (a slightly simpler process; requires a vanilla 1.02 SSBM drive) provided by DRGN Download to update 4.06 root files to 4.07 available here. Read READ READ MORE! Changelog from 4.06 to 4.07 can be found on this Reddit post. NOTE: 7/10/17 9:45 PM EST 20XX 4.07 download links have been updated to address the following issues: Fixed bug where Ganondorf's Warlock Punch would freeze the game. The bug has been fixed and the game will freeze when you enter the Event Match menu. No delays FoD for 4 players. Due to the new non-delayed FoD code, the legal stages only all-Star mode now includes FoD stages. Toggling 20XXTE entry display will freeze the game. The name of the game image has been updated from ... 4.06 to ... 4.07. Version 4.07 now has to be seen on the home page of the debugging menu, and on the texture of the back button in the character selection screen. Click below if you want to support the development of the 20XX Hack Pack with cash donations! 20XX 4.0 Guides: - Change CSP background colors for alternative costumes: manually with automation - How to add HPS files to the game Spoiler: 20XX 4.05 Alternative suit File Names Pl____.tat and R-alternative suit Pl____.lat and L-alternative suit Example: PIFxNr.dat - Normal Fox Color, No Switch PIFxNr.rat - Normal Fox Color, R-alternative PIFxNr.lat - Normal fox color, L-alternative special exceptions: PICaRe.usd - Red Falcon, no switch PICaRd.usd - Red Falcon, no switching (again... Replace both of them at the moment if you change this suit) PICaRl.usd and Red Falcon, L-alternative PICaRr.usd and Red Falcon, R-alternative spoiler: 20XX 4.05 Stage File Names My naming convention follows the logic of alternative stage skins measured, but stages with new collisions use letters. But this logic doesn't work for stages that I didn't plan to have any alt skins like Jungle Japes, Trophy Stage, etc. Final Destination (GrNLa.dat) GrNLa.dat) GrNLa.2at - Smash Wii U Import Model (No Opportunity to Change to This in 20XX) --- Mushroom Kingdom Adventures GrNKr.0at -4.05) -- Green Greens (GrGr.dat) GrGr. 0at - default GrGr.1at - hacked ---------- Jungle Green Grpes (GrGr..dat) GrGd.0at - default GrGd.1at - hacked with the platform GrGd.2at and Omega ----- Yoshi's Island (GrYt.dat) GrYt.0at - default GrYt.1at - hacked (omega) ------ Mushroom Kingdom Adventures GrNKr.0at - default GrNKrKr.1at плат) GrnKr.2at - взломанный (омега) ------ Зурсайд (GrFs.dat) GrFs.0at - по умолчанию GrFs.1at - взломанный (smashville) ----default GrNKrKr.1at - hacked (omega) ---------- Hyrule Maze (GrNSr.dat) GrNSr.0at GrNSr.0at default GrNSr.1at - hacked --Target Test - Luigi (GrTLg.dat) GrTLg.0at - default GrTLg.1at - hacked (gamecube) ---- Dreamland GrOp.kat and KirbyWare, Inc (stage hack I don't think I've ever posted, and it shouldn't be in the 20XX 4.05 file system, Iol. GrOp.rat - Return to Dreamland ------- GrNBa.bat - Battlefino Plaza ---- GrTCl.bat - Smash 4 Battlefield ------ GrOy.wat - Wario Ware ---------- Trophy Stage GrN Default GrNFg.0at - two boards GrNFg.1at - three boards GrNFg.2at - Omega (I have to go back and switch this to GrNFg.0at - default, GrNFg.1at - two charges, etc.) EXPERT NAME: There is a problem (non-installation ----- GrPb.usd - Pokemon Stadium No Transformation Skin ----process), a comment. or a bug that you would like to post about? Check out the frequently asked questions first! GUIDES: Wii Modding Guide - From Vanilla Wii Hacked Wii with 20XX - Hectohertz zlt; use this if you're trying to set up from scratch! Video Instructions for Creating 20XX ISO - Beanwolf Video Instructions for Creating 20XX ISO (Short Version) -Smoke070 Mac Installation Instructions - Waterdr1nker Change Hacked Wii to download directly to Homebrew Channel (Goodbye, Wiimote!) - Achilles If anyone is interested, I download through the SD card. Class 10 (fast) SDHC cards are a good option. Spoiler: Instructions for replacing one file in isO This method will work to replace any one file that is smaller or equal to the original file size it rewrites. In GCR, 1) Image ----gt; Download melee ISO 2) Search for a game file system to replace and select imports -----gt; go to a new file. The DOL file is in the System Data folder in the ISO file system. Spoiler: 20XX Hack Pack v3.02 Feature list and download the full 20XX Hack Pack 3.02 List of features NOT to play on Japanese mode. DO NOT view trophies. I can't guarantee that Classic, Adventure, or All-Star Mode won't freeze. Many trophy files have been replaced by alternative costumes. If the game tries to load one of these trophies to fall in the game, it will definitely freeze. Common modifications of the custom 20XX game Banner Achilles Memory Card Preservation Compatibility Achilles Debugging Menu Switches are loaded on download for the character Select screen InternetExplorer, Achilles Default Tournament Settings Magus and All 4 promotions, 8 min timer shares, Random pick, friendly fire ON, rumble off for all players, deflicker off. Unlock all symbols and stages that usually appear when these items are unlocked have been deleted. The normal functionality of the C-Stick in the 1P mode Sauron Normal functionality of the C-Stick in the debugging mode Magus, Achilles Unlimited pause Camera Achilles, strikebowler585 Camera can increase indefinitely and can rotate around 360 degrees. Random by default stands out on the Jorgasms CSS Hand Cursors default screen on the HMN/CPU Achilles Small Error button: After creating a new name tag from CSS, the player port will be switched to the processor. Turn off Trophy Spawn on the Snag the Trophy bonus scene, the only permanent stage modification in the package. Makes the scene playable in VS. Mode. Affects the classic mode as well. Spoiler: 20XX Closed Player Port Texture 20XX Closed Player Port Texture Achilles File MnSlChr.usd in file replacement package. If you don't want this mod texture: Remove MnSIChr.usd from the file replacement package and restore isO. - or - if you already have an ISO made, extract MnSIChr.usd from vanilla SSBM ISO, and then use this file to rewrite one in the current ISO. Spoiler: The debugging menu replaces the tournament mode of debugging menu replaces the tournament mode Magus, donny2112, SypherPhoenix, Jorgasms Texture mod included to change the menu text. Tournament mode now replaces the single-button mode. Spoiler: Hold the ABB for the Salt Runback Hold ABB for The Salt Begback (InternetExplorer) Keep the ABB at the end of the match or during the ragequit, and the match will be immediately restarted on the same stage, with the same symbols. ---.sn.a.--- Spoiler: Disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and KO Star Reset After closing the port symbol disable the tag name and tag name Reset after exiting the character Select Screen (Todd Benny) ---'lt;--- GIF- Spoiler: Stage Select screen color change Stages Dream Above - Singles/Lower - Double Green - Starter Yellow - Counterpick Red - Forbidden Past Stages Dream Land, Yesi Island and Jungle Congo have new icons that actually show the scene. The pixelated background textures have been removed. Looks a lot cleaner now! The (Most Real) Stage Striking is available on the Select Screen stage. Y Button - Strikes all stages except those that are currently at random switching stage. Button X - Strikes are being allocated to the stage. Button - Unconfirmed at all stages. ---.sn. ---.S. Striked stages are now black, not white.) Disable the P2 Processor Started Playing Like turning into a will be disabled. As soon as Shake begins to transform, it will be immediately entered into a Wait action state that interrupts the conversion. I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she'll teleport to the ground - I haven't done a lot of testing with that, but I think if she tries to transform in the air, she transform in happen, but jumping is usually the first thing the P2 processor will do out of the hitstun. Spoiler: P2 CPU Random DI and Tech Options (Achilles, Stratocaster) P2 processor won't break di (otherwise DI becomes very unrealistic). Accidentally technology and sometimes not technology. Accidental get from missed technologies (all options including getting up attacks). Fox/Falco will shine - the wavedash is in place after teching/not teching. I added a check there so that they don't do it if they are on the edge of the stage, for example if they are rolled to the edge. Keeping the shine - it's zgt; on the spot will lead them to suicide (we've all done it before...). There will sometimes be double shine as well. --- .gif's --- 20XX Custom Debugging Menu Spoiler: 20XX Custom Debugging Menu. (Wparam) I don't fbrains Hold R for turbo (quick scrolling) menu items! (Wparam) The memory card is not currently being downloaded. Filler for the future. In the game, the code switches the ability to use in-game code switches that are laid out further down in that post. Spoof Controllers are available to all port players. Use this to make human players without a physical controller connected. The animation of Achilles, Akuryu brings up a spoof for toggling: Characters face-forward posing characters face-forward posing characters are just fun/interesting things. Custom Shield colors of the Achilles reate custom shield colors for all players! Control of all people (Achilles) The player to whom this switches will simultaneously have full control over each human character in the match. Use in the conjugation with fake controllers. Skip the results of the screen Sham Rock, Achilles Results / Victory Screen Ater leaving the match will be missed. KO Stars Games won the widescreen InternetExplorer Random Stage Music Sham Rock, Achilles Results of the screen from shaking in the match. This happens during events such as hard kick, throws, missed techniques, conversion of Pokemon, etc. Rainbow Final Destination Color 'a1st' Select your own static final color destination? Choose red, green and blue values between 0-255. Rainbow FD will take precedence over this option if they are both turned ON. Custom Battlefield > > Replace the Battlefield platform to create custom heights! To play on your user scene, switch to the hacked stages on CSS and then choose a new Battlefield icon that was formerly Brinstar Depth. The default battlefield hasn't completely changed. Note: This only works in multiplayer vs. match. Custom BF boards are not working in training mode at the moment. Set the platform at -0.10 to remove it from the gameplay. Spoiler: Custom Battlefield Examples Target Stage Testing (Achilles) Break Goals stage selected on the hacked scene Select screen will stage the character who is selected with this option. Target stages Of Never End (Link Master) Inclusion causes any target stage of the match no longer to end when all 10 goals have been hit. Unplugging the DL64 Wind (Sauron) ByNessy Woods will never blow the wind. Turn off the FoD Fountain Jets Sauron Side Fountain Jets and platforms removed from the fountain of dreams. Unplug Yoshi Shy Guys (Sauron) Shy guys on yoshi stories will never appear. Spoiler: Infinite friendly matches (Achilles) After the match, the other will be downloaded immediately without having to press the buttons. The stage is selected from a list of random steps. Ragequit to get back to the character select screen Salty Runback still works with this mode. Additional feature. Each player can choose up to three characters so that the game randomly chooses between before the next match. Spoiler: The colored linings of the Achilles, InternetExplorer Characters will rotate different colors for the specific states of action in which they are currently located that the teal hitstun overlay doesn't work properly on u-throws and the elementary effects of the attack take precedence over the color overlay. Flash Red on Unsuccessful L-Cancel InternetExplorer can be used at the same time as Flash Red ... Auto L-Cancel Achilles Every air attack is automatically L-cancelled. The Achilles time window allows you to change the window of time used for L-cancellation. The default is 7 frames (L/R/q must be pressed before landing). Increase this number to make it more difficult for L-Cancel. My thought with this is that the practice of L-Cancellation with a 3-4 frame box will make L-Cancellation when playing normally seems to be twice as easy. The N64 Achilles mode has zero landing lag after L-cancellation. As with the cancellation in Smash 64. Turn off Tap Jump (Achilles) Jumping with a joystick will be disabled. Switch based on each player. Neutral caviar points (Achilles, Jorgasms) Spawn Points for legal stages are modified to in neutral places. Works in singles and doubles. Double 1v1 Sauron, Achilles by Sauron (creator of the original code): This code allows you to play 1v1 matches at the same time. Set 1v1 players can't directly get involved in another fight (for things like messing around with the camera, the edges of hogging, or pushing players). To use: Turn Friendly Fire on OFF. Switch to team mode and set the team colors so that each set of players who have to fight each other is the same color. Players will only be able to harm other players who will have the same color. (Optional) Turn off the team mode so players can switch to any suit they want. Start Match Debugging Menu Switch: OFF - Everything is perfectly normal and friendly fire being off acts just like it would be in vanilla. WINNER - Double 1v1 ON. The moment as set 1v1 ends: the game's friendly fire value switches so that these winners can attack each other and finish the match. WINNER - Double 1v1 ON. The moment as set 1v1 ends: the game's friendly fire value switches so that these winners can attack each other and finish the match. The winner from each 1v1 will have their interest reset to 0 and the shares are set at 2. So they get to play a bit of a mini-match. Important note: Even if double 1v1 ON, a normal competitive 2v2 matches (with friendly fire ON) is completely unaffected and can be reproduced normally without turning dual 1v1 off into the debugging menu. So the Dual 1v1 only comes into play if: the debugging switch for it to the match began with a friendly off Combo Count fire as the Achilles timer timer will function as a consistent hit counter used in training mode. Designed to be used for 1v1s or regular training, with the logic of that in match 1v1, it is impossible for both players to have a consistent kick counter to be more than 0 at the same time. When the combo ends, the sequential impact value will remain on the screen for a second after the combo is finished (if the other combo does not start), giving the player enough time to look at the value before it returns to zero. This feature will apply in all modes of the game, so be sure to turn it off if you want to play in a mode that uses the timer in a meaningful way. Frame Counter Achilles Check out the training video below! Rolling Forces Death (InternetExplorer, Achilles) The original code has been changed only for people, not processors. Always Bomb Rain (Achilles) Bombomb rain used in sudden death mode will be included. Note: Even with the bomb rain on, the bombs will never fall during the first 20 seconds of the match. Fires Slow Charge Shot (Achilles) Fires at 25% speed. Interesting confusion. The Sword Swing of Achilles Colors switches costume addicted to March Sword Swing colors. Color 1 of Martha's sword swing is changed based on the costume. The blue default suit is the default swing color (chirok) red suit and red swing color. Green suit and red swing color. Always misfire (Achilles) takes Lvl. 9 Luigi to a whole new level... Try playing three of them! Always Full Giant Punch (Achilles) No wind animation at all. Just straight hay. Flame Cancel (Achilles) allows flame to undo a glitch from SSBM 1.0/1.01. The launch lag is canceled when landing. Always pull (Specific turnips/elements) (Achilles) peach switch only to pull a certain type of turnip or Mr. Saturn/bomb/beam sword. The default is normal pulling turnips. Debugging Level Is the same vanilla debugging menu switch to switch game level. Use only Master or Development. Master - by default, a normal game. Development - adds an activator button for various functions during the game match. Some of my codes interfere with these built-in switches and can cause problems/freezing. Advance and Action State Display frames are still working, which is a surprisingly useful tool for figuring out the frame data. For more information. The Select screen switches symbol all players can activate these codes. Spoiler: (D-Pad Up) Force Load Stage Select Screen (Achilles) This makes it easy to play compared to matches with only one character. Single character matches must be prepared! Otherwise, the match will end immediately after the start. Teams matches with only one team of color. If the characters are not selected and the game is launched, it will freeze. If at least one character, see GIF, Master Hand will be shown as their character. The game has to be exited or the results of the screen missed. Otherwise, it will freeze on the Winner's screen. ---> GIF $\exists ran \<---$ spoiler:= (d-pad= down)= alternate= hacked= stages= [achilles]= d-pad= down)= alternate= hacked= stages= [achilles]= d-pad= down)= alternate= hacked= stages= (d-pad= down)= alternate= hacked= stages= [achilles]= d-pad= down)= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= character= select= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= while= on= the= screen= screen= toggles= alternate= hacked= stages= [achilles]= d-pad= down= alternate= hacked= screen= will= now= look= like= this:= hacked= stages= have= an= orange= border.= note:= majora's= mask,= entei,= goomba,= home-run= contest,= bonus:= race= to= the= finish,= all-star= heal,= adventure:= f-zero= grand= prix,= escape= from= brinstar,= developer= coffee= shop,= break= the= targets= stages!= these= stages= do= not= have= associated= text= changes= on= the= left= side= of= the= sss.= battlefield:= custom= platforms= [achilles]= more= info= in= 20xx= debug= menu= --=> Mog коды, paздел этой должности. Replaces Planet zebes: Brynstar Depths Canto: Pokemon Stadium Achilles, Jorgasms No Transformations. The blue texture of the scene. Replace Mushroom Kingdom I DK Island: Kongo Jungle (Milun) No horizontally moving barrel. There is no right side of the rock platform. No Clap traps. There are no disappearing magazines. Land of Dreams: Green Greens (Milun) No Wispie Woods. No bomb blocks. The islands have united the center. Eagleland: Fourside consists only of horizontally moving barrel. cranes and flat buildings beneath it. The original textures of the scene have been changed, so that the background of the building have fewer lights on them (not so straining the eyes). Looks like Smashville from Brawl. Hyrule: Temple Milun remains only at the top left of the stage. A small raised area on the left side was flattened. & lt;/--></PEACH></BOWSER> </PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH></PEACH the match. Past stages: Yeshi Island (Milun) No top platforms. Side stage platforms. Side stage platforms are omitted. Planet Seebes: Brynstar (Sauron) Term: Great Bay (Miloon) Remains only the upper platforms. Side stage stages. Both versions can be switched from D-Pad Down to the character selection screen! The random stages are removed from random switch is automatically updated to include hacked stages when alternative/hacked on-shift stages. Hacked stages are removed from random switch is automatically updated to include hacked stages when alternative/hacked on-shift stages. Hacked stages are removed from random switch is automatically updated to include hacked stages when alternative/hacked on-shift stages. for more hacked stages not included in the 20XX Pack. --- a GIF from version 2.0 of --- (Note: The background for this stage has been changed, to have less light on buildings to make it easier on the eyes.) Spoiler: (Button) Start games like Giga Bowser, Wireframes, Sheikh, and Solo Popo (button) Start the game as additional characters (Achilles) Pressing a button when illuminating a particular character icon will switch semi-permanently, that the character actually downloads that character icon until the toggling of the icon. Bowser (includes the voice of the announcer) C. Falcon ---gt; G-Bowser (includes the speaker's voice---gt; G-Bowser (includes the voice of the announcer) C. Falcon ---gt; G-Bowser (includes the voice of the announcer) C. Falcon ---gt; G-Bowser (includes the voice of the announcer) C. Falcon ---gt; G-Bowser (includes the voice of the announcer) C. Falcon ---gt; G-Bowser (includes the voice of the announcer) C. Falcon ---gt; G-Bowser (includes the voice of the announcer) Sheikh (Sheikh) (includes the voice of the announcer) Sheikh (Sheikh (She female frame (F Wirefrme) (includes the voice of the announcer) Ice Climbers ---zgt; Solo Popo (always) Tip: Change the zelda sheikh and move the processor cursor to the sheikh to make the processor a marker to start. ---'s GIF 1 --- ---'gt; GIF 2 --- Spoiler: (L Button) Alternative Costumes (L Button) Pressing L buttons while a particular costume is highlighted by a character or selected, will cause the character to choose a portrait (CSP) background to change color and transform an alternative suit OFF, but the CSP will not return to the default color value. At this point, if you remove the token of choice from the character icon, the CSP color will change back to normal (since the switch is really off). If the alternative suit is turned FURTHER, it is constantly ON up to be toggled off by the man. Fox Default 20XX Alternative Costume Picture Normal (PIFxNr.dat) Golden Fight (TyRoyR.dat) (Warrior Night) Orange (PIFxOr.dat) Goku (TyFoxR.dat) (RuKeN) No, no, no. Lavendar (PIFxLa.dat) Cloud9 (TyFood.dat) (Qual_) (PIFxGr.dat) Ground Mission (TyFire.dat) (Hatakatan) I'm not always. Falco Default Alternative (en) Costume Picture Normal (PIFcNr.dat) Pink and White (TyMapB.dat) (Veggy) I'm Not He Red (PIFcRe.dat) SS Falcu (TyStar.dat) (TheDekuNut) Blue (PIFcBu.dat) Brilliant Wargle (TyMapA.dat) PIFcGr.dat) PIFcGr.dat) zombies (TyMapC.dat) (DarK LinK -X-) March Default 20XX Alternative Costume Picture Normal Blue (PIMsNr.dat) CATS (TyLink.dat) (RuKeN) No, no, no. Black (PIMsBk.dat) Empire Arcadia (TyEtcD.dat) (Anutim) I'm not he White (PIMsWh.dat) Robin (TyMars.dat) (TheDekuNut) C. Falcon Default 20XX Alternative Costume Picture Normal (PICaRv.dat) (Nuggy, TerryGe) (RuKeN) No, no, no. Red (PICaRe.usd) LowLandLions (PICaRe.dat) (Anutim) I'm not he White (PICaWh.dat) Twitch TV (TyRick.dat) (Veggy, TerryGe) Green (PICaGr.dat) Green Ranger (TyMew2.dat) (Warrior Night) Blue (PICaBu.dat) Captain America (TySeak.dat) (???) Sheikh By default 20XX Alternative Costume Picture Blue (PISkBu.dat) Midna (TyPlum.dat) (Style) I Don't Heu Green (PISkBu.dat) Sote (TyNoko.dat) (Style) I Don't Heu Green (PISkBu.dat) (???) Sheikh By default 20XX Alternative Costume Picture Blue (PISkBu.dat) (Style) I Don't Heu Green (PISkBu.dat) Sote (TyNoko.dat) (Style) I Don't Heu Green (PISkBu.dat) (Style) I Don't Heu Green (Sty Black (TyMoon.dat) (Qual) Blue (PIPeBu.dat) Rosalin (Ty MnBg.dat) (???) Samus Default 20XX Alternative Costume Picture Normal (PIGnNr.. dat) Black (TyMoon.dat) (VIC) (Stylova) I don't hew Ganondorf Default 20XX Alternative Costume Picture Normal (PIGnNr.. dat) Black and White (TyBalf.dat) (Styly) I don't hew Green (PIGnGr.dat) Tion Ganon (TyCoin.dat) (Style) I don't hee want different alternative costumes than default ones above? Go to the official Melee Texture Hack thread to find others! Rewrite the 20XX Alternative Suit file, defined in the tables above, in the 20XX 3.0 ISO with a new costume file for the same character color. Know how to use Photoshop or other image editors? ---. GIFs 1 --- --- 'gt; GIF 3 zlt;--- Spoiler: (R Button) PAL Characters can now be switched to characters can now be switched to characters can now be switched to characters (R Button) PAL Char Abilities: Can Tech from Falco's Down Throw (Getty) PAL) Moveset: Down Smash does 15% damage (all NTSC) Up Smash does 13% damage (PAL) Up B does 14% damage (PAL) Up B does 12% damage, and travels the distance halfway between Falco's Up B and Fox's NTSC Up B (PAL) Falco Spoiler: Falco Version of Difference Properties: Weighs 80 (All NTSC and PAL) Abilities: Moveset: Up Smash Smash does 17% (All NTSC) Up Smash Truck makes 16% (PAL) Up Aerial does 12%, and has 120 Knockback growth (all NTSC) Up Aerial does 10%, and has 110 Knockback Growth (PAL) Down Throw allows you to immediately follow most other moves (Trajectory: 80) (All NTSC) Up Aerial does 10%, and has 120 Knockback growth (all NTSC) Up Aerial does 10%, and has 110 Knockback Growth (PAL) Down Throw allows you to immediately follow most other moves (Trajectory: 80) (All NTSC) Up Aerial does 10%, and has 120 Knockback growth (all NTSC) Up Aerial does 10%, and has 110 Knockback Growth (PAL) Down Throw allows you to immediately follow most other moves (Trajectory: 80) (All NTSC) Up Aerial does 10%, and has 120 Knockback growth (all NTSC) Up Aerial does 10%, and has 110 Knockback Growth (All NTSC) Up Aerial does 10%, and has 120 Knockback growth (all NTSC) Down Throw only allows immediate subsequent dash attack (Trajectory: 60) (PAL) Marth Spoiler: Marth Version Of Difference Properties: Weighs 87 (All NTSC) Weighs 85 (PAL) Ability: Moveset: Air Function As a Spike (All NTSC) Down Air Functions Falcon Spoiler: C. Falcon Version Of Difference Properties: Weighs 104 (All NTSC) and PAL) Ability : Fast Jab starts automatically after 3-button taps, if cancelled (All NTSC) Rapid Jab will start only after 4-button taps (PAL) Moveset : Weak knee (last 2/3 animation) does 6% damage and has 30 basic rollbacks (PAL) Version information taken from this Varist theme. Click the R button with the choice cursor marker hovering over the corresponding character selection icon. When the PAL version switches on, the player's CSP will turn yellow with a light blue finish. PAL CSP colors will take precedence over alternative CSP costume colors, so you'll always know if the PAL version is selected. Alternative costumes can still be used with PAL characters though! The NTSC version of the character cannot play the PAL version of the character. Don't even try, it's not going to work. Also see the Haki Tag Name section. In the game switches All players can activate these codes. Spoiler: (D-Pad Up) Frame Counter - Freeze P1 (D-Pad Up) Frame Counter - Freeze P1 Achilles This switch only takes effect when the frame counter is turned on! The taunt is off when Frame Counter only takes effect when the frame counter in the frame counter in the 20XX Debug menu. Spoiler: (D-Pad right/left) Save the State Store/Load (D-Pad right/left) Save the State Store/Load Achilles I use the term save state for this code does, though, is to retain the following information for each player currently in the match when D-Pad Right is pressed: State of Action Animation State Horizontal Speed (Air, Self-Induced) Vertical Position Vertical Position Vertical Position Vertical Position Vertical Position Vertical Position Horizontal Position Horizontal Position Horizontal Position Vertical Positi Horizontal Position Horizontal Position Horizontal Position The (land, self-induced) Platform (currently on) ID Action State Frame Counter decimal percentage of the number of jumps used by Pushing the D-Pad On the Left will download this stored data back to each player. The new state of preservation can be stored at any time and rewrite previously saved saved The state of saving can be downloaded as many times as you want. To sum up: D-Pad Right - Save the State GIF of --- Notice how the boot save state affects only players and nothing else (contrary to emulator save fortune). As a reference, look at the background and the game timer. The platforms are a bit funky with this code as well. If you've saved in the middle of the platform, it can't load the symbol back into that exact location on the platform, it can't load the symbol back into that exact location on the platform if you're directly below/above the platform, it can't load the symbol back into that exact location on the platform but saved on the ground when the state is loaded, you will simply move to the edge of the platform closest to the place where you have saved. It's a bit strange to check out the GIF below. I shoot with a laser after I save the state. ---. GIF --- IMPORTANT WARNINGS ABOUT SAVE STATES THAT MAY CAUSE FREEZES: Not all action states can be successfully saved and downloaded. The action states that every character of the shares that are not strange (such as stand, nair, dash, drop, etc.) does not seem to have any synchronization problems. Downloading special states to move action is one of the cases where problems come into play (game freeze). I don't have specific details as to why this is happening maybe InternetExplorer can shed some more light on the subject because the state's action download is carried out using its action, such as entering the trophy thing of the stand at the beginning of the match or while the character is on the platform of their rebirth. Don't download a state stored during another match. If you save the state by holding the ledge, the game will fail if you load the state while the character is grabbed. the most revolutionary new code in all of this package, which relates to learning potential. Never had a console smash ever had a tool quite like this. The practice of efficiency for specific combinations of movement, such as uthrow ---'gt; uair with Fox literally increased tenfold. Combined with the fact that the P2 processor is randomly DI, as well as a few jump buffers, the potential it provides for perfecting techniques is pretty scary. Another amazing thing, this code provides the ability to consistently practice command combos and even things like recovering against a friend over and over and over and over and over and over and over again to figure out all your recovery options in specific locations and percentages. Spoiler: (D-Pad Down) Infinite Shields (Achilles) After Switching ON, Speed The shield is set to zero, the shield damage is off, and the regeneration rate of the shield is set at an extremely high level. If a player/processor holds a shield while activating the code, its shield size will freeze on any health, whatever health it is at present (can be practiced using this). He'll stay. This size until it gets regeneration, which is done only when the player is not in the shield. So the second after the shield has fallen, it will regenerate insanely fast and become complete again (so if it is used in conjunction with one of the CPU holds the shield will remain complete until it is turned off and the indicators/damage is returned to normal. ---'gt; GIF --- OFF ----OFF Spoiler: (X'D-Pad Up) Invincibility (Achilles, JAY007) Players do not suffer from knockdown/stun, but still su Camera will show the entire scene and will remain motionless regardless of the player's movement. Great use in combination with the (D-Pad Right) Clash of Bubbles - One Character (X'D-Pad Right) Clash of Bubbles - Single Character Collision Bubble Counter: 01 - Default. 02 - Clash bubbles without the texture of the symbol. First Press 03 Character textures with overhead collision bubbles. (Second press) 04 - Repeat back to 01. (third press) --- 'gt; GIF --- Spoiler: (X'D-Pad Down) Disable HUD (X'D-Pad Down) Disable HUD (X'D-Pad Down) HUD Disable (Achilles) Removes Heads Up Display items such as interest, stock icons, game timer, name tags. Same functionality as the switch in vanilla debugging mode. ---'gt; GIF --- Spoiler: (Y'D-Pad Up) P2 Percentage becomes maximum permissible damage (Achilles) Damage limit of 999% changed to P2 percent. The effect persists until the switch is off. Use this to freeze the enemy's percentage. Spoiler: (Y'D-Pad Left) SDI Freeze (Y'D-Pad Left) SDI Freeze (Achilles) After switching ON, this player will be placed in frozen damage getting the state the next time they hit. The player during the freeze is Smash DI any further attacks. Spoiler: (Y'D-Pad Right) Collision Bubbles - All Characters (Y'D-Pad Right) Bubbles Collision -All characters (Achilles) All characters on the screen increase the collision bubble counter: 01 - By default. 02 - Clash bubbles. (Second press) 04 - Repeat back to 01. Third Press ---'gt; GIF --- Spoiler: (L'R'D-Pad Up) P1 Select P2 Action Spam (L'R-Pad Up) P1 Select P2 Action Spam (Achilles) Pressing the activator button, the P2 stands still and the color shade is given to P2 for 3 seconds have passed, P2 will spam whatever P1 enters on on exact moment. So remember, this isn't the last step you've taken. This is the input button you make after 3 seconds runs out. It only applies to buttons and joysticks. C-STICK IS NOT REGISTERED. ---'gt; GIF --- Spoiler: (L'R'D-Pad Left) Frame Counter - Map Frozen State as a Percentage Achilles This Switch will only effect when the frame counter is turned on! This switch cycles through the player's on-screen percentage and will be a state-of-the-art frame counter for the percentage for the action state that the P1 is being frozen in. - Continuing to work on this description tonight - Spoiler: (L'R'D-Pad Right) P2 Hitbox Freeze Repeater (L'R-Pad Right) P2 Hitbox Freeze Repeater (L'R-Pad Right) P2 Hitbox Freeze Repeater Repeater Repeater Repeater Repeater (L'R-Pad Right) P2 Hitbox Freeze Repeater (L'R-Pad Right P1 Select P2 Action Spam! After toggling ON, the P2 will be frozen in place and will become intangible. P2 in hitbox would remain active if this character was frozen in the middle of an attack. If another player is damaged by p2 frozen hitbox, P2 will be immediately after impact: Become defrosted (and continue spam move as usual) will freeze again in the same frame on which they were previously frozen with an active hitbox. They P2 spam move on the edge (like Falco d-smash). Freeze P2 when the hitbox is in a place that will hit you as you try to recover to the ledge. Run to the edge of the stage and jump over the frozen symbol ------save the state. Go below the stage and try to recover / Ice-them! When you're about to die... Repeat 4-5. If you ever clang a hitbox with p2 or an invincible (halo) in the hitbox, then P2 won't repeat and freeze the move and the freeze relay off and then on again. Spoiler: (L'R'D-Pad Down) Disable any P2 action code (L'R-PAD Down) Disable any P2 (Achilles) Action Code currently enabled P2 will be disabled. P2 returns to normal processor. Seen in some GIFs below. Specifically, the end of the grip after suffering a shield stun. ---'gt; GIF --- Spoiler: (L'D-Pad Left) P2 Hold Shield (L'D-Pad Left) P2 Hold Shield (L'D-Pad Left) P2 Hold Shield (Achilles) P2 will hold the L button. ---'gt; GIF --- (Infinite Shield code on in gif) Spoiler: (L'D-Pad Right) P2 Nair OoS (L'D-Pad Right) P2 Nair OoS (L'D-Pad Right) P2 Nair OoS (Achilles) P2 will be a buffer to jump forward from the shield to stun and make the frame perfectly air neutral. ---'gt; GIF --- Spoiler: (L'D-Pad Right) P2 Nair OoS (Achilles) P2 Nair OoS (Achilles (L'D-Pad Down) P2 Accidental C-Stick Buffer OoS / Roll Backwards (Achilles) The P2 will keep the shield to stun. If P2 buffers jump, they will make the frame the perfect nair in place. Hit Switch Switch The second time to make the P2 always buffer back to roll out of the shield to stun. --- 'gt; GIF --- Spoiler: (RDD-Pad Up) P2 (Fox) Dair ----gt; UThrow --'gt; Intelligent Uair (R-D-Pad Up) P2 (Fox) Dair ----'gt; arab ----uthrow ----gt; grab (capture does not always come out after a successful dair). If it successful dair) If it successful grabs its opponent, then it will be reasonable uthrow ----gt; uair (straight up). Intellectually: When a fox jumps, the difference in vertical positioning between P1 and P2 is calculated. If this value falls into a certain window, Fox will not double jump and will just be a uair. If the value is above the window (meaning the characters are too far away to double jump uair), then Fox won't enter anything. At this point, you need to remember that he is still moving up from his jump, and therefore getting closer to the enemy. This vertical subtraction of the position is performed by each frame, so the moment when it gets close enough and the value hits the designated box, Fox will double jump uair to hit Player 1. Works well against floats. For the former, uthrow --'gt; uair will hit Marth every time from 0 - death. Works only against the stand-up when they are at a higher percentage. It is useful for the practice to break di (on dair and uair). ---'gt; GIF --- (Disable P2 Action was entering at the end) Spoiler: (R'D-Pad Left) P2 Spacie Offensive Shine Pressure (R'D-Pad Left) P2 Spacie Offensive Glitter Pressure Achilles Mad (still 20XX Realistic) spacie shine and glitter-grabbing confusion If the second shine is airy ---gt; wavedash down on the spot (Westballz - 20XX certified member). If P2 successfully captures the enemy, uthrow ---'gt; the uair command is executed (only works against P1). Practice your shield options, --- Falco GIF ---- (R'D-Pad Down) P2 Spacie Shine OoS (R'D-Pad Down) P2 Spacie Shine OoS Achilles Frame the perfect shine from the shield after suffering a shield stun and then wavedash in place. InternetExplorer Action State hack is used to shine to get it to be frame perfect. It makes the shine look weird/doesn't actually appear sometimes, but I can guarantee you the hitbox comes out. Chances are because of the game freeze if this code switches ON and P2 is not Fox or Falco. ---> GIF &It;--- Name Tag Hacks При выборе персонажа алфавита, чтобы заставить Нижний регистр «Ахиллес» Спойлер: Символа (Ахиллес) Следующие символы были добавлены на страницу английского алфавита: license plate/hash sign/hash Bar No...... Emphasize spoiler: (D-Pad Right/Left) Extended Name Tag Length (D-Pad Right/Left) Extended Name Tag Length (D-Pad Right/Left) Extended Name Tag Length (Achilles) Create names up to 8 character selection screen. Instructions: 1) On the character selection screen and to keep (it will be the last 1-4 character of your extended name tag (no visual feedback for this is given). 3) Hit d-pad on the left to combine the saved name tag at the end of the base name tag. 5) Open the menu to select a different name tag, and now you'll see your new character name tag 4. Note: The code for permanent writing Achilles on the name tag slot has been removed. Easter Eggs Spoiler: Ganondorf Sword Maud Ganondorf Sword Maud Achilles the gameplay. ---'gt; GIF --- Spoiler: Spacies Gun Size Mod Spacies Gun Size Maud Achilles, Bazza Keep ABB at launch match like Fox or Falco to have a huge gun (6x size). Both space animals have the same memory location for the size of a gun. --- GIF glt;--- ---- Spoiler: Old versions and list of changes (20XX v3.02) - 11/03/14 20XX Melee Hack Pack 3.02 File Replacement (with instructions .zip affected Files: Start.dol TyWtCat.dat (Termina Great Bay Hack) MnSIII that no longer freeze the Rainbow and the custom color of the final destination and custom Battlefield platforms. Adding New Steps added to the Hacked Stage Select Screen! All-Star Heal Bonus: Race to the finish line of the Classic F-zero Grand Prix Adventure Mode Escape from Brynstar Adventure Mode Terms Great Bay Hacked Miloon Target Test Stages never ending in inclusion causes any target stage of the match no longer to end when all 10 goals have been hit. Turn off the Rumble Screen does not shake during matches. It happens during events such as death, throwing, landing a strong attack, etc. It's subtle, but when you turn it off, you'll notice it immediately. In a nice/cool/smooth way. It makes you see the game in a way you've never seen before. (20XX v3.01) - 10/19/14 Error Fix If Hacked Steps Was Loaded as ON From Boot, Brinstar Lava and Corneria Ships/Guns will still be on. Removing the name tag one slot above. Creating a new name tag on CSS will ignore the flag for this player and always the default name of the Rumble Off tag. Random default supplements highlighted in the Select screen CSS Hand Cursors default HMN /CPU button a small error: After creating the creation named from CSS, the player's port will be switched to a processor debugging menu switches: Common Codes ---gt; custom shield color Create your own color shield for all players! Character codes - DK - Always a complete hit character codes - ' peach - always pull a specific Rep / Point SNES Alternative Suit for a normal C. Falcon! The cyborg ninja has been removed. Removal Link / Young Link Super Boomerang Go This allowed to superjump but caused other unwanted side effects as well when the boomerang was caught. Cyborg ninja viola costume as above. Plan to update this later. (20XX 3.00) - 9/28/14 20XX 3.00 Download link (20XX v2.07) (20XX v2.06) Download link (20XX v2.07) (20XX v2.07 (see feature list below). - Flash red on the botched L-cancellation is now a separate switch in the debugging menu, called FLASH NO L. - The COLORS debugging menu, called FLASH NO L. - The COLORS debugging switch menu now makes the characters turn purple into a stun shield and teal in hitstun. - Teal hitstun overlay does not go into influences if the attacking character was struck causing a color shade of its own (e.g. glitter, Falcon kick ... elementary attacks). - By default, the game time limit is set indefinitely. (This is not a stock game timer that is still set for 8 minutes) - The game code switches now work when matches start using d-pad up on CSS. - The reset star's KO is disconnected when it leaves THE CSS and is now working again. - Load Save State is now D-Pad Left - This change has been made so we hope to avoid accidentally saving/loading the state when you're trying to do the opposite. - Infinite Shield Switch is now D-Pad Down (20XX v2.05) Download link with instructions - P2 processor no longer Smash DI hits. - The P2 processor has an increased chance of technology. - The activation of the Easter Egg button has been changed to hold the AWB, not just A at the beginning of the match. - Unlimited pause camera. - New 20XX launch screen (compliments Qual). (20XX v2.04) Download Link with Instructions - Adds a Switch to the Debugging Menu, called COLORS, that will make the characters turn white during the stun of the shield and flash red during the failed L cancel.1 - Colors OFF (default) 2 - Colors ON - Pushing D-Pad down on the scene selection screen no longer causes the game to freeze the game. Variations I've made for others: 20XX 2.04 - Rumble default on.dol (20XX v2.03) Download link with instructions - Adds a switch to the debugging menu, the term INGAME OFF, to turn the in-game button activator codes off.1 - In the game, the code switches on (default) 2 - the game to freeze if the P2 action switch was performed when P2 was not present in the game. (20XX v2.02) Download the link with instructions -Fixes error where the game will not load the stage if P2 is not present in the match.-Fixes 1P mode and force the SSS download to play itself. - Download for the character Select screen removed. The best compatibility with the stage is an astounding and random stage choice. (20XX v2.00) Download the link with instructions Last edited: Sep 17, 2017 Page 2

You do the work of the gods. I put it on a myome. I hope this helps everyone coming on stage fresh. all I need is a Wii now. I made a mistake, deleted it. Sorry ;(Last edited: March 30, 2014 Can you change the value of CPU_TYPE? The default CPTP_NORMAL (4) but I want to train with CPTP_COOPERATE (10) on the debugging menu CPU_TYPE_SET. Because cpu CPTP_COOPERATE much better for learning. For example, they come to us with a dash. NORMAL CPU approach us only to use walking. Can someone tie me up for something on the Gecko tutorial? Gekko is the sticky thread in this forum. He has a guide to modding the Wii to get Gecko codes to work on it. Homebrew, in the sense of the Wii, is a generic term for things that can only work on your Wii after hacking it. Gecko codes through a homegrown application. You're doing the work of the gods. I put it on a myome. I hope this helps everyone coming on stage fresh. all I need is a Wii now. Thank you so much for linking this theme, SloX! I feel that everyone coming on stage fresh. all I need is a Wii now. value of CPU_TYPE? The default CPTP_NORMAL (4) but I want to train with CPTP_COOPERATE (10) on the debugging menu CPU_TYPE_SET. Because cpu CPTP_COOPERATE much better for learning. For example, they come to us with a dash. NORMAL CPU approach us only to use walking. Coe, yes, you can. Want to know how to do it for v1.00 or 1.02? Last edited: March 31, 2014 I want to v1.00 change CPUTYPE by default. I want v1.00 to change CPUTYPE by default. Coe, in my code in order for the processors to shoot projectiles, I stated that I changed my type of AI to Guard Edge and their CPU level on FF Looking at the 1.00 code that I posted earlier today (and actually just fixed ...), there are three lines that look like this: 0247E88A 0000401 /Player 2, default 0247E8AE 0000401 /Player 3, default 0247E8D2 0000401 /Player 4, by default, and they change to this: 0247E8BA 000012FF 0247E8D2 000012FF 024 on memory address 8047E88A. 80 at the beginning of 8047E88A just automatically Knowing that 04 is a normal type of AI, you can see that I changed it to 12 (Guard Edge) and then immediately after that the IvI processor, which was changed from 01 to FF. Ff. it's a list of all the codes for different types of AI, so if you want to just write straight code that always changes the type of AI, you would like to make 8bit write to the memory address used for those codes. (by the way, 12FF is an example of 16 bits, and only 12 or just FF only 8bits) So to change Player 2's AI to always be cooperative (which list claims to be with the identification number 14), the code will look like 0047E88A 0000014 00 at the beginning means 8 bit to write. For more information about Gecko codetypes, see this page. The rest I'll leave to you to make other players if you want them. Last edited: March 31, 2014 Yesterday L'D-Pad-Left worked, but today L'D-Pad-Left makes the game freeze at the beginning of the match somehow. I confirmed the cheat is completely the same as in op and using v1.02 iso. Mysterious... Last edited: March 31, 2014 Yesterday L'D-Pad-Left worked, but today L still have the same problem too. I would keep trying to mess with Dios-Mios-Buter then. Becuase I have all those out of this stream activated and more (and even just added another 30 liner or something like that I'm going to post in the Gecko Code Thread pretty soon) and they all work. This is awesome, I'm still trying to get it acting properly (we talked in another thread) but I have a suggestion for the code. Can I disable attacks for processors? Its kind of annoying when you try to practice combo and chaingrabbing when you try to practice combo and chaingrabbing at you with inhuman reflexes. This is great! Keep walking! If possible, I would like to make a request. A: Since I've seen how you do some AI manipulation, do you think it would be wise to create a regime for Marches or Sheikhs to practice? IE: For March, just make the processor perform random DI so March can practice every Uthrow combination and keep an eye on the windows. For the sheikh, allow CPU technology most of the time and technology in a random direction, then buffer the roll/spot to dodge after. Let me know what you think: D This is awesome, I'm still trying to get it to function properly (we talked in another thread) but I have a suggestion for code. Can I disable attacks for processors? Its kind of annoying when you try to practice combo and chaingrabbing when you try to practice combo and chaingrab bing when you try to pr Sorry if I haven't answered or something. I'm trying to help a bunch of people right away. This is great! Keep walking! If possible, I would like to make a request. : P Since I've seen you do some AI, do you think it would be appropriate to create a regime for Marches or sheikhs in practice? IE: For March, just make the processor perform random DI DI March can practice each Uthrow combination and keep an eye on the windows. For the sheikh, allow CPU technology most of the time and technology in a random direction, then buffer the roll/spot to dodge after. Let me know what you think : D is good ideas, but again, I don't know how to truly manipulate AI to perform specific DI and techs and stuff. Maybe in the future though (there's another member currently working on this and I plan to help him soon!) this may be a dumb question, but are these mods work for emulators? Yes, they work for The Dolphin. Yesterday L'D-Pad-Left worked, but today L'D-Pad-Left makes the game freeze early in the match somehow. I confirmed the cheat is completely the same as in op and using v1.02 iso. Mysterious... I just published new codes for the R'D-Pad Left Hold Shield code. All that was changed was the value from 0B to 0E, but I hope 0E is more stable (for the former 0B would freeze pal every time, but 0E seems to work). Please try the new code and let me know if the freeze is still saved for you. I just bump this because I still have the same problem too. That's weird. Did you ever make it work KuKKii? Maybe you haven't seen another answer I posted on page 1. so I just pepper it: Most of these works. that's how I called them, but it should be clear what codes they hitbox collision camera CSS (force SSS) Stamina All C's Infinity Developer mode all work. CPUShield (used in CSS failures when there is a ready countdown up after the stage has been downloaded) c-stick (Crashes before the loading stage) do not work with the same crash situations. Stamina mode is sometimes cut off. Everything else works just fine and it's playback for hours. What problems do you still have? Sorry if I haven't answered or something, I'm trying to help a bunch of people right away. I've got it running now! Tried codes from other Gecko Thread, but then I replaced all the codes with one of your text files and everything works perfectly. Thank you for your help! :D Can I enter these codes into iso just by editing the relevant addresses in DOL, or will I have to do something more complicated? Not asking someone to do this (I want to experience doing this), but knowing where to start would be helpful (I would like to post what I did here ofc). dashdancedan, do you have an actual GC Action Replay or something? I don't know how to make the single button switches that all these codes use (which seems to be Gecko's only codetype), but I could write you an AR code that uses q D-Pad Up to switch it if it will work for you. Edit: Try this: (1.02, Action Replay) L'D-Pad Up Turns on CPU Holding Shield and Jump/Grab DD-Pad Up Shuts It 4A46B108 0000000 00480848 0000000 00480848 00000018 00480848 0000000 I am not on my desktop where I can check this code but I think it will work. When you turn it off, the P2 processor can but closing the port and opening it could alleviate the problem. Not sure exactly, but let me know if you get around to testing this. Awesome, I'll try it out soon and see how it works. Is this version exclusive 1.0, 1.2? Last edited: March 31, 2014 For some reason the dolphin couldn't download my game-save because I had just copied and wassed your codes, but when I moved the title code all in one line the next time P Edit: Also, I think the title also spoils the code. Last edited: April 1, 2014 Can I enter these codes into iso by simply editing the relevant addresses in DOL, or will I have to do something more complicated? Not asking someone to do this (I want to experience doing this), but knowing where to start would be helpful (I would like to post what I did here ofc). Thundrio, all of these codes are used by IF operators for activation, so it would be much more than editing the relevant addresses because it would be more like adding lines of code to the game. I believe that these codes should be converted into ASM hacks and then from there, injectable codes is Sham Rock (and possibly Geuse). See its code when you miss the results screen. Awesome, I'll try it out soon and see how it works. Is this version exclusive 1.0, 1.2? Only 1.02. Why do you want them to act for Replay, not Gekko? For some reason the dolphin couldn't downloaded my card mem. Try to put the code name all in one line the next time P Edit: Also, I think the title also spoils the code. Waffle, are you talking about the code names in the .txt file? That just meant for code manager Ocarina and I think their titles are only on one line anyway (just checked this by viewing it on Mediafire). This may not be the case though if you open it in a program window that isn't wide enough to display the full name. And the name should be all right. My codes in Dolphin are in the title and they work fine. I did hit on a problem yesterday where the quote code doesn't work. I deleted them and then it worked fine. I think it's worth noting. Maybe such things vary between versions of Dolphin. Last edited: April 1, 2014 Amazing Working Man. I've always been interested in doing something like this, but never got much into melee hacking. Sincere thanks, do you have any plans for the future that was changed was the value from 0B to 0E, but I hope 0E is more stable (for the former 0B would freeze pal every time, but 0E seems to work). Please try the new code and let me know if the freeze is still saved for you. Thank you, Achilles. I confirm that there is no freezing when I used the new one on the dolphin. While it's this a small strange moment, some inputs make Player-2 do, except for the shield. For example, P1 is a sheikh and P2 Fox on the battlefield. After the sheikh enters B, he makes Fox jump, then the sheikh enters L (cancelled needle charging), this makes Fox dodge in the air or laser. I think it's the same werid thing as the L code and the D-pad up (like something P2 sometimes make a light shield). I just reported it. Last edited: April 1, 2014 Thank you Achilles. I confirm that there is no freezing when I used the new one on the dolphin. While this is a small strange moment, some inputs make Player-2 do, except for the shield. For example, P1 is a sheikh enters B, he makes Fox dodge in the air or laser. I think it's the same werid thing as the L code and the D-pad up (like something P2 sometimes make a light shield). I just reported it. It's nice to know that there is no freezing anymore! Just checked the sheikh and fox thing... It's kind of weird. And it seems to be happening at all stages. Try this if you can: Change this line of code: 00480848 000000E To this: 00480848 000000A and check it out again! The opponent should not still be shielding, but should not respond to the sheikh needling. Hopefully the game doesn't freeze as well. Let me know if it works. He's an amazing worker. I've always been interested in doing something like this, but never got much into melee hacking. Sincere thanks, do you have any plans for the future that you are willing to share by accident? tell you, if you have a computer good enough to run a Dolphin and then watch the InternetExplorer video tutorial, there is no way you won't start hacking. It's so much fun and makes you feel so powerful. muahaha Future plans are a little hazy. I'm just now finishing up the code to help people practice the Peach Break Goals strategy (so it pulls a bomb/beam sword when there are a certain number of targets left). Stratocaster is working on the influence of processor/human inputs to get them to do things in certain situations (hopefully lead to DI and technology codes) and I plan to help with some of them. Idk, what else. I'm really trying to grow a Melee hacking scene because so little has been done that creates so many opportunities. I plan on writing some guides soon and making a compilation of some kinds where people can compile memory biases and things. Hi Achilles, I shootmaniazechs from Reddit, who asked about the pal version. First of all let me thank you for that! You give people like me (who can only play against the CPU) a much better way to practice. When I get it working, I'm happy to help with testing. You asked me what app/homegrown program I use; this is Gecko OS Mod 0.92 iOS58 (Rev I followed the guidance you linked to in your original post. In the options, I have the following settings: Gamecube mode: internal, so I can read from my buddy drive. Type of hook GC: VI GC Ocarina: Yes GC Debugger: No. When I run the game with the drive, it says: Cheats Application. As I said on Reddit, I don't seem to be able to activate any help you can offer to zlt;3 One thing that may have anything to do with it, but I'll mention it anyway: The second guide manual says run iOS236 Installer. It doesn't work for me, but I use USBLoaderGX for fight/ProjectM, and I've used d2x CIOS successfully already, so I was hoping iOS236 wasn't necessary? Hi Achilles, I shootmaniazechs from Reddit, who asked about the pal version. First of all let me thank you for that! You give people like me (who can only play against the CPU) a much better way to practice. When I get it working, I'm happy to help with testing. You asked me what app/homegrown program I use; this Gecko OS Mod 0.92 iOS58 (Rev 6176), I followed the guide you linked in your original post. In the options, I have the following settings: Gamecube mode: internal, so I can read from my buddy drive. Type of hook GC: VI GC Ocarina: Yes GC Debugger: No. When I run the game with the disk, he says: the codes are found. Application. As I said on Reddit, I don't seem to be able to activate any help you can offer to zlt;3 One thing that may have anything to do with it, but I'll mention it anyway: The second guide manual says run iOS236 Installer. It doesn't work for me, but I use USBLoaderGX for fight/ProjectM, and I've used d2x CIOS successfully already, so I was having the same problem with GeckoOS when I tried using it. Then I switched to Dios-Mios-Booter just to play ISO with an SD card. Have you ever used Dios Mios to run ANO? I don't know of any alternatives to GeckoOS to download the drive that can apply cheats. And by the way, I tried running the pal version with Dios-Mios-Booter, and it worked (although, it played in black and white for me - it might not be the case if you have a PAL TV though). The codes I ported worked, too. EDIT: And right after I did this testing, my SD card got damaged and everything on it wasn't there.... Last edited: April 1, 2014 I didn't crack the Wii sincce '08. I just installed a homegrown channel, bootmii and priiloader on my Wii. I don't have anything else in place. Can anyone help me with how to go from this to downloading ISO (which I already have) from my SD/Usb and using these cheats? I am quite clueless and would appreciate the help. Last edited: April 1, 2014 I pm you instructions, Engo. Can someone help me? I use dios mios and melee download 1.02 through my usb, and every time I start the game it just restarts my Wii and goes to the Wii menu still having the same problem? I've followed the instructions, so all my file names should be good to let me know when more information you need to help me can someone help me? I use dios mios and melee download 1.02 through my USB, and and I start the game it just restarts my Wii and goes to the Wii menu for anyone else having the same problem? I've followed the instructions, so all my file names should be good to let me know when more information you need to help me, what program are you using to run iso? GekkoOS? I use dios mios to download iso I know absolutely nothing, but I really wanted to get some of these things for my own training. All I have is a Wii and a Mac laptop. What more do I need? Only 1.02. Why do you want them to act for Replay, not Gekko? I only have Gamecube AR and version 1.0 I use AR for debugging and endless shield, but I've never seen a code that makes the CPU jump/grab/roll as soon as possible. I know absolutely nothing about gecko codes, dolphins or anything. And the abundance of information is just overwhelming, but I really wanted to get some of these things for my own training. All I have is a Wii and a Mac laptop. What more do I need? Just search the web or YouTube for instructions on how to softmod the Wii using a Mac. Start there. Mmm... So I'm booting with GeckoOS using a real melee drive. The only one of your codes that seems to work is on the d-pad to start the match yourself. All the other codes that I've included (unlock everything, c-stick in 1p, default match settings) all work just fine as well. I'm definitely a player of the one on my Wii as well. Any code that I try to use to influence the fact that the processor is not working. Player 2 processor always just acts like a normal processor. I've tried Dios Mios and it sends me back to the Wii menu trying to load. Mmm... So I'm booting with GeckoOS using a real melee drive. The only one of your codes that I've included (unlock everything, c-stick in 1p, default match settings) all work just fine as well. I'm definitely a player of the one on my Wii as well. Any code that I try to use to influence the fact that the processor is not working. Player 2 processor always just acts like a normal processor. I've tried Dios Mios and it sends me back to the Wii menu trying to load. Weird. I think I would try to make gct just one of these codes included and try this out. that seems really strange though that none of them worked (because the codes definitely work). I know it's trivial, but make sure you use the codes for the right version. Have you tried the endless shield or any of those that switch hitboxes? Last edited: April 1, 2014 Page 3 Hey, I was able to get a lot of these codes working right away with a cfg USB loader, but not all, and I would just have them all Immediately. For this reason I'm trying to get a DIOS MIOS Booter to work (as the OP noted that it can get them all working simultaneously with DMB). I can download from USB), but cheats never apply. I've tried placing the codes in places: USB/games/GALE01/GALE01.gct SD/games/GALE01/GALE01.gct SD/codes/GALE01/GALE01.gct Achilles, could you tell me about the exact locations of your game and cheat the file, as well as the exact settings in DMB? How do I turn off the code? At first I tried L'D-Pad Right, but I didn't get to turn it off, tried just as I desactivated hitbox bubbles, making pad L'd right again on CSS, but it didn't work... Do we need to restart or something? NVM I understood this. From what I can tell, it looks like a USB download can handle fewer cheats than an SD download. I'm using SD now. I managed to break the SD card to cheat the limit tho, I had a lot of unnecessary cheats. The yellow sheildstun cheat also seems incompatible with the 20xx one, headsup. How do I turn off the code? At first I tried L'D-Pad Right, but I didn't get to turn it off, tried just as I desactivated hitbox bubbles, making pad L'd right again on CSS, but it didn't work... Do we need to restart or something? You turn it off with the same action you turned it off with the same action you turned it off with. activate/deactivate them on the character selection screen. And for those in the game, only disable/activate them in the game. NVM I understood this. From what I can tell, it looks like a USB download can handle fewer cheats than an SD download. I'm using SD now. I managed to break the SD card to cheat the limit tho, I had a lot of unnecessary cheats. The yellow sheildstun cheat also seems incompatible with the 20xx one, headsup. Thank you for providing me with this information. My SD card crapped on me yesterday, so I just tried a new one and was able to get all the cheats in this running theme plus a bunch more through Dios-Booter. So it certainly works with SD, and yes, from the reports of others, it seems that USB can't handle as many cheats or something. I'll add this information to the thread. Thanks for providing this feedback. I also removed the yellow queue in the shield to stun the code from the text file because others said it didn't work as well. White's shield stun works though last edit: April 2, 2014 I just tried aaannnd all my codes are now working! Thanks to Stutterfoot and Achilles for your tips! I just tried aaannnnd all of my codes now work! Thanks to Stutterfoot and Achilles for your feedback. Achilles 1515 I haven't read all the comments or on your edited post, but if no one has suggested it already you should make a code that somehow indicates when the character is in the hitstun. Hey, first of all, very excited about these codes. However, there were some problems with getting these to download using the Gecko OS mod version of 0.92 on The HomeBrew Channel. I tried them once 1 code at a time for version 1.02 (which I confirmed on the back of my drive, it's Gale-0-02) and tried to use them on character character screen, but they don't work as intended. When the codes are triggered (as the processor (which I think is part of the code), but it won't hold the shield. I think this means that the code is there, but only partially works. The codes are loaded, the shield stun flashes white code makes a trigger both on its own and paired with these codes. I download using GC Hook Type: IV under the IE GC Ocarina offer set to yes. Gecko OS Mod also states that it found the GALE01 codes and downloaded them. Has anyone played around with this Gecko OS mod? SO, WINNER Chris Hu Voice Amazing work, thank you very much! Used DiosMios (Lite) Booter for the last year but couldn't get the codes to work with that. I have no idea why; tried different ways. Now using usbloadergx. However, you will have to experiement a bit to reach the maximum code number because there seems to be a limit to how much you can use. Hey, everybody! Check out the new code in the original post: R-D-Pad Down (P1 only) switches the game timer to become a consistent hit counter for all Achilles players, it's also a great job! But I think that has a conflict with D-Pad Down (P1 only) switches bomb rain and D-Pad Right (P1 Only) switches fixed camera mode. In addition, I confirmed the new code L'D-pad left. This makes the CPU do only shield. Last edited: April 5, 2014 Tried Bubbles Code in 1.0 Some questions: Not working on Dreamland Some stages take time for bubbles to load. Otherwise, good work! New code: X-P-Pad Down Switches HUD On/Off (HUD and Heads Up Display) See the original post for details. New code: X-P-Pad Down Toggles HUD On/Off also has a conflict. About the Conflict X'D-Pad Down Toggles HUD On/Off D-Pad Down -> Confliction When I Enter the X-D-Pad Down, D-Pad Down, D-Pad Down (Bomb Rain) is also on both D-Pad Right -> Nothing R-D-Pad Down (P1 only) Game Timer Switches to become a consistent Hit Counter for all D-Pad Down \rightarrow Conflict R'D-Pad Down Work Bomb Rain and Don't Knockback'stun are ON From the beginning of the match (Warning: No Knockback Can't be turned off. D-Pad Down Works Fixed Camera ON From Start Of Match D-Pad Right Not Running After Ten Or More Minutes With Match, D-pad Right will begin to be available. (But the fixed camera will be turned on again automatically.) Last edited: April 5, 2014 hmm, I think the X'D-Pad Down Toggles HUD On/Off D-Pad Down Toggles HUD On/Off D-Pad Down - Conflicts When I'm entering X'D-pad Down, D-Pad Down (Bomb Rain) is also on both D-Pad Right -Nothing R-D-Pad Down -> Conflict X'D-Pad Down DOESN'T work. R-Pad down work I also write about conflict combo counter (R'D-Pad Down) R'D-Pad Down -> Conflict R'D-Pad Down Work Bomb Rain and Don't Knockback'stun are ON From the beginning of the match (Warning: No Knockback P2 has a knockback Can't be turned off. D-Pad Right - Conflict R'D-Pad Down work Fixed Camera ON with the start of the match, D-pad Right will begin to be available. (But the fixed camera will be turned on again automatically.) Coe, thank you for your detailed explanation. The reason for the problems was the code R'D-Pad Down Bomb Rain. I installed it in the original post (it was only the first line that needs to be changed. I'm still trying to determine whether or not the bubbles on Dream Land is a problem with the game as a whole, or just code. I say this because my friend and I played with collision bubbles using a regular debugging menu (so it was a few weeks ago) and it would act very strangely on Dream Land and make our characters invisible sometimes. that it takes a while to download, do you mean like 5-10 seconds? or longer than that? and was it on the console or the dolphin? Hey, first of all, very excited about these codes. However, there were some problems with getting these to download using the Gecko OS mod version of 0.92 on The HomeBrew Channel. I tried to download them as soon as 1 code at a time for version 1.02 (which I confirmed on the back of my drive, it's Gale-0-02) and tried to use them on the character selection screen, but they didn't work as intended. When the codes are triggered (as the processor holds the shield) If I download a match with a 2nd slot loaded as a player, it will be replaced by a processor (which I think this means that the code is there, but only partially works. The codes are loaded, the shield stun flashes white code makes a trigger both on its own and paired with these codes. I download using GC Hook Type: IV under the IE GC Ocarina offer set to yes. Gecko OS Mod also states that it found the GALE01 codes and downloaded them. Has anyone played around with this Gecko OS mod? It sounds like a strange question, but I really don't know what to tell you. I never GeckoOS work properly for myself - which is why I end up switching to downloading from an SD card with Dios-Mios-Booter. Idk... there is there had there been any further progress on that issue? and when you say a player gets exchanged for a CPU, what is a CPU to do in a game? Just standing there? Last edited: April 5, 2014 Ku, thanks for a detailed explanation. The reason for the problems was the code R'D-Pad Down Bomb Rain. I installed it in the original post (it was only \rightarrow the first line that needs to be changed. X'D-Pad Down doesn't work. (Not changed) R'D-Pad Down (P1 only) Switches game timer to become a consistent strike counter for all D-Pad Down players -> Conflict work R'D-pad Down (No Change) Rain Bombs and No Knock-Stun ON from the start of the match (Warning: No knockback-stun normally) (Not Changed) D-Pad Down doesn't work forever. Can't be turned off. (No change) D-Pad Right -> Conflict R'D-Pad Down Work (Un changed) Fixed On Camera from the start of the match (No change) D-pad Right does not work (Not changed) After ten or more minutes from the start of the match, D-pad Right will begin to be available. (But the fixed camera will be turned on again automatically.) (Unchanged) Now I've noticed about the fixed camera going again automatically. When an attack hits someone, a fixed camera will be turned on automatically. I followed the InternetExplorer guide to play with codes through Gecko and its codes worked well, but for some reason the code any ideas that could go wrong? I use the near drive BTW I followed the InternetExplorer guide to play with codes through Gecko and its codes worked well, but for some reason the codes here don't work for me. I checked my version of the game so I knew that I have the correct version of the game so I knew that I have the correct version of the game so I knew that I have the codes here don't work for me. I checked my version of the game so I knew that I have the code any ideas that could go wrong? I use the near drive BTW It's really interesting ... I wonder if it has something to do with ASM codes. Can you try downloading it for the character to select the screen code and tell me if it works? Yes, it worked. I've seen P2 Infinite Shield though and that one works for me. If I can't figure out how to fix the CPU endless code shield P2 infinite shield will be good for the practice of pressure shield (New code) L'R-Pad Up (P1 only) Switches P2 to Spam Uptilt See important notes about this code in the original post. Hey, I really like these codes and I think they can help greatly for solo play, but I've tried applying the P2 processor always keeps the shield and captures/jumps out of the shield code, but it doesn't seem to work. I am them as Gecko codes because AR codes don't work (I do it on the BTW dolphin emulator) and I got collision bubbles on my character to appear but P2, not P1. Idk, why all P1 codes don't work for me. edit: Nvm. I just read that codes that don't work because I was trying to make them in the game and not on the character selection screen. I still want to know the hitbox one doesn't affect P1. Last Edited: April 6, 2014 Did you review the ISO patch with all these codes and make it available for download? Besides, I have the same problem. The only codes not made Achilles work when I download a game that sucks because it has the best of them. Last edited: April 6, 2014 Can I add a metronome to the game? I find there are many uses for practicing a wide range of metronome techniques (Hax dashing, chain grips, handoffs, etc.) an amazing thread. If you don't mind, I ask, suggesting that this has been suggested several times in the past: has progress or breakthroughs been made to install randomized technology worth/tech rolls? Is there perhaps something I could do to help his development (if it worked right now). I'm having some strange problems with P2 holding the shield and grabbing/jumping out of the shield code. It works, but not in the way it's intended. P2 doesn't jump or try to grab when his shield is hit, it just keeps its shield up. But when I die, or when I hit down-b, then the P2 will grab, or jump in a B move or an air dodge... Strangely. I really want this particular code to work for me so I can practice intervals on the shields so I don't get the shield grabbed. I'm having some strange problems with P2 holding the shield and grabbing/jumping out of the shield code. It works, but not in the way it's intended. P2 doesn't jump or try to grab when his shield is hit, it just keeps its shield up. But when I die, or when I hit down-b, then the P2 will grab, or jump in a B move or an air dodge... Strangely. I really want this particular code to work for me so I can practice intervals on the shields so I don't get the shield grabbed. I updated the code a few days ago with a new value that I believe stops this from happening. Can you verify that this is the code from which you created your .gct? P2 Hold Shield (1.02) 2846B108 FF000041 00480845 0000001 00480848 000000 CC0000000 00000 00000 00000 00000 00480845 000000 00480845 000000 (specifically this line, with A instead of E E200001 000000 Edit: error to wait. So does the P2 keep the shield code work properly for you? and its only to keep the shield and jump/grab the one that spoil? Last edited: On April 6, 2014, I updated the code a few days ago with a new value that I think stops it from happening. Can you verify that this is the code from which you created your .gct? Edit: wrong to wait. So does the P2 keep the shield one running normally, but it's a jump/grab one that gives me the odd result. It happens every time I die or down-b. Hey, I'm trying your code to use on the Dpad Dpad Skip in the scene select the screen, but instead it goes to the scene select screen without entering. I checked my controller settings in The Dolphin and they appear well. Any idea what the problem might be? Diane Safe Landing said: Have you reviewed the ISO patch with all these codes and made it available for download? Besides, I have the same problem. The only codes not made Achilles work when I download a game that sucks because it has the best of them. In order to put these codes in iso, they must be made into assembly language codes because they use IF statements and what not (and have enough free space on the DOL). And it's not a trivial task to just add code like the IF statement to the DOL game. So they probably won't be made in DOL mods. So you're having trouble with GeckoOS? I'm currently exploring this issue, but I think it has something to do with the codetypes I used (for IF operators and/or switches) not compatible with GeckoOS or something. It's an amazing thread. If you don't mind, I ask, suggesting that this has been suggested several times in the past: has progress or breakthroughs been made to install randomized technology worth/tech rolls? Is there perhaps something I could do to help his development (if it worked right now). I don't want to talk too much about it now, but yes. Stratocaster has been putting in a great job on this and it will happen. You just have to polish it. Can I add a metronome to the game? I find there are many uses for practicing a wide range of metronome techniques (Hax dashing, chain grips, handoffs, etc.) if I knew how to activate sound effects, then yes, it would be possible. Will your character flash color (such as when your shield breaks) at a given work rate as well? Correct. Normal is just to keep the shield one running normally, but it's a jump/grab one that gives me the odd result. It happens every time I die or down-b. Does this happen to each character or only to certain combinations? Hey, I'm trying your code to use on the Dpad to skip the scene to choose the screen, but instead it goes to the select screen scene without typing. I checked my controller settings in The Dolphin and they appear well. Any idea what the problem might be? Hmm it really shouldn't happen. Try disabling/re-attaching the d-pad button to the dolphin and see if it fixes the problem. Also remember that any player can hit the DPad before downloading the scene selection screen. So make sure all the other players don't have their DPad before the buttons are displayed on some of the other buttons are displayed on some of the other players are invincible, and the 2x shield deplete the speed code by editing this? I want the code he understood only No rollback. If I want the train shield to drop the antenna using a non-knockback with L'R-Pad Up (P1 only) switches P2 to Spam Uptilt. The Last Last April 7, 2014 I tell you, if you have a computer good enough to run a Dolphin and then watch the InternetExplorer video tutorial, there is no way you won't start hacking. It's so much fun and makes you feel so powerful. muahaha Future plans are a little hazy. I'm just now finishing up the code to help people practice the Peach Break Goals strategy (so it pulls a bomb/beam sword when there are a certain number of targets left). Stratocaster is working on the influence of processor/human inputs to get them to do things in certain situations (hopefully lead to DI and technology codes) and I plan to help with some of them. Idk, what else. I'm really trying to grow a Melee hacking scene because so many opportunities. I plan on writing some guides soon and making a compilation of some kinds where people can compile memory biases and things. for what it's worth, here's a memory table of IE locations and me massive made a while ago: amp;amp;usp=drive_web#gid=12 This happens with different characters like the processor. I tried it with Mart and Falco as a processor and they both did the same thing when I died or down-b'ed. I use Ganondorf, but I can try to use other characters if necessary. In order to put these codes in iso, they must be made into assembly language codes because they use IF statements and what not (and have enough free space on the DOL). And it's not a trivial task to just add code like the IF statement to the DOL game. So they probably won't be made in DOL mods. So you're having trouble with GeckoOS? I'm currently exploring this issue, but I think it has something to do with the codetypes I used (for IF operators and/or switches) not compatible with GeckoOS or something. I don't want to talk too much about it now, but yes. Stratocaster has been putting in a great job on this and it will happen. You just have to polish it. If I knew how to activate sound effects, then yes, it would be possible. Will your character flash color (such as when your shield breaks) at a given work rate as well? Does this happen to each character or only to certain combinations? Hmm it really shouldn't happen. Try disabling/re-attaching the d-pad button to the dolphin and see if it fixes the problem. Also remember that any player can hit the DPad before downloading the scene selection screen. So make sure all the other players don't have their DPad before the buttons are displayed on some of the other buttons you press. What other app can I use to download gamecube games with ocarina codes? What do you use? Achilles, can I remove the rain bomb and 2x shield to deplete the speed from Down (P1 only) switches bomb rain, all players are invincible, and the 2x shield drop air using a non-knockback with L'R'D-Pad Up (P1 only) P2 spam uptilt switches. That's a great offer! I edited the original post and file GALE01.txt with this code. This will certainly be useful for effective shield dropping practices, and I think it will also work well with L'D-Pad Left Switch processors to shoot code shells for powershielding practices. Thank you so much for that. I think it would be a good idea to make a community memory card for this game. Diane Safe Landing said: What other app can I use to download gamecube games with ocarina codes? What do you use? I found great results download from the drive with codes I'm not sure Page 4 is a great offer! I edited the original post and file GALE01.txt with this code. This will certainly be useful for effective shield dropping practices, and I think it will also work well with L'D-Pad Left Switch processors to shoot code shells for power shielding!! Last edited: April 7, 2014 IIf I knew how to activate sound effects, then yes, it would be possible. Will your character flash color (such as when your shield breaks) at a given work rate as well? As long as you could set up BPM (blinking per minute in this case), I think it would be helpful. Maybe not as strong as having this auditory feedback to help internalize the timing, but perhaps visual feedback will end up just as useful. Not a bad idea. I've been playing with this all day, I'm trying to do something simple, I guess. I try to give the player's character a yellow color when his control sticks the inputs on the left. Any help on this from anyone? Can't figure it out:/ Achilles, you can also remove the hitback (I don't know how to say in English. When someone attacks the enemy's shield, the attacker and the opponent are a little away from each other.) from D-Pad Down (only P1) switches all players undefeated? Last edited: April 8, 2014 Diana Safe Landing said: What other app can I use to download the game with ocarina codes, even if you use an SD card with DML. I use USB Loader GX and its very nice because I put the .txt file with all the codes on it on the SD card and I can make new .gct files using USB Loader GX, so I can disable some codes, but still keep some like tournament or smashfest. Endless shield code does not work for me in 1.02 I'm typing it under Gecko codes, but when I save the INI config file, the code does not show, then when I go edit the file config again, I just didn't have a mitten there. I use Gecko OS Mod as my loader, and none of the D-pad codes work. I use other codes and they work fine, but none of the codes listed here work. Any ideas on what should I do? I've been playing with this all day, I'm trying to do something simple, I guess. I try to give the player's character a yellow color when his control sticks the inputs on the left. Any help on this from anyone? Can't figure it out:/ I have no idea what you're talking about. Achilles, you can also remove the hitback (I don't know how to say in English. When someone attacks the enemy's shield, the attacker and the opponent are a little away from each other.) from D-Pad Down (only P1) switches all players undefeated? Yes, I know what you mean. I guess it's possible, but it's not something I specifically searched for or changed before. I'll let you know if I find anything. You can use any USB Loader to download the game with ocarina codes, even if you use an SD card with DML. I use USB Loader GX and its very nice because I put the .txt file with all the codes on it on the SD card and I can make new .gct files using USB Loader GX, so I can disable some codes, but still keep some like tournament or smashfest. I need to look into using the USB Loader GX. It sounds insanely convenient not to use your computer to make gct files. Thanks for the info. Endless shield code doesn't work for me in 1.02 I'm typing it under Gecko codes, but when I go edit the config file, the code doesn't work for me in 1.02 I'm typing it under Gecko codes, but when I go edit the config file again, all I just have is mitten there is not. Someone on Reddit was having the same problem. See here I use Gecko OS Mod as my loader, and none of the D-pad codes work. I use other codes and they work fine, but none of the codes you listed here work. Any ideas on what should I do? It seems that most of my codes are not compatible with GeckoOS. I have no idea why, though. I guess my only suggestion would be to run it off the SD card, as that seems to work best. Last edited: April 9, 2014 Featuring Achilles. Really appreciate all the effort you put into this new code: L'R-Pad Down (P1 only) switches P2 to Spam moves codes structured so see the original post on the new codes for this and spam uptilt the code. Should I start putting GIFs and photos of the original posts (gifs specifically) in spoiler tags? I feel like it's getting too much to download. Last edited: April 9, 2014 I have no idea what you're talking about. Yes, I know what you mean. I guess it's possible, but it's not something I specifically searched for or changed before. I'll let you know if I find anything. I need to look into using the USB Loader GX. It sounds insanely convenient not to use a computer to gct files. Thanks for the info. Someone on Reddit was having the same problem. See here it seems as if most of my codes are not compatible with GeckoOS. I Am I have no idea why, though. I guess my only suggestion would be to run it off the SD card, as that seems to work best. Thanks man. I'm just working on Dios Mios and everything works just fine! That's a good job. Maybe if there was a way you could get a Falco post combo spam, so you could get a Falco post combo spam, so you could get a Falco post combo spam. I've never done code to superimpose color on top of the character, so I can't help you at this point. Thanks man. I'm just working on Dios Mios and everything works just fine! That's a good job. Maybe if there was a way you could get a Falco post combo spam, so you could practice survival di or like nair oos... Too hard? It would be a bit involved, but I think it's possible. I'm glad you're working. Could you make a switch that has a processor/P2 always squat undo on a hit? It would be helpful to learn all the end and exits of each squat cancel. Last edited: April 10, 2014 Could you make a switch that has a processor/P2 always squat undo on a hit? It would be helpful to learn all the end and exits of each squat cancel. Actually, I don't think I can do it at the moment. I can only get a computer to spam a certain button (combination) and not hold it. (The CPU hold shield code is completely different). It's AN AWESOME dude, holy cow Why isn't there a Milktank painting? I'm going to combine this with SD Remix, and I'm about to go down :D D Hello to everyone- first of all im new to this kind of thing. Just to show how new I am to this, I tried to get it going and tried for 6 hours last night, but I couldn't make it work after all. The reason it took me 6 hours was because I had to learn how to softmod my Wii for the first time and then I had to try to learn how to make Gecko codes from a guide created by InternetExplorer. Then I tried to implement it with this 20XX guide and I couldn't make it work. I end up redoing everything (including remodeling a homegrown installation) as 5 times because I don't know what I'm doing wrong and I don't know what all the files on an SD card should look like. I ended up giving up hours of troubleshooting. So can any of you guys post a picture of what the contents of your SD cards are (what size and if it's SDHC) and what's inside them. Or perhaps make a video tutorial. I really want this to work and l've tried my best but I need help. Thanks for any answers!! Last edited: April 10, 2014 I just copy and ingos this out I had. I hope it helps. I helped my friend get these codes running from, I find fresh softmod so try to follow these instructions. This is assuming you try to run the game off the SD card though (which you need Dios Mios Lite if you think the installed, do it again. I think the installer that The InternetExplorer was bundled is not working properly or something then you need Dios Mios Lite if you are working with an SD card. Download this and put this wad folder on the root of your SD card. Inside the WAD folder is Dios Mios WAD Now download Dios-Mios-Booter and put that in the app folder as well. This is what you'll use to run the game (using the steps I tagged at the bottom of the 20xx training thread to get the codes working). And if you don't have your ISO in the right format already, (copied from the Facebook message I sent to someone) download this program it for your COMPUTER ISO should be in a certain format on the SD card in order to to read it correctly, so what you want to do is drag your .iso file on top of that discex.exe file, and then discex.exe file, and then discex.exe file, and then discex.exe file, and then discex.exe file on your SD card in place of achilles: SD: games1515, today, at 9:32 wow. Huge jumps over the last few hours. Figured out how to make P2 keep the buttons (previously only knew how to make P2 spam buttons), and because of this, also figured out a relatively random DI. So I did this code to implement it all together..... P2 (CPU/Human) Fox/Falco Random DI's P1 Marth (Man) Upthrow and shines Immediately after Hitstun Amazing chaingrab practice only works when you start the match from the debugging menu (master dblevel is OK, don't check any others) So also include this code you don't need to touch it, but one must not be connected. I'm pretty sure it will upset others make P2 spam... codes, so don't use those with that. And that's why I'm posting it here, not on the main thread - this code needs polishing. But... it works and I'm too excited to not just get something to you guys. I need testers! I have to go do my homework and stuff now and don't have time to check everything out. Please contact us with feedback. I'll be working on Random DI a few more, but it's pretty solid right now. Code: Both of them should be on! General P2 Move Forcer (1.02) (Achilles) C2376BCC 00000012 3DE08048 8A0F0846 2C1000FD 40820014 3E208046 6231B108 7C038800 40820014 3E 28e13193 FF0000 F 1 00453F1B 0000000 00480846 0000000 00480846 00000000 00480846 00000000 00480846 00000000 2000001 00480846 00000000 2000000 2000000 2000000 speculates in the future now ... All my previous codes of making processors hold a shield/jump are likely to become obsolete and they will be remade and able to be switched into play. Yes.... Last edited: April 11, 2014 Wow, Huge jumps over the last few hours. Speculation for the future now ... All my previous codes of making processors hold a shield/jump are likely to be switched into play. Yes..., Wow it's amazing HYPE Could you do against the Falcon Version? It would be great for tech chasing... and P2 Sheikh vs. Falcon would be great too. LOL sorry for so many requests, just so much potential with what you do here. What did you do?!?!? If/when I put it all together and it works, I want to give you money. You have to make it easy for like-minded guys I just copy and paste this from another conversation I had. I hope it helps. I helped my friend get these codes running from, I find fresh softmod so try to follow these instructions. This is assuming you try to run the game off the SD card though (which you already have it installed, do it again. I think the installer that The InternetExplorer was bundled is not working properly or something then you need Dios Mios Lite if you are working with an SD card. Download this and put this wad folder on the root of your SD card. Inside the WAD folder is Dios Mios Wad: Download this homegrown manager's homebreed app and put it in the app folder at the root of your SD card. Then open this program on the Wii and install Dios Mios WAD Now download Dios-Mios-Booter and put that in the app folder as well. This is what you'll use to run the game (using the steps I tagged at the bottom of the 20xx training thread to get the codes working). And if you don't have your ISO in the right format already, (copied from the Facebook message I sent to someone) download this program it for your COMPUTER ISO should be in a certain format on the SD card in order to to read it correctly, so what you want to do is drag your .iso file on top of that discex.exe file, and then disceX creates a folder called GALE01 (in the same place on your COMPUTER ISO should be in a certain format on the SD card in order to to read it correctly, so what you want to do is drag your .iso file on top of that discex.exe file, and then disceX creates a folder called GALE01 (in the same place on your comp that you want to do is drag your .iso file on top of that disceX.exe file, and then disceX.exe file, and then disceX.exe file, and then disceX creates a folder called GALE01 (in the same place on your comp that you want to copy that PAPKA GALE01 on your SD card in place of achilles: SD: games1515, today at 9:32 am thank you for the answer. what you said, but now that I download melee from .iso it kind of takes a while to download, but it takes me a character to choose (I used file gale01 that you you and used ocarina codes), then the music starts late and it's like repeating and after a while it freezes. Any advice? Also, what are all the folders that you should have in your SD card at the end of it all. Thank you !! Last edited: April 11, 2014 Thank you very much for the response- I did everything you said, but now that I download melee from .iso it kind of takes a while to download, but it takes me a character to choose (I used the gale01 file that you gave and used ocarina codes), then the music starts late and it's like replays and after a while it freezes. Any advice? Thank you!! That's nice! This means that you got all the work (one of the cheats I had to download on the character selection screen). I guarantee you that your SD card just sucks. I guess you have a cheap, 2GB one or something. I recommend getting a Class 10 SD card. The class relates to how fast it is (and probably some other stuff) and I think Class 10 is the fastest. This is the SD card I use. That's a lot (especially if you have Amazon Prime - and if you're a university student, you can get it for free for 6 months) could you do a vs. Falcon version? It would be great for tech chasing... and P2 Sheikh vs. Falcon would be great too. LOL sorry for so many requests, just so much potential with what you do here. Random CPU technology is coming. And you're right, it has incredible potential. I'm very happy about that. What did you do?!?!? If/when I put it all together and it works, I want to give you money. You have to make it easy for like-minded guys Hmmm money nicely, but lets not think about it right now, if you do it with a good interface I will definitely pay for it! Good work with DI and teching, we've got pretty much everything we need right now, if you do it with a good interface I will definitely pay for it! Good work with DI and teching, we've got pretty much everything we need right now so damn amazing ^ last edited: April 11, 2014 I guarantee you that your SD card just sucks. I guess you have a cheap, 2GB one or something. I recommend getting a Class 10 SD card. I'm sure I have one of those cheap 2GB SD cards because it's all PM can use or something like that. For these melee hacks can you use any size SD? Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card. So the size doesn't matter (as long as it's over 2GB), it's just speed. It doesn't matter to P:M because the games run away from the actual drive. The only thing on the SD card is the codes. Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card is the codes. Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card is the codes. Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card is the codes. Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card is the codes. Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card. So doesn't matter (as long as it's over 2GB), it's just speed. It doesn't matter to P:M because the games run away from the actual drive. The only thing on the SD card is the codes. You were right!!! I went and bought the best SD card is the codes. You were right!!! I went and bought the best SD card and it works!!! Thank you, thank you, thank you, thank you. so much for the help and thanks for giving us this beautiful hack! :D Yes, you can use any size. But if you're running it off the SD card (via Dios Mios), then you'll want a quick SD card. So the size doesn't matter to P:M because the games run away from the actual drive. The only thing on the SD card is the codes. Achilles, you can also remove the hitback (I don't know how to say in English. When someone attacks the enemy's shield, the attacker and the opponent are a little away from each other.) from D-Pad Down (only P1) switches all players undefeated? By the way, I poked around at some values yesterday and I found a line of code that makes the player in the shield not move after getting hit. But couldn't find the value to stop the character that makes a kick from moving. No matter I code for it every time I start a CPU game always goes in to sit in the shield and act out of shield mode. I have other codes included, but can't seem to get any of them to function (except for fixed cameras and hitboxes and start forces and such) does anyone have the same problem? No matter I code for it every time I start a CPU game always goes in to sit in the shield and act out of shield mode. I have other codes included, but can't seem to get any of them to function (except for fixed cameras and hitboxes and start forces and such) does anyone have the same problem? All switch codes. For those that you activate on the character selection screen, you want to have only one of them at a time. So do it, for example: Reboot/download the game. Go to the character to choose the screen and choose the scene. --- P2 should only play shield End. Now go back to the character selection screen, click on L'D-Pad Left. to turn off the code. The start of the game --- p2 should be a regular CPU awesome Achilles job. Really appreciate the hard work you put into it all. I'm also super excited about the random Tech code processor you mentioned earlier, and was wondering if you could make the CPU buffer get around after the technology. If so, it would be surprising. I also couldn't use these cheat Dios Mios booter. (Dios Mios version 2.10) I have confirmed that iso v1.02 and .gct file is on SD: games GAGE01-GALE01.gct . The Gct file doesn't seem to be downloading at all. I am sad... (Of course, Cheat's setting dios Mios booter ON) Last edited: April 13, 2014 Awesome Work Achilles. Really appreciate the hard work you put into it all. I'm also super excited about the random Tech code processor you mentioned earlier, and was wondering if you could make the CPU buffer get around after the technology. If so, it would be surprising. Yes, I almost certainly could. do it. I also couldn't use these cheat Dios Mios booter. (Dios Mios version 2.10) I confirmed iso iso is v1.02 and .gct .gct is on SD: gamesGALE01-GALE01.gct. The Gct file doesn't seem to be downloading at all. I am sad... (Of course, Cheat's setting dios Mios booter ON) Maybe you applied too make sure that I have a download for char select screen enabled whenever I run tests like this, because if it loads and its not on the char select screen, then you immediately know that your cheats don't get applied last edit: April 13, 2014 Hey, first, very excited about these codes. However, there were some problems with getting these to download using the Gecko OS mod version of 0.92 on The HomeBrew Channel. I tried to download them as soon as 1 code at a time for version 1.02 (which I confirmed on the back of my drive, it's Gale-0-02) and tried to use them on the character selection screen, but they didn't work as intended. When the codes are triggered (as the processor holds the shield) If I download a match with a 2nd slot loaded as a player, it will be replaced by a processor (which I think is part of the code), but it won't hold the shield. I think this means that the code is there, but only partially works. The codes are loaded, the shield stun flashes white code makes a trigger both on its own and paired with these codes. I download using GC Hook Type: IV under the IE GC Ocarina offer set to yes. Gecko OS Mod also states that it found the GALE01 codes and downloaded them. Has anyone played around with this Gecko OS mod? I have exactly the same problem, none of my codes activate in the character selection screen but other ones that I don't have to activate work perfectly. I use Gecko OS as well. Does anyone know what to do to fix this? Page 5 I got this to work with using the new unofficial guide you posted. Thank you for that. The question is, is there a way to clean up all the application codes? Or at least make the P2 processor to something different if you've already installed it on something? I put the processor to make a shield/jump OOS and then I couldn't seem to get it to shoot lasers without a full Wii restart. Edited by Hg. this can only be because the laser code doesn't seem to work. Edit2: Seems to work better with P4 falco when on FD for some reason. Either way, it works, I'm happy. Awesome job dude. Last edited: April 13, 2014 Once again, the awesome work of Achilles. To just make an offer regarding randomized CPU technology that soon: If possible, could you get a processor buffer shine when the CPU is a space animal? This is because the brilliance is invincible on Frame 1 and will strike if you slightly unsalk off your grip (against a place dodging that is unbeatable on a frame of 3 to 4 based on the character). Thank you again! Is it possible to fuse Gecko codes directly .dol-file Melee? I would like to compose Melee ISO with these great codes. Apparently many people 1. It is a contracter select screen, but others that I do not have to activate work as the number of requests I received was relatively significant. Perhaps a guide on how to get these these will be in place. Thanks for the last edited guide: April 13, 2014 I had exactly the same problem, none of my codes activate in character select screen, but others that I do not have to activate work well. use Gecko OS as well. Does anyone know what to do to fix this? Again, I, personally, have never had success with Gecko OS. I recommend downloading it from the SD card. I got this to work with using the new informal guide you posted. Thank you for that. The question is, is there a way to clean up all the application codes? Or at least make the P2 processor do something different if you've already installed it on something? I put the processor to make a shield/jump OOS and then I couldn't seem to work. Edit2: Seems to work better with P4 falco when on FD for some reason. Either way, it works, I'm happy. Awesome job dude. Glad to know that you got it work. Yes, if you use P2 as a processor for spam shells, you should make sure that you turn off the (same combination of buttons on the same screen) code in order to get them to hold the shield before trying to make a projectile one. Otherwise, the retention shield codes will take precedence. I'm sure you've tried this, but it's probably just D-Pad being unanswered. And anyway, I'm going to release new codes (hopefully tomorrow!) that alleviate this problem and allow you toggling out these midgame things rather than on-screen character selection! Stay tuned... Last edited: April 13, 2014 I just finished a 3 hour Skype session with another Smasher trying to get those codes to work. The bad news is good news, apparently there are a lot of people who want these codes to the WiiRD database. This allows Mac Like Me users to use your codes because they simply don't have access to Ocarina Code Manager. We can access these codes through a program called WiiCM, which (presumably) allows you to run codes through Gecko OS (which should be extremely simple, Gecko OS is awesome). Links: E: The easiest solution would be to simply make a 20XX-ISO provided that there is an easy way to implement Gecko Code Manager, which I managed to get to run on my Mac using But the program still does not work. tl:dr fight is real :D) anyway, I'll write a guide on how to get these codes to work from scratch for people starting with the unmodded Wii. There's a real demand for these codes, I was part of the Community Smash for while and I have never seen anything like ^_ I hope the OP will respond to my PM regarding the question of whether it is possible to write these codes directly to the .dol file SSBM.iso, which will allow me to distribute premodded ISOs for the convenience of people. Last edited: April 14, 2014 I just finished a 3 hour Skype session with another Smasher trying to get those codes to work. The bad news is good news, apparently there are a lot of people who want these codes to work and they have never even hacked their Wii to start with which is a bit of a problem because Wii hacking (for n00bs like me) is often a tedious process. In the OP, please upload Gecko codes to the WiiRD database. This allows Mac Like Me users to use your codes because they simply don't have access to Ocarina Code Manager. We can access these codes through a program called WiiCM, which gets access to the GALE01.txt file on the SD card and converts the file into the proper .gct format, which (presumably) allows you to run codes through Gecko OS is awesome). Links: (Btw I downloaded another app called Gecko Code Manager, which I managed to get to run on my Mac using Winebottler. But the program still doesn't work. tl:dr fight is real :D) anyway, I'll write a guide on how to get these codes to work with scratch for people starting with unmodded Wii. There's a real demand for these codes, I've been part of the Smash community for a while and I've never seen anything like ^_ I hope the OP will respond to my PM regarding the question of whether to the .dol-file SSBM.iso, which will allow me to distribute premodded ISO for the convenience of people. Novi, Thank you for helping others with their problems on this topic. I really appreciate it. I've had my Wii hacked since 2010 or so, and because of such, I kind of forgot the exact process of how to hack it properly, etc. if you want to write a guide to it that would be great! My girlfriend's neighbors have a nonhacked Wii, and I discuss hacking them from scratch, so I'll know the exact steps to take. I kind of walked my friend through it a few days ago, so I might already know all the steps (after the homegrown canal is installed). If you haven't seen it, check out the unofficial guide I recently posted for hacking the Wii to get the codes to work. This is at the bottom of the original post. Were those steps you went through with him? I don't think I can place codes on the WiiRD database at the moment - the forums seem to be down. I think I'm a little confused as to why you need them there though. I have an updated gale01.txt file on the

original post - can you just use this? So am i about adding them to the DOL file here (if there's anything else you wanted from me on this topic) last edited: April 14, 2014 Also, I only recently tried out using CFG Loader to download the game with the codes enabled. The amazing thing about this program is that you don't need to do your own .gct (which solves issues for Mac users). All you have to do is have a .txt file on your SD card. CFG Loader recognizes .txt and shows all the codes on it, allowing you to check which ones you want to apply, and then it will automatically make .gct and put it in the right place for you. It's very convenient. If you do it this way, you see this post for more information (post #6 from this topic, from nqztv) Last edited: April 14, 2014 Maybe you applied too many cheats? Try to make gct with only a few cheats included as a test. I like this because if it loads and its not on char select screen, then you immediately know that your cheats do not get applied I have decreased applied cheats, so your cheats worked!!! gct file of 176 lines of codes - 'gt; worked!! gct file of 180 lines of codes - 'gt; does not work ... gct file of 200 lines of codes - 'gt; does not work ... gct file of 180 lines of codes - 'gt; does not work ... gct file of 190 lines of codes - 'gt; worked!! gct file of 180 lines of codes - 'gt; does not work ... gct file of 200 lines of codes - 'gt; does not work ... gct file of 180 lines of codes - 'gt; does not work ... gct file of 190 lines of codes - 'gt; does not work ... gct file of 190 lines of codes - 'gt; does not work ... gct file of 180 lines of codes - 'gt; does not work ... gct file of 190 lines of codes - 'gt correctly to 256 lines, but it doesn't seem to be 256... some of your cheat especially long cheats need Port Dol to use all your training cheats, I guess... Or is there a way to use the line code 180 ? I think we can apply too long cheat codes at the moment will be: 1) Randomized technology. 2) Randomized DI. 3) Freezing the percentage of damage (similar to the freezing of the shield) and removing the diminishing recoil. Three are mostly for use with number two. For example, you get a puff up to a certain percentage, freeze the percentage, and then practice up-throw uair given the randomized DI. Last edited: April 14, 2014 As a sheikh player my biggest needs and problems in the past was the way to practice tech chases at Falcon/Fox/Falco, where they accidentally mix up their options for SDI when I hit missed tech. It's big. Looks like you're on your way. Just wanted to say again how I and everyone else really appreciates what you do. Run the fund so that maybe you can get compensation and an incentive to do more! Last edited: April 16, 2014 So after about 2 hours trying to make it work. I tried to load up with Dios Mios Lite. I turn on the codes, download the game, but none of the codes work. Thinking maybe I didn't follow the directions I wiped my SD card and tried again, but no luck. I'm not sure what I'm doing wrong, I have a game.iso from launch 1.02 1.02 you've included it through this program. I also have a GALE01.gct file in the same folder that is games/GALE01. If anyone can help it would be very appreciated. I've reduced the number of applied cheats, so your cheats worked!!! gct file of 176 lines of codes - 'gt; worked!! gct file of 182 lines of codes - 'gt; does not work ... gct file of 186 lines of codes - 'gt; does not work ... I thought I had the maximum string of codes to apply correctly to 256 lines, but it doesn't seem to be 256... some of your cheat especially long cheats need Port Dol to use all your training cheats, I guess... Or is there a way to use the line code line limit is. I am currently working on converting some of these codes into ASM so they can be entered into DOL. I know this stuff has been mentioned before, but the most revolutionary codes at the moment will be: 1) Randomized technology. 2) Randomized technology. 2) Randomized technology. 3) Freezing of the shield and removing the diminishing recoil. Three are mostly for use with number two. For example, you get a puff up to a certain percentage, freeze the percentage, and then practice up-throw uair given the randomized DI. I have something like number 3 coming in the future. And I think number 2 as well. Keep checking updates. So after about 2 hours trying to make it work. I tried to load up with Dios Mios Lite. I turn on the codes, download the game, but none of the codes work. Thinking maybe I didn't follow the directions I wiped my SD card and tried again, but no luck. I'm not sure what I'm doing wrong, I have a GALE01.gct file in the same folder that is games/GALE01. If anyone can help it would be very appreciated. This program you've included - are you talking about Dios-Mios-Booter? Looks like you're doing the right thing. Try making .gct with only a few cheats applied (download the game. See the post #6 this topic from ngztv for more information about using CFG Loader (which can make .gct files for you) I couldn't get a CFG loader to download the gamecube game. Is there anything I have to do to do this? It's frustrating that I can make the game work, but not the codes. Is it possible when I ran it through this program you linked in your part of the Facebook post that it spoils the codes? Last edited: April 15, 2014 Can we get a code that makes the processor work instead of walking? I don't think it would be too hard I hope so. I just copy and bake this from another conversation I had. I hope it helps. I helped my friend get these codes running from, I find fresh softmod so try to follow these instructions. This provided you you Run the game from the SD card though (which you should do anyway). Use this guide to install iOS 236. Even if you think you already have it installed, do it again. I think the installer that The InternetExplorer was bundled is not working with an SD card. Download this and put this wad folder on the root of your SD card. Inside the WAD folder is Dios Mios Lite. Now you need to install this Dios Mios Wad: Download this homegrown manager's homebreed app and put it in the app folder at the root of your SD card. Then open this program on the Wii and install Dios Mios WAD Now download Dios-Mios-Booter and put that in the app folder as well. This is what you'll use to run the game (using the steps I tagged at the bottom of the 20xx training thread to get the codes working). And if you don't have your ISO in the right format already, (copied from the Facebook message I sent to someone) download this program it for your computer ISO should be in a certain format on the SD card in order to read it properly, so what you want to do is drag your .iso file on top of that discex.exe file, and then discEX creates a folder called GALE01 (at the same place on your comp that your ISO file came from) and then you want to copy that PAPKA GALE01 on your SD. When I try to set the tutu through the YAWMM_EN, I get the error: Exclusion (DSI) happened! just for reference, this is what my SD looks like when trying to run YAWMM_EN it tells HW_AHBPROT it's off. I'm downloading iOS 236, which I guess is good. choose the LOCATION of WAD as SD., then I go down to the catalog pack, try picking it with A, and I get the bug. HELP ME PLSSSS 11 Im NOOB 111 Hello, I have an idea to improve the spam CPU code. Can I set up the CPU's spam entry code? It could be something like this: L'R'Dpad again to desactive. I don't know if that's possible. And if that's possible, I don't know if there's a way to write down more than one input:/ Hello, I have an idea to improve the spam CPU code. Can I set up the CPU's spam entry code? It could be something like this: L'R'Dpad again to desactive. I don't know if that's possible. And if that's possible, I don't know if there's a way to write down more than one input:/ I'm interested. Very interesting. This is..... probably it's possible and maybe it can be implemented in the current system I created. for the idea! I'll think about it. Can we get a code that makes the processor work Walk? I don't think it would be too hard... I hope so. Actually, I can't do that. If they go, then make them run, but in doing so, I would turn them into a human being. So I have no idea how not to return them back to the processor (if I subtracted their horizontal coordinates and compared it to a specific value or something... another interesting thought...) I couldn't get a CFG loader to download gamecube games. Is there anything I have to do to do this? It's frustrating that I can make the game work, but not the codes. Is it possible when I ran it through this program you linked in your part of the Facebook post that it spoils the codes. Maybe try .gct I made from a little back? I tried this procedure and I got to a tutu folder step. I downloaded it, and at the root of my SD. When I try to set the tutu through the YAWMM_EN, I get the error: Exclusion (DSI) happened! just for reference, this is what my SD looks like when trying to run YAWMM_EN it tells HW_AHBPROT it's off. I'm downloading iOS 236, which I guess is good. choose the LOCATION of WAD as SD., then I go down to the catalog pack, try picking it with A, and I get the bug. HELP ME PLSSSS !!!! IM NOOB !!!!!! I have never personally used YAWMM so I can't give you specifics on how to use this program. Fizzi posted above saying that he did. I would also try a different wb manager (just do some googling) to use to install the DIOS MIOS Lite tutu. Using this gct results in the game freezing after I click on the top of the menu. Maybe I have the wrong version? Wouldn't explain why none of the codes work though. There is an extension cord yet so it's not buddy. Using this gct results in the game freezing after I click on the top of the menu. Maybe I have the wrong version? Wouldn't explain why none of the codes work though. There is an extension cord yet so it's not buddy. Well, that seems to be a good sign - as in his attempt to download the codes. And that sounds like a problem you'd get if you had the wrong version of the game. I had to say .gct for 1.02. To find out the version of your Melee ISO, download InternetExplorer in Melee Toolkit and point it to your ISO. He'll tell you what the version is. Btw guys - kind of a general update I have a lot of new codes and stuff that I'll add to this hack package as soon as I can. And indeed, almost all the codes currently on the original post will become obselete and will be updated as I have found the best ways to do each of these actions. My main goals now are to rewrite the ingame switching codes to code So they can all be made in DOL modifications. This will greatly free up the number of lines of code available for other uses. I have a few of them already done. I'm really struggling focused on anything but Melee hacking at the moment, and other aspects of my life (school) somewhat suffer. I finish in two weeks, so all I have to do is go through these classes... I have a pretty obsessive/addictive personality type so when I get an idea of something that I can accomplish, I have a hard time stopping until it is done. It's an incredibly busy school week for me (last week's classes - the finale next week), so I really need to stay focused and put Melee on the back row. It's just so hard when writing new codes for you guys is 25 times more enjoyable than anything I do at school. /Endimaginaryblogpost Alright has got the correct version now it works perfectly. I could have sworn I specifically made sure to get 1.02 when I got an ISO for netplay. I don't think so. Btw guys - kind of a general update I have a lot of new codes and stuff that I'll add to this hack package as soon as I can. And indeed, almost all the codes currently on the original post will become obselete and will be updated as I have found the best ways to do each of these actions. My main goal now is to rewrite ingame switching codes to the ASM code so that they can all be made in DOL modifications. This will greatly free up the number of lines of code available for other uses. I have a few of them already done. I'm really struggling to stay focused on anything, but Melee is hacking at the moment, and other aspects of my life (school) are somewhat affected. I finish in two weeks, so all I have to do is go through these classes... I have a pretty obsessive/addictive personality type so when I get an idea of something that I can accomplish, I have a hard time stopping until it is done. It's great in terms of performance, but I just get extreme tunnel vision and block everything else and do my best to justify wasting coding time. It's an incredibly busy school week for me (last week's classes - the finale next week), so I really need to stay focused and put Melee on the back row. It's just so hard when writing new codes for you guys is 25 times more enjoyable than anything I do at school. /endimaginaryblogpost you bro on a side note, all my codes are now working, minus the download compared to menu 1. allI well though. firewall smashboards. Btw guys - kind of a general update I have a lot of new codes and stuff that I'll add to this hack package as soon as I can. And almost all the codes currently on the original post will become obselete and will be updated as I have found the best ways to do each of these actions. My main goal now is to rewrite ingame switching codes to the ASM code so that they can all be made in DOL modifications. This will significantly free up the number of lines of code для другого использования. У меня есть несколько из них уже сделали. Я действительно изо всех сил пребывания сосредоточены на чем-либо, но Melee взлома на данный момент, и другие аспекты моей жизни (школа) несколько страдают. Я заканчиваю в течение двух недель, так что все, что мне нужно сделать, это пройти эти классы ... У меня есть довольно навязчивой / привыкание типа личности поэтому, когда я получаю представление о чем-то, что я могу выполнить, у меня есть трудное время остановки, пока это не будет сделано. Это здорово с точки зрения производительности, но я просто получить экстремальные видение туннеля и блокировать все остальное и делать все возможное, чтобы оправдать тратить время кодирования. Это невероятно занят школьной неделе классов - > финал на следующей неделе), так что мне действительно нужно оставаться сосредоточенным и положить Melee на задний ряд. Это просто так трудно, когда при написании новых кодов для вас, ребята, в 25 раз более приятным, чем все, что я делаю в школе. /endimaginaryblogpost я (и я уверен, что все остальные в обществе) искренне ценим сумму, и качество работы, которую вы внесли, но, пожалуйста, не позволяйте ему вмешиваться в вашу peaльную жизнь shizz! Я не думаю, что сообщество будет возражать, ожидая пару недель для более AI хаки видя, как мы уже ждали лет. Следите за хорошую работу! &It;3 on= another= note,= when= you= first= released= this= set= of= codes= i= wasn't= able= to= get= them= to= work= at= all= (or= any= gecko= codes= for= that= matter),= and= for= some= reason= my= copy= of= p:m= had= also= stopped= working= my= wii= and= updated= all= of= the= homebrew= and= cios's= that= i= used= and= that= fixed= everything.= btw= guys,= -kind= of= a= general= update-= i= have= a= slew= of= new= codes= and= stuff= that= i= will= be= adding= to= this= hack= gack,= as= soon= as= i= can.= and= really,= pretty= much= all= of= the= codes= currently= on= the= original= post= will= become= obselete= and= will= become= obsel actions.= my= main= goals= right= now= are= to= rewrite= the= ingame= toggle= codes= into= asm= code= so= that= they= can= all= be= made= into= asm= code= on= assm= code= on= ass anything= but= melee= hacking= at= the= moment,= and= other= aspects= of= my= life= [school]= are= somewhat= suffering.= i'm= graduating= in= two= when= i= get= an= idea= of= something= that= i= can= accomplish,= i= have= a= rather= obsessive/addictive= personality= type= so= when= i= get= an= idea= of= something= that= i= can= accomplish,= i= have= a= rather= obsessive/addictive= personality= type= so= when= i= get= an= idea= of= something= that= i= can= accomplish,= i= have= a= rather= obsessive/addictive= personality= type= so= when= i= get= an= idea= of= something= that= i= can= accomplish,= i= have= a= rather= obsessive/addictive= personality= type= so= when= i= get= an= idea= of= something= that= i= can= accomplish,= i= have= a= rather= obsessive/addictive= personality= type= so= when= i= get= an= idea= of= something= that= i= can= accomplish,= i= have= accompli a= hard= time= stopping= until= it's= done.= it's= great= from= a= productivity= standpoint= but= i= just= get= extreme= tunnel= vision= and coding.' this is an' incredibly busy' school week for me q (last week of the classes----qgt; final next week), so I really need to stay focused and put Melee on the back row. It's just so hard when writing new codes for you guys is 25 times more enjoyable than anything I do at school. /endimaginaryblogpost Dude we love you, at the wrong time and finish the zlt;/3/gt; I would kill for the code that made the processors mash jump (esp of hitstun) Huge job, guys hey, I'm just having a question about when I get around the stage to choose with one character, and choose a scene, the game immediately ends. Is there a way to make a CPU fox u-throw u-air? This would be a good way to practice to break di I would kill for a code that made the processors mash jump (esp of hitstun) A huge job, guys another good idea. Is there a way to make a CPU fox u-throw u-air? This would be a good way to practice breaking up DI for another good idea. I could easily make the code to allow the CPU to continuously capture and then upthrow when they eventually capture the enemy. The hard part will be getting the fox exactly up the air. I think I could kind of make it a percentage specific and make it upair in the same place every time - not the most elegant solution, but it would be something hey, I'm just having a question about when I get around this? edit: nvm got it, I'm dumb! Thanks for that did you do the stock match? Do these codes only work on NTSC 1.02, or will they work universally for PAL? Excellent work by BTW. The code descriptions on the first page tell you which versions are available for each code. Last edited: April 18, 2014 Sorry my question was for the spacie chain to capture the code you posted on another thread. Is that in the OP, too? Am I blind? Excuse me! Oh, that code should be on page 4. Its 1.02 just for now. Did you make a match in the warehouse? Hahaha yes. It's been a bit since I practiced Melee alone (which is what I use this for) and I forgot that it must be an endless time, but the way to do through name tags has allowed you to do with promotions as well. I'm just screwing up. Thanks for doing it again though. I run Melee 1.02 on Dolphin 4.0-652 on my computer running Windows 7. I can't get any of these codes to work for the dolphin. I tried: adding them as AR codes by adding them as gecko codes, disabling all other codes and running them one at a time, using each version of your codes, but none of this worked. I'm putting commands right, so I have no ideas. EDIT: Nevermind I got it, OP has a guide to Reddit here. Last edited: April 20, 2014 Wow. Huge jumps over the last few hours. Figured out how to make P2 keep the buttons (previously only knew how to make P2 spam buttons), and because of this, also figured out a relatively random DI. So I made this code to implement everything Together.... P2 (CPU/Human) Fox/Falco Random DI's P1 Marth (Man) Upthrow and shines immediately after Hitstun Amazing chaingrab practice works only when starting a match from the debugging menu dblevel is good, don't check any others) So also include this code controller should be connected to port 2. You don't need to touch it, but one has to be connected. I'm pretty sure it will upset others make P2 spam... codes, so don't use those with that. And that's why I'm posting it here, not on the main thread - this code needs polishing. But... it works and I'm too excited to not just get something to you guys. I need testers! I have to go do my homework and stuff now and don't have time to check everything out. Please contact us with feedback. I'll be working on Random DI a few more, but it's pretty solid right now. Code: Both of them should be on! General P2 Move Forcer (1.02) [Achilles] C2376BCC 00000012 3DE08048 8A0F0846 2C1000FB 40820014 3C000100 60000C2D 9003000C 48000050 2C1000FC 40820014 3C000100 6000009F 9003000C 48000008 9003000C 48000009F 9003000C 480000000 00000000 P2 Fox/Falco vs Marth Toggles (1.02) [Achilles] 28e13192 FF00005A 00480846 000009F 9003000C 48000009F 9003000C 480000000 P2 Fox/Falco vs Marth Toggles (1.02) [Achilles] 28e13192 FF00005A 00480846 000000FB 28e13193 0000016D 00453F1B 00000001 00480846 00000000 28e13193 FF00000E 00453F1B 0000000E 000000E 000000E 00000E 0000E 00000E 00000E 0000E 0000E 00000E able to be switched into play. Yes.... Achilles, could you make this code apply not only against March, but also against Fox? I want to practice cracking a fox shaingrab against Fox? I want to practice cracking a fox shaingrab against Fox? space animals. Of course I do. It's pretty much already written. It will be released with a bunch of new things soon omg Achilles I can't wait to play with these codes it's too godlike :D I'd like to use them to practice the sheikh d-throw--'gt; follow the windows against various DI also, I've only recently tried out using CFG Loader to download the game with the codes enabled. The amazing thing about this program is that you don't need to do your own .gct (which solves issues for Mac users). All you have to do is have a .txt file on your SD card. CFG Loader recognizes .txt and shows all the codes on it, allowing you to check which ones you want to apply, and then it will automatically make .gct and put it in the right place for you. It's very convenient. If you do it this way, you see this post for more information (post #6 from this topic, from nqztv) First of all thank you for this mod. At this time I'm loading hand-to-hand combat from USB drive but I use a CFG loader. I tried to use this topic, from nqztv) First of all thank you for this mod. At this time I'm loading hand-to-hand combat from USB drive but I use a CFG loader. I tried to use this topic, from nqztv) First of all thank you for this mod. At this time I'm loading hand-to-hand combat from USB drive but I use a CFG loader. I tried to use this topic, from nqztv) First of all thank you for this mod. At this time I'm loading hand-to-hand combat from USB drive but I use a CFG loader. never know my text file, and none of the codes will appear. I have cheats on. I do anything wrong do you have any more specific instructions for this fashion. At this time I'm loading hand-to-hand combat from USB drive but I use a CFG loader. I tried to use this txt file method by making gale01.txt into the code folder on my SD card, but for some reason the CFG loader will never know my text file and none of the codes will appear. I have cheats on. I do anything wrong do you have any more specific instructions for this method? Thank you!! From fisrt post: Make sure there are no brackets around your game titles such as this GALE01. Booter will still recognize the game, but the codes won't work. It has also been reported that a USB download cannot handle as many active cheats out of that stream at once. Downloading SD can certainly do all this and more (personal testing). I hope it helps. Last edited: April 22, 2014 Text file should be encoded in UTF-8, not ANSI. When you go to Save as... In the notebook, you can set the coding there. Last edited: April 22, 2014 I have a question, could it be possible to make the code for spam Dairs? In particular, Falco? I'm trying to work on my parry, but I have no options Hello, first of all thank you for this mod. At this time I'm loading hand-to-hand combat from USB drive but I use a CFG loader. I tried to use this txt file method by making gale01.txt into the code swill appear. I have cheats on. I do anything wrong do you have any more specific instructions for this method? Thank you!! Double check of this process: If you downloaded the GALE01.txt file from the original post, open it in a notepad ----gt; save it as a UTF-8---gt; save it as a UTF-8---gt; save it in SD:'usb-loader.codes-GALE01.txt Then click on the CFG loader, click on the Smash, and then go to the control of the read. Hello, I have an idea to improve the spam CPU code. Can I set up the CPU's spam entry code? It could be something like this: L'R'Dpad Up, then the next player 1 entry will be the input, which processor will start repeating L'R'Dpad again to desactive. I don't know if that's possible. And if that's possible. And if that's possible. And if that's possible. for the code that made the processors mash jump (esp of hitstun) a huge job, guys Made. Is there a way to make a CPU fox u-throw u-air? That would be a good way on Smash DI Finished. (Also very proud of it - the fox is reasonably u-throw u-air? That would be a good way on Smash DI Finished. (Also very proud of it - the fox is reasonably u-throw u-air? That would be a good way on Smash DI Finished. (Also very proud of it - the fox is reasonably u-throw u-air? huge update. If If doesn't happen this week (probably won't because it's my finals week) and then look for it next week. There's a lot more stuff and all the in-game switches on the front page have already been converted into asm code and will be made into DOL mods! I have a question, can I make the code for Dairs spam? In particular, Falco? I'm trying to work on my parry, but I don't have options This is the next thing I want to work on - the Falco/Fox Human Pressure Shield. Maybe rather involved, but I'm so happy you took DOL mods to Achilles. I'm looking forward to it. By the way, do you have a free seat on DOL? What are you going to do about it? Last edit: April 22, 2014 I'm so happy that you took over DOL Mods Achilles . I'm looking forward to it. By the way, do you have a free seat on DOL? What are you going to do about it? At the moment, I'm not running from space to DOL. I don't think this will happen in the near future and I'm doing my best to condense the codes as much as possible. Another stupid question. Are these codes on this topic working on the Wii/GC right? Or is it just for dolphins? Could it be possible to make a counter (similar to a combo counter) for b presses during down-B recovery Mario Bros. or IC spin recovery? Use DML ver. 2.10 to download from the SD card, I have some codes running and a few with some strange problems. I guess there are some conflicting in odd ways, so maybe you can point me in the right direction for what I have to disable to do this job (I have some codes from IE in that mostly .txt you posted which contains almost all the codes included, for example, that I guess can conflict with the stuff in some odd ways?). Here's a link to my .gct and the corresponding .txt file of codes that I've included: Strange, while downloading for the character to select the screen, at which point everything appears. Also, when I have an actual memory card inserted, it has no priority over unlocking, so I always have to return names and such as if no memory card is ever inserted. It would do to just remove the unlock ones and use my memory card, but if I can make it work so that I never need one inserted I would prefer that (although the names should be reused every time I think). Also, while most game codes work, and downloads on the scene choose work, I get strange problems with those that have processors do From the character to choose, as well as two CPU spam ones. Shield ones tend to work as far as I can tell, but sometimes will stop working after I hit the iirc processor. Also, endless shield, rain bombs, consecutive strike timer, fixed camera, and 999% 999% those work from what I can tell from my testing as of now. As for the spam projectile, it doesn't really work at all though, when I let it out and get off the slider is gone, as it should be if it works properly. Several times, I managed to get the computer spamming a couple of lasers, but after a few of them it just stops doing everything and acts as an ordinary human player (whether the P2 controller is connected or not). Sometimes he just doesn't really fight at all (sometimes it will roll and spam things out on the spot strangely, and then stop if it hits me or I hit it, or after a while.... seems unpredictable). Utilt/Dsmash spams don't work either, it will spam it a few times and then stop after being hit or hit most of the time. Sometimes it will even accidentally breathe Dsmashes there when I only turn on the Utilt one (I made sure that only one was included, of course). I really don't understand some of these issues at all, so maybe if you get a chance you could let me know which codes that I've allowed aside from those you've done in this topic could be the cause of conflicts or such strange problems. Thanks for your work, by the way, I really appreciate the work you put into it, deeeefinitely the future of solo training (and of course makes solo training way more rewarding and productive)! Achilles, thank you so much for them. I just made them work last night and I couldn't be happier. Glad that my practice may seem a little less mundane now. Could it be possible to make a counter (similar to a combo counter) for b presses during down-B recovery Mario Bros. or IC spin recovery? Yes, it's probably possible. But I personally am not going to work on such code at this time. There are more important ones that need to be done. Not a bad idea though. Use DML ver. 2.10 to download from the SD card, I have some conflicting in odd ways, so maybe you can point me in the right direction for what I have to disable to do this job (I have some codes from IE in that mostly .txt you posted which contains almost all the codes included, for example, that I guess can conflict with the stuff in some odd ways?). Here's a link to my .gct and the corresponding .txt file of codes that I've included: Strange, while downloading for the character selection works like unlocking everything, the game always starts as nothing is unlocked until I reboot the character to select the screen, at which point everything appears. Also, when I have The memory card is ever inserted. It would do to just remove unlock ones and use my memory card, but if I can make it work so well I never need one stuck I would prefer that (even if the names are reentered every time I guess). Also, while most game codes work, and download on the scene to choose the work, I get strange problems with those that have processors doing actions from the character to choose, as well as two CPU spam ones. Shield ones tend to work as far as I can tell, but sometimes will stop working after I hit the iirc processor. Also, the endless shield, the rain bomb, the consecutive hit timer, the fixed camera, and 999% of the stamina of them work from my testing as of now. As for the spam projectile, it doesn't really work at all though, when I let it out and get off the slider is gone, as it should be if it works properly. Several times, I managed to get the computer spamming a couple of lasers, but after a few of them it just stops doing everything and acts as an ordinary human player (whether the P2 controller is connected or not). Sometimes he just doesn't do anything at all. Also, after deleting this code, the regular processor becomes human well from what I can say and doesn't really fight at all (sometimes it will roll and spam things out on the spot strangely, and then stop if it hits me or I hit it, or after a while.... seems unpredictable). Utilt/Dsmash spams don't work either, it will spam it a few times and then stop after being hit or hit most of the time. Sometimes it will even accidentally breathe Dsmashes there when I only turn on the Utilt one (I made sure that only one was included, of course). I really don't understand some of these issues at all, so maybe if you get a chance you could let me know which codes that I've allowed aside from those you've done in this topic could be the cause of conflicts or such strange problems. Thanks for your work, by the way, I really appreciate the work you put into it, deeefinitely the future of solo training (and of course makes solo training way more rewarding and productive)! The download to select the screen symbol is somewhat broken as it bypasses the memory card download to select the screen symbol is somewhat broken as included, and unlock all the DOL mod characters on my drive, and when it is loaded in char choose the screen all the characters are unlocked and shown. The shell spam problems. I took a look at the text file and the code looks right... so I really don't know what to tell you. Try to activate the code with all three computers (p2, p3 and p4) present and see if they all act strangely. I'll be releasing a new code soon, which makes this pretty outdated. Achilles, thank you so much for them. I am that made them work last night, and I couldn't be happier. Glad that my practice may seem a little less mundane now. It's nice to know that you've got everything running! Happy preparation and stay tuned download for selecting the character screen somewhat broken as it bypasses to download to char choose the screen code enabled, unlock all the characters the code is included, and unlock all the DOL mod characters on my drive, and when it is loaded in char choose the screen all the characters are unlocked and shown. The shell spam problem you are having is really weird. I've never heard of these problems. I took a look at the text file and the code looks right... so I really don't know what to tell you. Try to activate the code with all three computers (p2, p3 and p4) present and see if they all act strangely. I'll be releasing a new code soon, which makes this pretty outdated. Ok thank you! I guess I'll just take out the shoes to character to choose for now then, at least x.x and yes, I'll try that out; If it's still wobbly, I'll just wait until your update :D Last edited: April 23, 2014 Do I need an SD card big enough to contain the iso game? Do I need an SD card big enough to contain the iso game? Yes, if you plan to run the game with an SD card (which I recommend, but it's not really necessary). It just has to be more than 2GB and have a high class 10. I know I've posted this at some point in this topic, but it's the SD cards that I use. It was boring today and made several codes for version 1.2 training mode. To activate these codes, install a processor to allow the appropriate setting to close the training menu, reopen it, and close it again. Doing this once will simply install the processor to the original setting of the learning menu. \$CPU spam down-b when set to attack 20473a00 0000004 20479d68 0000000 04473a00 00000B E2000002 80008000 \$CPU always works to avoid, never jumps, sometimes attacks. 20473a00 0000002 20479d68 0000000 04473a000 0000007 E2000002 800080000 \$CPU follows you when the set walk, sometimes attacks when close. 20473a00 0000001 20479d68 000000 04473a00 0000002 800080000 \$CPU to you when set to jump, ocassion attacks 20473a00 0000003 20479d68 000000 04473a000 000001010 E2000002 80008000 Last edited: April 24, 2014 After an embarrassing long setting I received two codes for work. I didn't try it anymore because I was tired. One problem! After an embarrassing long setting I received two codes for work. I didn't try it anymore because I was tired. codes I've tried at the moment. In desperation I played a game that after graduation unlocked all the characters and stages! Has anyone else had this problem? After an embarrassingly long setup I got two codes to work with. I didn't try it anymore because I was tired. One problem! After successfully downloading to select the screen symbol, I found that nothing had been unlocked. These were the only two codes I've tried at this problem? I had this problem for a solid hour. This happened when I tried to add more codes than I had previously had. GCT, which was 2.00KB and and but for some reason my 2.39 KB and 2.70KB will download the same character to select the screen and unlock things after the match. The solution for me was to run it all off with an SD card. USB seems to be able to handle fewer codes. If it's still a problem knocking down a code or two at a time, it seems to also fix it. I was upset for a good bit with this issue. The solution for me was to run it all off with an SD card. USB seems to be able to handle fewer codes. If it's still a problem knocking down a code or two at a time, it seems to also fix it. I was upset for a good bit with this issue. Unfortunately, I forgot to mention that I run it with SD with DML and DMB. 2 codes only:/ iso version corresponds to code update: When transferring code from a previous game sometimes it happens instead of the stage select (upside-down reason lazy) edit: I'm pretty sure that hold the shield code is responsible in some way. I've done a new setup throughout and it's still an issue that I'm living well with at the moment, but I'd rather not have to reset/power after just one game. Last edited: April 28, 2014 I still want to throw money at you and IE. Looking through other topics a lot of this stuff was brought up by people years ago, but IE didn't want it at the time. I enjoy the fact that I can get to work carefully. Last edited: April 26, 2014 Unfortunately, I forgot to mention that I'm running it with SD with DML and DMB. 2 codes only:/ the iso version corresponds to the update codes: When transferring code from the previous game sometimes it comes instead of the stage to choose (the upside-down reason is lazy) I did a new setup all, and it's still a matter that I live well with at the moment, but I'm used to having to restart my Wii so I kinda just forgot about it. The codes I have on are: Turn white on the shield to stun the Endless Shields of the Hold Shield stage Choice Timer Combo Counter (I never turn it on) so this is one of those codes. My best guess is the CPU to keep the shield code. I didn't do any real tests to see if this was though. Yes, I'm not quite sure. Honestly, what happens to me every so often, but that's because I'm still learning how to character choose screen codes work, and sometimes I think I activate more than one/two and then try to start the game (derp) I don't remember changing any specific, I just tried a combination of codes / . GCTs until it's all loaded properly. Can someone port spam codes before 1.00? I desperately want to use them ..; Last edited: April 26, 2014 Or if you could get Neogamma to download any GCT file, regardless of the amount of code or files, it would be amazing. The curse of getting stuck with 1.00 retail drive x.x is almost tempting to just buy Absolutely. It's pretty much already written. It will be released with a bunch of new things soon just finished his first workout with hitboxes on. I've learned a lot. Not Not For full random DI codes more. Great job dude! Can you add a code to show overlapping collision bubbles on Nana? That would be very helpful to me. I am completely lost and desperate for help. I've been trying to make things work for centuries and want to start over, so I'm going to wipe my SD card. Can anyone walk me through how to download hacks? I read the sticky'd thread on Melee Gecko codes, but my university is blocking my Wii's internet access, so I can't make steps 2 and 3 of this guide. I run Melee on my Wii and I have a Homebrew channel installed. I have a 2GB SD card and I'm wiping it so that I can try to start over at all of this. What all do I need to download/do in order to run these hacks? Thank you so much! After an embarrassingly long setup I got two codes to work with. I didn't try it anymore because I was tired. One problem! After successfully downloading to select the screen symbol, I found that nothing had been unlocked. These were the only two codes I've tried at the moment. In desperation I played a game that after graduation unlocked all the characters and stages! Has anyone else had this problem? See #214 post about it. I thought about opening a link to the donation, but idk ... still discussing it. Maybe as soon as I release new things. Also, idk about the scene Select screen problem. It's weird, and it's never happened to me. And yes... it could be a CPU to keep the shield code I think. But anyway, my new hacks should fix it. Sorry for that - it's an annoying problem. Can someone port spam codes that I wrote. When I release new codes, they will be for 1.02 and conversions can take some time to get to 1.00 (especially because the new codes will have a significant number of DOL mods in which you will need an ISO to add such. So I never thought about it that way, but upcoming hacks will most likely make downloading with the drive no longer an option. Can you add a code to show overlapping collision bubbles to include changes on Nana as well. I thought it would be easier than it really was. It took me a while to find an effective way to do this with the addition of as few lines as possible (to my knowledge). But anyway, yes... it's on now. Will be released with other things soon. I am completely lost and desperate for I've been trying to make things work for centuries and want to start over, so I'm going to wipe my SD card. Can anyone walk me through how to download hacks? I read the sticky'd thread on Melee Gecko codes, but my university university my Wii is online access, so I can't make steps 2 and 3 of this guide. I run Melee on my Wii and I have a Homebrew channel installed. I have a 2GB SD card and I'm wiping it so that I can try to start over at all of this. What all do I need to download/do in order to run these hacks? Thank you so much! I would like to read the unofficial guide that is at the end of the original post. Also, I'd like to look at downloading an ISO with your SD card (there's a good chance that your SD card isn't fast enough to run an ISO off it by the way, so you might need to get a new one) General I had a very busy weekend attending a wedding in North Carolina. Had tons of fun, but didn't break the fun. Back on hacking now - Last edited: April 28, 2014 I wonder if I have a download to char choose the screen code enabled, unlock all the characters the code is enabled, and unlock all the characters the code is enabled. the characters are unlocked... I'll have to check out this DOL business. Can't wait for the update! Thanks again See the post #214 about it. I thought about the scene Select screen problem. It's weird, and it's never happened to me. And yes... it could be a CPU to keep the shield code I think. But anyway, my new hacks should fix it. Sorry for that - it's an annoying problem. Spam CPU codes are very preliminary and they already change a lot with these new codes that I wrote. When I release new codes, they will be for 1.02 and conversions can take some time to get to 1.00 (especially because PAL will be more important than 1.00). I'd like to look at getting an SD card and downloading 1.02 ISO from this, especially because the new codes will have a significant number of DOL mods in which you will need an ISO to add such. So I never thought about it that way, but upcoming hacks will most likely make downloading with the drive no longer an option. Man... Nana really b-h. I looked at this today and changed the new ASM code for collision bubbles to include changes on Nana as well. I thought it would be easier than it really was. It took me a while to find an effective way to do this with the addition of as few lines as possible (to my knowledge). But anyway, yes... it's on now. Will be released with other things soon. I would like to read the unofficial guide that is at the end of the original post. Also, I'd like to look at downloading ANOs with your SD card (there's a good chance that your SD card isn't fast enough to run an ISO off it by the way, so you might need to get a new one) I had a very busy weekend attending a wedding in North Carolina. Had tons of fun, but didn't break the fun. Back at hacking now - Thank you for your response! I've been following up as your unofficial guide and guide to The Melee Gecko codes are sticky, but I still haven't been able to get things working. I got a new 8GB SD card today and and to run things, but so far have not had any success. I've been fiddling with things throughout the day and I feel like I'm very close to finding a solution. Here's what I do, and the problem I have: Download Homebrew Channel - the launch of DIOS-MIOS Booter. Go to Super Smash Bros Melee (ISO). When I click B on it, to go to the options: Boot method: New (DM 2.1), Language: Wii, Video Mode: Auto, Booter Drive Reset: Off, NTSC-J Patch: No, Video Patching: Auto, Codes: On Debugger: Off Waiting Debugger: Off NMM: Off NMM Debug: Off Activity LED: Off Pad Hook: Off The Disc: Off Pad Hook: Off Pad screen disappears, however, the screen stays black and does not load the game. When I try to download it any other way, cheats don't come, so I'm not sure what to do. My SD card are: apps, dm_booter, games, GeckoOSmod, Ocarina Code Manager, tutu, and iOS36-64-v3351.wad. TL;DR: Black screen when trying to run DIOS MIOS. Is there any help? Thank you for your response! I've been following up as your unofficial guide and guide to The Melee Gecko codes are sticky, but I still haven't been fiddling with things throughout the day and I feel like I'm very close to finding a solution. Here's what I do, and the problem I have: Download Homebrew Channel - the launch of DIOS-MIOS Booter. Go to Super Smash Bros Melee (ISO). When I click B on it, to go to the options menu, here are the options: Boot method: New (DM 2.1), Language: Wii, Video Mode: Auto, Booter Drive Reset: Off, NTSC-J Patch: No, Video Patching: Auto, Codes: On Debugger: Off NMM: Off NMM: Off NMM: Off NMM: Off The Disc: Off Th screen will come up. Once the spray screen disappears, however, the screen stays black and does not load the game. When I try to download it any other way, cheats don't come, so I'm not sure what to do. My SD card uses FAT32 with 32 KB. The things I have at the root of my SD card are: apps, dm_booter, games, GeckoOSmod, Ocarina Code Manager, tutu, and iOS36-64-v3351.wad. TL;DR: Black screen when trying to run DIOS MIOS. Is there any help? So you can successfully download the game from an SD card when you don't apply cheats? Maybe try using the CFG Loader - that's what I'm using now. I followed the instructions of nqztv (one of the first couple comments on this thread) and just put the codes on the .txt file and CFG Loader to make .gct for me. My Wii Out of nowhere. When I choose to download through SD through Dios Mios as usual. It just loads the game I act like a dummy in the drive slot (metroid prime) I've been trying to change settings all over the world and it does it 100% of the time. Is there any help? Thank you in advance. My Wii started acting out of nowhere. When I choose to download through SD through Dios Mios as usual. It just loads the game I act like a dummy in the drive slot (metroid prime) I've been trying to change settings all over the world and it does it 100% of the time. Is there any help? Thank you in advance. Do you use Dios Mios Booter for the launcher? And you're clicking on Super Smash ISO and then it loads Metroid Prime, or Iso Super Smash is completely off the list? You can try using the CFG Loader (what I switched to). Nqztv gives instructions here I'll try that. I'm definitely choosing Melee ISO, which is on the SD list in Dios Mios. Yes, I use a boot. Just don't see that changed lol, but I'll give that a try and post a little later. Thanks Achilles! I'll try. I'm definitely choosing Melee ISO, which is on the SD list in Dios Mios. Yes, I use a boot. Just don't see that changed lol, but I'll give that a try and post a little later. Thanks Achilles! That's weird. I had a problem with Dios Mios Booter once and my ISO just completely disappeared from the list even though it was on my SD card. I never figured out a solution to the problem so I just switched to a CFG loader without any problems. It's really nice because you can create your .gct inside the CFG Loader with a simple .txt file. I use a cfg usb loader, its amazing. j/DML, I can put melee on SD cards, and create GCT files on the fly just using. TXT file. so gdlk I see that CFG is struggling with SDHC cards. Is that confirmed? I only have an 8GB SDHC asm. Page 7 I use the same 16GB SD Achilles card recommended with dml and cfg fine. Slower download than dmb, but it works I use CFG with SDHC card and it's melee boots (w/ codes) and PM :D Thank you! I weigh in. Having a PM running great over a USB loader, but the whole choice of which codes each download is too good to hijack. Just kidding, I probably should have read the sticky on this forum before posting... LOL Last edited: April 29, 2014 Update: It would seem as if I set it on DML 2.0 rather than 2.1, IoI. Oh. Dpad is so darn sensitive sometimes. Let's get back to practice! Turns out I need help now. I managed to get some codes to work (i.e.: endless billboards, d-pad up brings up the stage to select the screen, unlock everything), but I can't seem to get the character to choose screen codes to work at all. I'm a little disappointed since I was hoping to use this hack pack as a way to practice the pressure shield, but I can't get my processors to do anything other than keep as they usually do. Does anyone mind to help me? The character choose screen codes are questionable sometimes. I set the P2 processor to level 9 and then enter what I want (e.g. (e.g. shield) and then start the match. Sometimes he starts a match with a computer having a gray badge but standing still and then I have to KO them once before it turns red and they start the action. I hope it helps, but I feel like you can do it already. The question (I'm personally having trouble getting spam action codes to work consistently. I learn new things every time I try it lol. I just tried to do it, but it just doesn't help. It seems that many people are having success using CFG USB Loader and creation. GCT file from .txt file every time. Maybe give that a try? The only thing I can think of is to make sure the ISO you have matched versions of the codes (1.0 or 1.2) is hoping Achilles can give a clearer answer. 3 Ag. Maybe it's because I use Gecko OS. Going through old posts, it seems Gecko OS just doesn't seem to work well with the character to choose codes. I will look at using CFG if this is my only option. Thanks for helping Redd You download them through Gekko? Yes, it's probably your man's question. I still use Dios Mios Lite for SD as it loads a little faster and was relatively easy to set up. I think the CFG is more flexible. No problems and luck, it's so refreshing and fun to practice now. Spam CPU codes are very preliminary and they already change a lot with these new codes that I wrote. When I release new codes, they will be for 1.02 and conversions can take some time to get to 1.00 (especially because PAL will be more important than 1.00). I'd like to look at getting an SD card and downloading 1.02 ISO from this, especially because the new codes will have a significant number of DOL mods in which you will need an ISO to add such. Can you help me get it working with an SD card then? I only switched to burnt backup because DML 2.10/DMB can't apply any codes when I let them into DMB DML will download 1.02 ISO when no codes are included, but once I allow the codes, the game is instantly loaded into a standard gamecube drive to read the screen error. It really sucks:/ And just to point out the ISO I used to download from the same ISO SD I burned to the drive. The codes work when I run off the drive, but not from SD. And I tried cfgloader. Same deal. Last edited: April 30, 2014 BTW thank you for all your hard work! :D As soon as I get my new computer, I hope to join you in your hacker effort I just use WiiFlow and it allows me to choose which codes I want to be active before Game. DiosMios 2.10 pack, MultiModManager, and WiiFlow with GALE01.txt are the only things on my SD card. Works great. Last edited: April 30, 2014 Is there any way we can inject action playback codes into Iso Melee's? I dabbled in doing the same thing. thing with Smash 64 and I got some AR codes injected and they work, but making sure the checksum was OK every time I did edit annoying as hell. I'd imagine Melee has the same cheque thing... Achilles, do you know if you know if you know that or not? Can we do something like this to hack this package? Can you help me get it working with an SD card then? I only switched to burnt backup because DML 2.10/DMB can't apply any codes when I let them into DMB DML will download 1.02 ISO when no codes are included, but once I allow the codes, the game is instantly loaded into a standard gamecube drive to read the screen error. It really sucks:/ It's strange that it works without cheats, not an alternative. I've never encountered this problem. I'd like to try reinstalling Dios Mios Lite as well as iOS 236. Follow the link in my unofficial guide to iOS 236. If that means something, my CFG Loader uses iOS 248 in the corner). And you definitely should get caught up in Melee hacking. It's amazingly fun. Once you get on a roll with something, it's impossible to stop. and then you just start extrapolating ideas even more... Is there a way how we can enter action play codes injected and they work, but making sure the checksum was OK every time I did edit annoying as hell. I'd imagine Melee has the same cheque thing... Achilles, do you know if you know if you know that or not? Can we do something like this to hack this package? Yes, there is. Dol modification and introduction of custom code into the free space in the dol. It's going on. So with DOL mods you can't disable pregame codes? Hmm. I think I could vanilla ISO for tournaments. Not sure about the tournament rules regarding USB/SD loaded setups, although I tried to make it work all last night. I'm pretty used to messing around with sdcard vs. USB), and no matter what loader I used (cfg, wiiflow, GX, DMB) when I wanted to download the game with ocarina on, it would just download the regular melee. I even tried turning on the cheats straight from the loaders; same result. I also tried putting a melee on the sdcard, running the DML, and downloading it from there, but it took about a minute to load each screen and still didn't download the cheats. Does anyone have any reason this could happen? I signed up here just to say that this mod is incredible. I started about a month ago and I'm sure my tech skills would be infinity worse if it weren't for this mod. Here are a few suggestions and comments. 1. Edgeguarding CPU is awesome, not because it's actually effectively edge-guarding you, but for practice combos. The processor has a very good DI, but it won't always use DI, making it great for practice practice practice where you have to react to your DI opponents (it doesn't actually sound right to me, but I can't think of a better way to explain what I mean). The processor will also, when the combo is broken, perform an air attack about 75% of the time. Fox has short jumped neutral ether me when I approached several times completely out of nowhere, something I've never seen a CPU do. 2. The flash on L-cancellation is great, but it would be a billion times better if it flashed on a failed L undo instead. 3. For some reason I really like Final Destination with different colors. It's strange that it works without cheats, not an alternative. I've never encountered this problem. I'd like to try reinstalling Dios Mios Lite as well as iOS 236. Follow the link in my unofficial guide to iOS 236. If that means something, my CFG Loader uses iOS 248 to download (the screen spike after the app launches with the CFG icon has iOS 248 in the corner). And you definitely should get caught up in Melee hacking. It's amazingly fun. Once you get on a roll with something, it's impossible to stop. and then you just start extrapolating ideas even more... I didn't realize DML 2.1 auto sets no drive to the truth, so I tried to download the retail copy of the melee. I guess that even though I was choosing to boot iso, DML didn't boot it as my SD card sucks. Instead it will load the retail drive into the drive, which is where the confusion emerges from. So I'm going to buy an SDHC card; I'm pretty sure it's going to fix it. Thanks for the advice though! Ui. Got it running after I bought a new SD card. Modded .iso with all the cheats would be great. Are there any video tutorials in this process? I have a few guestions and I think I might be missing a pitch somewhere. If you could make a fox before guit air SDI practice also include Fox Drilling you--lcancel grab that would make it an amazing practice. If you miss a smash di'ing upair. This would be a dream in response to my previous post it does not work, I also bought a new SD card (I am Sanu) (went with Transcend 32gb microsd) and it works fabulously. My only wish would be that I don't have to switch back and forth between Dios Mios Lite and regular to play on SD and play USB. I'm not sure if you're still working on it or accepting requests, but is it possible to have an AI training mode for Standing in a multiplayer? Basically I want to beat the CPU with a handicap to damage the adjustment ratio, which is not trying to hit me but is still trying to recover. If you smashDI on the D-air you get grabbed. Then you practice Dling grab and smash di'ing upair. It would be a dream so so pretty much had this exact same idea before. Not necessarily to break di'ing dair, but stringing a combination of actions together. I have P2 do shine pressure code makes glitter-grabbing every so often as a mix-up (this code is really polished now, by the way its nice). The code does nair and dairs and while I was messing around with this, I got a huge brainwave to tie the action combinations together. So if P2 does shine pressure and enters successfully grabbed enemy state of action, change the P2 action to switch to doing u-throw u-air. And then switch back to shine pressure and enters successfully grabbed enemy state of action, change the P2 action to switch to doing u-throw u-air. or accepting requests, but is it possible to have an AI training mode for Standing in a multiplayer? Basically I want to beat the CPU with a handicap to damage the adjustment ratio, which is not trying to recover. Yes, that would be pretty simple. Now I know how to change the type of AI processor on the fly, at any point in the match. I could write you a quick Gecko code to do it if you want to. Just tell me which combination button you would like to install it. Yes, that would be pretty simple. Now I know how to change the type of AI processor on the fly, at any point in the match. I could write you a quick Gecko code to do it if you want to. Just tell me which combination button you would like to install it. X-Dpad left, please and thanks :D When you speak on the fly, do you mean this switch can be used on the character selection screen? X-Dpad left, please and thanks :D When you speak on the fly, do you mean this switch can be used on the character selection screen? Midmatch. All switches can now be made midmatch - huge achievements from the first pack. I'm going to be working on that right now. X-Dpad left, please and thanks :D When you speak on the fly, do you mean this switch can be used mid-match or should it be used on the character selection screen? X'D-Pad Left Toggles P2 CPU AI Type to Stand - switches between stuff, that I'll add to this hack package As soon as I can. And indeed, almost all the codes currently on the original post will become obselete and will be updated as I have found the best ways to do each of these actions. This will greatly free up the number of lines of code available for other uses. I have a few of them already done. /endimaginaryblogpost Just wondering, you you still planning to update all your codes or convert them to ASM codes in the OP soon. Don't rush just wondering. Thank you, yes. They are about 90% converted to ASM, but I'll update them all at once when I get finished with everything. I kind of combine everything into one big code to use as few lines of code as possible. That's great news. Hopefully this works on my Gecko OS. Thank you again yes. They are about 90% converted to ASM, but I'll update them all at once when I get finished with everything. I kind of combine everything into one big code to use as few lines of code as possible. I CAN't WAIT IM SO EXCITED Page 8 Yes. They are about 90% converted to ASM, but I'll update them all at once when I get finished with everything. I kind of combine everything into one big code to use as few lines of code as possible. Thanks to a ton of achilles! I'm kind of like a new one to break down, and these codes helped me improve my basics a ton! Keep up the wonderful work and I'm super excited for your next great update! So is random technical code making progress? Achilles, are you working on this or someone else? Jw. X'D-Pad Left 80008000 Awesome, Thank you, thank you. Now I can practice the gentlemen at Bowser to my M Project content have their work cut out for them if they want to provide such a solid set of training tools. Still waiting for the version of Achilles because he will pack it all beautifully. 3 #Achilles4prez what do you think about the technical code just posted? Just read your last post edited: On May 9, 2014 I spent the last couple of days figuring out the structure and function of Melee's debugging menu. Here's an example of the debugging menu l've put together to give you an idea of what we can do. We can include code names, switches and descriptions in the game, essentially creating our own menu from scratch. This is an in-game screenshot I took with the help of a dolphin. IE you never stop surprising me SSBM hacking becomes so real I can't even understand with controlled speed. SS Dang IE is incredible! For random technology/DI codes, there seems to be some conflict with Achilles P2 spam codes. I am to post a stratocaster, but I was wondering if anyone else had this issue. This works for me now because I removed P2 spam codes from gct file. I use DMB. Just wondering if anyone else has been having this problem or if anyone else has been having this will fix the conflict. I would love to add a line to myself, but I have no idea where to add this line hahahaha Also, does anyone know how downloading a character to choose the screen code works? It doesn't seem to like me too much, when using the website to create a gct file, he said it's not code: Boot to Character Select Screen (1.02) InternetExplorer 041a45a0 3c000202 041a45a4 901e00000 I tried to change all the letters to be capitalized, and he accepted it. But, it still didn't seem to work for me. There was one time when I tinkered with the GCT file.... It worked... but other codes were automatically switched and I wasn't able to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to switch them, so I had to set up the GCT file.... It worked... but other codes were automatically switched and I wasn't able to swi even more. Right now, the codes that I want are included and are working.... all but the Boot to Character Select Screen code. Just wondering if anyone get these codes working with GX? I checked and checked again to make sure everything was in the right place and no matter what it would be just loading vanilla melee. So I have a melee under usb1:/games/DOLE01/, my codes are properly linked to usb1:/codes/, and I have the ocarina enabled globally and selectively for melee. Gx recognizes my code and I can choose which codes to include, and after exporting it as .gct in Gx melee goes to just downloading normally. It's very

disappointing. Last edited: May 9, 2014 Did anyone get these codes working with GX? I checked again to make sure everything was in the right place and no matter what it would be just loading vanilla melee. So I have a melee under usb1:/codes/, and I have the ocarina enabled globally and 1223 at in Example and I can choose which codes to just downloading normally. It's very disappointing. Try simply making one code at a time and add until it stops working. Having codes on USB seems to limit the amount you can have at the time. Last edited: May 9, 2014 Okay, but it's weird considering the PM loads all of his codes flawlessly via USB for me. Edit: Inserio was absolutely right, after whittling down the codes turned on it works like a charm! Thank you. Last edited: May 9, 2014 Someone found a good installation, This package in practice the shield is reduced (after shieldstun) when someone attacks your shield, maybe one of the spammer codes move? anyone has found a good setup using this package to practice shield droppings shieldstun), when someone attacks your shield, maybe one of the spammer's travel codes? -Move Spammer (for something like Utilt March) -Invincibility (so if you get hit, you only get damaged and don't roll back) -Endless Shield (so you won't worry about reducing the shield) Do we have any AR codes to disable the kremlins/crocs in the Japes jungle? I really want to make this stage more viable for the tournament game. I don't think anyone made the code for that. I'm sure it's possible, but I've never created any codes to change the elements of the stage. If I were to try this, I would start with Stage Hacking Tips from the lair of Sauron at the bottom of the page. I've spent the last couple of days figuring out the structure and function of Melee's menu debugging. Wouldn't it be easier if the iso/game loader had a user interface for turn on/off cheats? Of course, then you will lose the ability to change codes on the fly. Last edited: May 12, 2014 wouldn't it be easier if the loader had a user interface to turn on/off cheats? Of course, then you will lose the ability to change codes on the fly. The menu will not be used for all codes. It will be good for things like toggling on a widescreen hack, for example. All the current games of them are likely to stay switched ingame I've put together to give you an idea of what we can do. We can include code names, switches and descriptions in the game, essentially creating our own menu from scratch. This is an in-game screenshot I took with the help of a dolphin. Show me your ways!!! You are welcome? Were there some difficulties with implementing random teching/di codes with the rest of the package? I think if those worked it would be almost perfect. Were there some difficulties with implementing random teching/di codes with the rest of the package? I think if those worked it would be almost perfect. Yes, there were some issues, but it should work fine now. Stratocaster is a bit busy and hasn't added a fix to its OP, but in this post here: I installed the last line of the code so that it wouldn't affect the other codes that are added after it (with an achilles). Keep in mind that in my post, the code is for v1.02. If you use a different version, the only thing you have to make sure to fix the last line: Change: E2000003 80008000 To this: E20000006 80008000 and according to the Achilles and stratocaster, it should fix all versions (perhaps not PAL, because the stratocaster said PAL is not yet complete). Good great, I got it working with the rest of the codes. It's a really wonderful fashion learning, thanks to stratocaster and achilles1515. Oh and one caveat, I'm sure it's been mentioned before, but the Pokemon Stadium doesn't transform the stage goes into the mushroom kingdom in training mode. Not a big deal, just realized I'd mention it at a chance it's a mistake someone missed. Hey, Achilles! I would like to ask a couple of things: 1) Can you have so many lines of code in your gct file that it causes Dios Mios Booter to freeze and I have to reset. I was trying to check how many codes it could handle at the same time. Did you know what the code limit is for DMB? (As This would help to use this along with the CPU switch to stand code in practice L-cancellation afte hitting the enemy or multishining with a delayed stun strike, etc. It's hard to practice that stuff with the processor holding the shield because they slide around on impact. Hey, Achilles! I would like to ask a couple of things: 1) Can you have so many lines of code in your gct file that it causes Dios Mios Booter to freeze sometimes? I have a problem when all the codes work, but after a few games, it would freeze and I have to reset. I was trying to check how many codes it could handle at the same time. Did you know what the code limit is for DMB? (As This would help to use this along with the CPU switch to stand code in practice L-cancellation after hitting the enemy or multishining with a delayed stun strike, etc. It's hard to practice that stuff with the processor holding the shield because they slide around on impact. Kou did some testing with code limitations here. I thought it was 255 lines (idk what size that gct would be), but I also heard that downloading with cheats from USB can handle fewer lines than downloading from an SD card. For your second question, you can use the D-Pad Down switches the invincibility code and practice things against an invincible processor or person. Invincibility just doesn't roll back. Another good way to practice this with tailored codes is to start the game using Up to download the scene choose the screen, while make another player will be Master Hand (I give details on how to do it in the original post, and its in the original post, and it doesn't transform the stage goes into the mushroom kingdom in training mode. Not a big deal, just realized I'd mention it at a chance it's a mistake someone missed. Thank you for noting me. I'll try to take a look at this. Last edited: May 14, 2014 Kou did some testing with code limitations here. I thought it was 255 lines (idk what size that gct would be), but I also heard that downloading with cheats from USB can handle fewer lines than downloading from an SD card. For your second question, you can use the D-Pad Down switches the invincibility code and practice things against an invincible processor or person. Invincibility just doesn't roll back. Another good way to practice this with tailored codes is to start the game using D-Pad Up to download the scene to select the screen, while making another player be Master Hand (I give details on how to do it in the original post and its in the GIF). Master Hand does not suffer from a knockdown, but gives you a hitlag as if you were hitting an ordinary player. Thank you for noting me. I'll try to take a look at this. Oh yes! Thanks for reminding me. I completely forgot about the invincible code -.- Wonderful! I'll be working with this so I've been trying to get these codes don't have that. I made .gct out of the codes that were listed in the OP, called it GALE01.gct, put it in the same folder as the game (SD: 'games-GALE01'), and turned cheats into DIOS MIOS. Is there anything I'm doing wrong? So I tried to get these codes to work with DIOS MIOS. Is there anything I'm doing wrong? So I tried to get these codes to work with DIOS MIOS. Is there anything I'm doing wrong? So I tried to get these codes to work with DIOS MIOS. Is there anything I'm doing wrong? 'games-GALE01'), and turned cheats into DIOS MIOS. Is there anything I'm doing wrong? I also want to say that I am having problems with this as well. So I tried to get these codes to work with DIOS MIOS Lite on my SD card, and the game loads perfectly. However, the codes don't have that. I made .gct out of the codes that were listed in the OP, called it GALE01.gct, put it in the same folder as the game (SD: 'games-GALE01'), and turned cheats into DIOS MIOS. Is there anything I'm doing wrong? I also want to say that I am having problems with this as well. I would try using a CFG Loader that automatically makes gct files for you. Start with what only allows one cheat - download for the character select the screen. This way you'll know right away if the codes are working or not. nqztv has a guide for this as a sixth comment on this thread or something. I use the Dolphin version 4.0-720 for Linux and I can only seem to get some AR codes working, but not any Gecko activated code codes Debugging menu if I change it to AR activated it works, but if its Gecko it is not). I've been fiddling for centuries and I'm now using your file GALE01.ini I found on Reddit and still can't get the gecko codes to turn on:/. any ideas? Last edited: May 14, 2014 I would try using CFG Loader, which automatically makes gct files for you. Start with what only allows one cheat - download for the character select the screen. This way you'll know right away if the codes are working or not. nqztv has a guide for this as a sixth comment on this thread or something. Sorry if this sounds noob-ish, but I thought the CFG Loader only works with USB devices. Does it also work with SD cards, or should I put Melee in an HDD or flash drive? I have a request to hack if possible, I would like to be able to shine the CPU shield and have them immediately buffer roll; The direction of the roll does not matter, please let me know if this can be done. Thank you I have a request for a hack, if possible, I would like to be able to shine the CPU shield and have them immediately buffer roll; The direction of the roll does not matter, please let me know if this can be done. Thanks I have a code that has P2 buffering the random C-stick direction (all directions possible) from the shield to stun. Is that going to be enough? And if they pop out (the buffer up), they'll make the frame a perfect nair. I could increase the percentage of chance of doing a roll, however. Last edited: May 14, 2014 I have a code that has P2 buffering the random C-stick directions possible) from the shield to stun. Is that going to be enough? And if they pop out (the buffer up), they'll make the frame a perfect nair. I could increase the percentage of chance of doing a roll, however, just rolling (left/right) would be better if possible? The X-FORM part is a bit hard to read (at least on my TV). I'm not sure what the best way to get a point through No Transformations is with a tiny picture of a normal Pokemon Stadium to a conversion and then use a normal sketch for Pokemon Stadium for no conversion. Does anyone have this working on a USB Loader GX with Melee running from an SD card? Mine always loads vanilla. Also, I haven't tried it, but I noticed a stratocaster let alone a getup-attack... does it use the code? Page 9 and Achilles1515, I tested L'D-pad on character select screen codes for 1.00 on the Wii. The switch from them doesn't work at all. Code effects are always and cannot be turned off. And, the D-Pad Up Force Downloads Stage Select screen also doesn't work. Last edited: May 18, 2014 Also, I haven't tried it, but I noticed a stratocaster not to mention a getup-attack... does it use the code? No 20XX yet It's going to edit: What's happening seems to be a long process. I never expected something so lame sounding like 'this package package files so many. Last edited: May 21, 2014 Wow.... well I just lost like 2 hours of work because of the blue screen and server maintenance at the same time. I guess the server service deleted my project??? Talk about depressing.... I think I'll pick it up tomorrow. But it will be later the day after work. Sorry, guys. Last edited: May 20, 2014 Wow.... well I just lost like 2 hours of the blue screen and server maintenance at the same time. I guess the server service deleted my project??? Talk about depressing.... I think I'll pick it up tomorrow. But it will be later the same time. I guess the server service deleted my project??? Talk about depressing.... I think I'll pick it up tomorrow. But it will be later the same time. the day after work. Sorry, guys. Ohch, that really sucks. Oh.... well I just lost like 2 hours of work because of the blue screen and server maintenance at the same time. I guess the server service deleted my project??? Talk about depressing.... I think I'll pick it up tomorrow. But it will be later the day after work. Sorry, guys. Don't worry man. We know how they feel. The wait will be more than worth it! Achilles1515, I have an idea for Spoof Controller Plug-ins code. It's a convenient code, but I think it'll be better if it's turned off only on the result screen. When we don't use a skip result screen, we have to change the controller port to get out of the result screen. Oh.... well I just lost like 2 hours of work because of the blue screen and server maintenance at the same time. I guess the server service deleted my project??? Talk about depressing.... I think I'll pick it up tomorrow. But it will be later the day after work. Sorry, guys. sorry to hear that the man it happened to all of us - Achilles1515, I have an idea for the Spoof Controller Plugins code. It's a convenient code, but I think it'll be better if it's turned off only on the result screen. When we don't use a skip result screen, we have to change the controller port to get out of the result screen. This shouldn't be a problem with this code. It's the fact that the moment you leave the game, P2 is a human-controlled character. 2. The flash on L-cancellation is great, but it would be a billion times better if it flashed on a failed L undo instead. This is it this is it. And I'm so grateful to all of you who have invested your precious time in something like this. It's amazing, thank you, zlt;3 and Achilles1515 sent you PM. Last edited: May 21, 2014 Where is that package of modified files though? it goes before I go to bed. Achilles you really are the god of melee hacking. It's an amazing job. Finally.... Well, obviously I was interrupted by server maintenance again before finishing the main post last night. I will no doubt be releasing files for the package tonight after work. Everything on the OP is included, along with another special new code. You guys will definitely enjoy it. Are there any codes for undo the shenanigans available? as if you do squats a natural state, then the code for p2 spam actions can match, so you can practice options against cc cc Surprisingly, can't wait to try it. Omg, you really did a custom spam processor entry OO Congrats ! Do you think it is possible to register more than one input? Thanks for the great work, Achilles. I can't wait for a new file to gale01? Amazing Work Achilles Edit: Found the random teching part - fox dair/uair part. Aside from being excited. Last edited: May 21, 2014 Hey, I'm having trouble getting codes in WiiFlow, Dios mios booter and CFG Loader. I use the latest version of USB loader and turing Ocarino on in all of the above applications. Pls send help to D: Last edited: May 21, 2014 Hey, I'm having trouble getting codes in WiiFlow, Dios mios booter and CFG Loader. I use the latest version of USB loader and turing Ocarino on in all of the above applications. Pls send help D: Just hold on for the rest of the day or tomorrow a huge update comes out that fixes the problem. Confirmed by the OP itself. ugh, that's so far though xD yes the update will make this obselete, but just in case you're super impatient: - do you have the USB drive you also use? Some of the loaders will only check the codes on the USB drive - as you pointed out, there are a bunch of places where it can search for codes. Try putting them in all of them. - CFG usb loader should be able to dynamically build. GCT file from GALE01. TXT file. make sure the file is in all the code folders and is called just that. I only use an SD card. I put GALE01. everywhere (within reason). I'll try to use the .txt folder in the folder codes. I only use an SD card. I put GALE01 everywhere (within reason). I'll try to use the .txt folder in the folder codes. I only use an SD card. I put GALE01 everywhere (within reason). I'll try to use the .txt folder in the folder codes. I only use an SD card. I put GALE01 everywhere (within reason). I'll try to use the .txt folder in the folder codes. I only use an SD card. I put GALE01 everywhere (within reason). I'll try to use the .txt folder in the folder codes. I only use an SD card. I put GALE01 everywhere (within reason). I'll try to use the .txt folder in the folder codes. Well, I think you have a melee running through your loader right? work, so all these ways from the top of my head) which is called GALE01, this should have an actual melee ISO in it, and some other stuff. code file, it should go in the code folder. try putting it in /codes/, as well as /apps/YOUR LOADER HERE/codes/ and any other folders called codes that seem applicable. there should be no folders in the codes (and certainly not one named something with an .txt extension, it will definitely confuse out your loader) and once again, make sure the code file is called exactly GALE01. TXT --- on how to use DOL mods edit: I can go back to using Dios Mlos Booter, since I don't have to edit/use the GCT file, right? I think I remember downloading it faster edit2: Will this package of modified files be DOL? Last edited: May 21, 2014 it's unclear how to use DOL mods I shouldn't use a CFG USB loader anymore, since I don't have to edit the GCT file, right? about right. You will change the ISO on your computer, there will be a GCT/TXT file to use anymore. All codes will be in iso. You still need something that can download gamecube ISOs. or you can record it on DVD and download it from a backup launcher. Will the new hack package still include flashes on L undone? It's been very helpful to me in the past it's GCRebuilder. You will use GCR to create hacked Melee ISO using Achilles Haki as soon as they are released. Omg, you really did a custom spam processor entry OO Congrats ! Do you think it is possible to register more than one input? Yes, and you're the one who got the idea. Thank you. What do you mean by more than one input? Yes, and you're the one who got the idea. are a natural state, then the code for P2 spam actions can match so you can practice options against cc grab/shine/dsmash etc. I think that's a good idea. There has to be some kind of preparation against squat cancellation. I need to do some experimentation with it, though. I could easily write the code to let the P2 always hold on and then shine/dsmash times hit. Ideally, I think it would be better if it was integrated into the P2 processor and was done on the P2 reaction getting hit. I would have to do some experiments though to see how it is possible and see how it would play with the occasional DI. I know a value that varies from 0 to 1 whether or not the character is in the air and that may be the key to the solution. --on how to use DOL ninja mods to edit: I can go back to using Dios MIos Booter, since I don't have to edit/use a GCT file, right? I think I remember downloading it faster edit2: Will this package of modified files be DOL? It will DOL files a few others. Will the new hack package still include flashes on L undone? This has been very helpful to me in the past now no. There have been a few recent offers of color mods that I would like to implement in the future at some point. The flash on L-cancellation will be in this package (or variations of that code). Of course, you can completely simply run the flash on L-cancellation will be in this package (or variations of that code). Of course, you can completely simply run the flash on L-undo the code with the modified ISO, if you are familiar with the process of applying cheats. Yes, his GCRebuilder, as SuperUltraDX stated. But ignore what I wrote there in the OP. It's just used as a placeholder. I probably won't use GCR anyway. I think it would be redundant. I think I'll be home in about an hour and a half to start working on the last bit of this stuff, by the way. Hear Me On This Pls : Some Custom Stages how to scale the camera in the previous phase, even though the scale has completely changed. It's disgusting. this problem could be solved if there was a minimum zoom to the camera. some (really good) user stages increase in too many lots you get a view close together (FourSide for one). idk if the information is known to create this code, but it will make a few custom stages feel much more comfortable. Yes, and you're the one who got the idea. Thank you. What do you mean by more than one input? You don't mean one action? Like a string of actions? I think it's a good idea. There has to be some kind of preparation against squat cancellation. I need to do some experimentation with it, though. I could easily write the code to let the P2 always hold on and then shine/dsmash times hit. Ideally, I think it would be better if it was integrated into the P2 processor and was done on the P2 reaction getting hit. I would play with the occasional DI. I know a value that varies from 0 to 1 whether or not the character is in the air and that may be the key to the solution. It will DOL files a few others. This is not the case at the moment. There have been a few recent offers of color mods that I would like to implement in the future at some point. The flash on L-cancellation will be in this package (or variations of that code). Of course, you can completely simply run the flash on L-cancellation will be in this package (or variations of that code). ISO, if you are familiar with the process of applying cheats. Yes, his GCRebuilder, as SuperUltraDX stated. But ignore what I wrote there in the OP. It's just used as a placeholder. I probably won't use GCR anyway. I think it would be redundant. I think I'll be home in about an hour and a half to start working on the last bit of this stuff, by the way. GCR is likely redundant. You can diff files and provide patch files that would allow people to patch their ISOs (and won't have any copyrighted content, so its 100% legitimate). You'll probably want to get the ability to message: - md5 vanilla melee 1.0.2 - md5 melee with 20xx fixed (so people can check that they did it right) - patch the file in several different formats. im not super aware of what is most commonly used/most cross-platform formats, but some are googling with probable help So I haven't read everything here, but I'm okay to assume that download for this is not right now because we're waiting for something? Page 10 is the best thing ever. Thank you based Achilles. WHEN IT'S COMMIN FROM YO, I WANT A FANCY MARCH AND BUFFER ROLLS ON THE PRESSURE SHIELD! Achilles, is there a chance we can get the code that replaces Mushroom Kingdom II on Home Run Contest? This is there a chance we can get the code that replaces Mushroom Kingdom II on Home Run Contest? This is the perfect stage to practice techniques such as Waveshine. It's already done. On the alternative/hacked phase code and look at the new stage select screen. This is me in the BTW video I love playing with the buzz on. If I use this, it's always the default crashing even on nametags with the buzz clearly turned on? Come on Achilles, I can't handle the hype levels so high. The final list of codes is up! Added: Save the State Stage Striking I'll write some quick instructions and then give you guys a link! This is... sounds pretty amazing The final list of code up! Added: Save the State Stage Striking I'll write some quick instructions and then give you guys a link! YESSSS LETS YOU GET THIS AND START! (In other news, I hope someone does an infographic like last time, because there is a RIDICULOUS amount of th in this version) WOOOAH Save the State is pretty incredible. That means you can highlight, link, and release your own memory, right? These states of action should be stored somewhere. It's really impressive. Download the link on the first page!! Enjoy it, guys! Let me work out how it goes and please you posted with feedback. Will try everything tonight and will post later. Is there a guide on how to use this hack package? It would have been incredibly useful to zlt;3 OMG was so easy to set up and it works great so far! Thank you so much achilles1515 I never leave my house again! All PERFECT so far. I'm in complete shock right now. It's literally like a dream come true. Can I buy you a pizza? Guys, I added a little blurb at the end of the original donation post. Personally, I don't take them, but linked the pages of my aunt's fundraising campaign to the Leukemia and Lymphoma Society. Feel free to donate to support my hacks if you have a few bucks to spare. You guys are the best and Melee is the best. - Achilles Wait, I just got a better idea (probably not the inputs there. I know it can be a bit of a job, but it's better than constantly referencing the table to know what to do when. Just a suggestion, not sure if it's possible. Last edited: May 21, 2014... every time I try to download a 20xx package and I choose a scene. I can even make a video about what's going on, am I doing something that's super obvious and wrong? I downloaded with dios mios on my SD card, made iso and put it on LOL Edit: I just downloaded the iso on the dolphin and it worked... Uhhhm... I'm scared? Last edited by a moderator: May 21, 2014 I have problems when the game chooses random music tracks. Not only on the stages, but also on the menu. The only time I can get the stages is to get their music right is if I'm a LRSB. ALSO, D-PAD DOWN ON SSS CRASH GAMES. Last edited: May 21, 2014... every time I try to download a 20xx package and I choose the music will play and then it will never load the scene. I can even make a video about what's going on, am I doing something that's super obvious and wrong? I downloaded dios mios on my SD card, made iso and put it on LOL Edit: I just downloaded the iso on the dolphin and and Worked... Uhhhm... I'm scared? is it happening at every stage? What about if you switch random music off? From what I've noticed so far. I'll keep trying more stages, but I'm sure I just can't download the Wait thing, I just got a better idea (probably not the best, but pretty cool) you know the hud screen pause? The one no one pays attention to? Put the inputs there. I know what to do when. Just a suggestion, not sure if it's possible. That's a great idea. I was fiddling with the textures on the menu started a few years ago. Idk if it's 100% possible, but I'll try and look at it if I get free time. Random music boots are as activated for me as well. BUT do I love it Lee hacked/alternative stages freeze for anyone else? When I hit down on the D-pad on the scene selection screen, the game falls. All if you used the previous package of codes and set the ISO loader to the default download with the codes, make sure you change it back to download with the codes off. Did hacked/alternative stages freeze for anyone else? When I hit down on the D-pad on the scene selection screen, the game falls. Do it on the character selection screen! But thanks for having this issue last edited: May 22, 2014 I kind of have no idea what to do. Is this happening to anyone else/is there a known fix? Last edited by moderator: May 22, 2014 hmmm strange. I would like 1) make sure that your ISO is 1.02 2) repeat the replacement files from vanilla 1.02 Melee 3) try the new loader (I use CFG Loader) Heads up: if you try to load the alternative stage with your computer on anything other than the P2 slot, it freezes. Not that it really matters, but it confused me for a few minutes, Page 11 Alright well I just tried the CFG loader, did literally nothing as well. I'm going to do, I'll just give up, there's no hope of clicking down on D-Pad alone when no on-screen character selection drops the game every time. Heads up: If you try to download an alternate stage with your computer to anything other than the P2 slot, it freezes. Not that it really matters, but it confused me for a few minutes, Ahhhhh thanks for figuring out the problem. Hmm, I'm going to have to think about why this is happening. By the way, I just realized that I left Fourside out of the random stage select when the hacked stages included ON. I fixed this issue and update the DOL file and don't worry about deleting the entire drive or anything. In GCR, 1) Image ----gt; Load Melee ISO 2) opens the Data System folder on the file tree, tap the right button Start.dol and also Import ---gt; go to Start.dol's replacement hack file folder from the new download it seems to be clicking down on the D-Pad alone when no on-screen character selection drops the game every time. It's probably trying to download save a state that doesn't exist. And it will lead to its freezing. It works to download save states if you saved one. It's probably trying to download save a state that doesn't exist. And it will lead to its freezing. It works to download save states if you saved one. I don't understand that this hack wouldn't work if you didn't have an iso. so it was a problem. I always thought you downloaded it from the actual Melee CD/SD card. Sorry for putting you through all this trouble. I'm downloading a fresh ISO now and giving it another shot. Thanks again Achilles for all your have no idea how much this is going to improve my Yoshi game. All if you used the previous package of codes and set the ISO loader to the default download with the codes, make sure you change it back to download with the codes off. I turned off the cheats and now I have a problem Lunchables has. Wow is a huge mistake though, the game doesn't load if P3 or P4 are played. Hell... I need to figure out what to edit as soon as possible: narrowing it. If P2 is not in the game, it is not loaded. Last edited: May 22, 2014 Achilles, In the next issue, can you change the input to save and load states on something a little more complex to remove the question of the accidental impact of the wrong direction D-pad in the next issue can you change the input to save and load states on something a little more complex to remove the question of the accidental impact of the wrong direction D-pad in the middle of the match? (e.g. L'R'Dpad Down/Right) The problem is that pressing these buttons will actually cause your character to perform actions while saving/downloading, which I don't want to happen. I can add in some validation, so if you haven't downloaded the state yet, then do nothing. The problem is that pressing these buttons will actually cause your character to perform actions while saving/downloading, which I don't want to happen. I can add in some validation, so if you haven't downloaded the state yet, then do nothing. Okay, do it. While you're at it, you can put back into the flash on the L-undo code, set the initial value of random music to 0, and for modded stages, you can re-add no acid brinstar?? A lot of work so far dude. Last edited: May 22, 2014 my 20xx folder replacement file has no start.dol file for Step 6 and 7. I don't know why, but the 2P processor (and maybe other cpus) without any action applied to it is always Air dodge the hitstun when they have to try to recover far from the stage. Amazing work here, really. Most of everything works great for me. Putting instructions on the pause menu would be a big improvement as stated, because it's this remember all these Dang teams. As someone who has done this type of hacking and even made a small contribution to this hack, I understand how much work has gone into this. Some details are amazing, like the SSS changes when you choose the sheikh he says her name at the bottom and also says: Sheikh. These little things are awesome. Just a few comments though: When one player is forced to click on CSS, the game froze for me when selecting a stage if the time was up. If the reserve is selected, the game ends immediately, not. I tried every code and that's the only thing that freezes, except for the DPad down on the SSS (which you applied you have to click that on CSS, but it would be nice if it was disabled so you didn't accidentally freeze the game.) I'm not sure exactly how your CPU version of the technology and DI thing works, but you're gettingtting a lot of crazy SDI. Maybe you think it's good, but it looks silly and totally unrealistic for players entering an SDI like this. I know exactly how to disable SDI or do DI without SDI'ing, so if you want, I can share these details with you if you think you should be changed the way I do. Another thing that can be implemented quite easily loads DI just as you download other inputs. You may actually kinda do it already, but they will dash/jump/squat. I could do it in the Gecko code, but I'm not big with ASM yet, so if you want to help with that I could help. This can be used in conjunction with the mod to keep the fortune. Save the state of mod is pretty impressive, I thought about it and I think I could do it, but I knew it was going to be difficult and it feels like there's no point trying when you're just going to do the best I can (lol). There are still bugs with it though, as you probably know. It doesn't seem to work if the opponent is behind the scenees. This is problematic when you want to make knee combos (like) because they are going to end up with a scene every time. I've also found that there are some properties not updated, which I think is whether they are in the air. My test case is that if you push them into the ground rather than pop up. If I kick them first, then it seems to reset this and they will be popped as they should. It's hard to get quite right, I'd be willing to try to find the bias you need to fix it if you give me the floor. That's it for now. I don't want to quibble, the hack is great as is, but I just wanted to add a little feedback and offer help if you had to press the d-pad button from the character's screen to make the in-game training stuff at work so people didn't accidentally turn things on during wau holy matches and save the state stuff sounds revolutionary. download as soon as possible. thanks to Achilles :D I have a feeling that I think it is, then it is technically easy to fix, but will require a few tricky things in changing the DOL file. I'll try to fix it tomorrow. I need to get some sleep. Amazing work here, really. Most of everything works great for me. Entering the pause menu instructions would be a big improvement, as stated, because it's impossible to remember all these dang commands. As someone who has done this type of hacking and even made a small contribution to this hack, I understand how much work has gone into this. Some details are amazing, like the SSS changes when you choose the sheikh he says her name at the bottom and also says: Sheikh. These little things are awesome. Just a few comments though: When one player is forced to click on CSS, the game froze for me when selecting a stage if the time was up. If the reserve is selected, the game ends immediately, not. I tried every code and that's the only thing that freezes, except for the DPad down on the SSS (which you applied you have to click that on CSS, but it would be nice if it was disabled so you didn't accidentally freeze the game.) I'm not sure exactly how your CPU version of the technology and DI thing works, but you're gettingtting a lot of crazy SDI. Maybe you think it's good, but it looks silly and totally unrealistic for players entering an SDI like this. I know exactly how to disable SDI or do DI without SDI'ing, so if you want, I can share these details with you if you think you should be changed the way I do. Another thing that can be implemented quite easily loads DI just as you download other inputs. You may actually kinda do it already, but they will dash/jump/squat. I could do it in the Gecko code, but I'm not big with ASM yet, so if you want to help with that I could help. This can be used in conjunction with the mod to keep the fortune. Save the state of mod is pretty impressive, I thought about it and I think I could do it, but I knew it was going to be difficult and it feels like there's no point trying when you're just going to do the best I can (lol). There are still bugs with it though, as you probably know. It doesn't seem to work if the opponent is behind the scenes. This is problematic when you want to make knee combos (like) because they are going to end up with a scene every time. I've also found that there are some properties not updated, which I think is whether they are in the air. My test case is that if you push them into the air and put them back on the ground, then stomp, they will go into the ground rather than pop up. If I kick them first, then it seems to reset this and they will be popped as they should. It's hard to get quite right, I'd be willing to try to find the bias you need it's if you give me your word. That's it for now. I don't want to quibble, hack is great as is, but I do Would like to add a little feedback and offer help if you need it. Thanks for the comments. This is exactly what I am looking for when I ask for feedback. The question you were freezing with when playing 1p against a match is probably what I just mentioned above. You can check this by plugging the controller into P2 and try it out. And you're right. getting rid of sometimes massive SDI would be nice. I'll get in touch with you tomorrow about this and feel free to send me information/bias that you know for disabling it and I can start thinking about how to implement it in ASM. It would be nice if you had to press the d-pad button from the character's screen to make in-game training things to work so people didn't accidentally turn things on during matches I thought I'd add a switch to the debugging menu to do so. Technically speaking, they should never touch these button combinations in the game, but yes... I know what you mean. LMFAO alternative suit for fox has a huge laser ying that it pulls out every time it shoots it would also be good if in the download package you had alternative files to set up the default debugging menu or, if its possible, the game save the settings Someone has to do a 3D art box for this for a CLG loader and the like... would it be so hype can you improve the falco spam laser? As it is now, it is kinda impossible to train powershield because it spams too much. Maybe by randomizing the height of the laser, and the timing of the beetroot between 2 lasers. LOL yes. that works with fox/falco any costume, if you keep down when you start the match you should try to hide those Easter eggs better so that people who want to play tournament matches on 20XX sets don't get annoyed with a little extras. I tinker with this for hours. Thank you!!!!!! I did an infographic with all the new codes : I sent you .psd if you want to make further changes. My fox processor continues to drill shiny on the spot, although I'm not entering the command...:/ Can someone help me with that? Last edited: May 22, 2014 oh my God, it's amazing. Offer/request! Salty version of Runback: Rapid-Fire Friendlies, which is held by A'Y (or whatever), how does the match end automatically to select the same characters, but randomly stage? I think it's a pretty frequent scenario for a lot of people playing against just one other person. most definitely for me, anyway. Thank you very much! Wow, I had an impossible time with Gecko codes (never make them work). It worked on the first try! My loader is incompatible though. It's a discussion for another topic though. It's a discussion for another topic though. couple of times. Also, Classic and All Star Mode seems to be busted now. After several stages won't download the next stage. I'm a nibble though. This is great! 20XX is on us. Thank you for that. Is there a way thedashdance games and flashes on the wrong L Cancellation? Flash on L-Cancel and whiten during the shield to stun the codes two, which I leave on almost constantly. These two make a big contribution to the learning value of the previous hack package. I haven't created 2.0 yet, but it seems a few people have mentioned that they are not included in this package. It's true? I have a 1.01 disc, what to do? Cactuar is true that the flash on the l-cancellation and white on the shield stun is not included in this package. This is a share of the mod, and you can use additional codes or mods (if space is available.) Existing codes can still work with this. I think they are omitted so far because this hack seems to be trying as well for training and for convenience in tournament sets with bright and such. Those can influence the gameplay a little bit. The game switches aslo needs a feature that will be blocked in order to be used for real sets. In life, this mod loads is from sd/usb. You don't need the right drive, you just need to find 1.02 iso and apply the changes as stated in the readme download. Then you have to figure out how to download iso on the Wii. It shouldn't be hard if you already have a homegrown canal. Page 12 My game freezes when I click on the DPAD on the stage selection screen to try to get alternative stages. I'm running a dolphin. Does anyone know why? Is the P2 processor random DI/technology just fully integrated into any processor? Because I don't see a switch if I'm missing something... EDIT: Yes, it's all built in! Stunning things Achilles! Last edited: May 22, 2014 My game freezes when I click on the DPAD on the stage selection screen to try to get alternative stages. I'm running a dolphin. Does anyone know why? You have to click it on the character selection screen and then click start. The last edited: on May 22, 2014, I have no idea what to do. Is this happening to anyone else/is there a known fix? It could be your SD card. I have to use my USB hard drive because everything loads ridiculously slowly it's an understatement. I was curious, so I walked away from the Wii for 20 minutes while the stage was loading. It didn't finish downloading another 5 minutes after that lol. Earlier in the stream, Achilles posted an SD card he uses. is it possible to have an image like Project M for the impact stage? Because white squares are generated by the code) A few more suggestions : Add other switches codes to the debugging menu like: Flash on I undo the white overlay when shieldstun camera pause I really donno about how much time you to convert the gecko code into ASM, how much is it possible to create more than 4 letters of nickname? Can I change the camera on the Homerun scene? it's kind of not like the usual stages. Tesa only offers, the 20XX training package is already an awesome qualifier, I've seen someone (Sham Rock I think) do 4 nickname letters, but there were some problems with getting it center over you head to the box. It's possible we'll see if anyone can perfect it. The Homerun stage follows P2 because usually it is a homerun bag. The default camera mode needs to be fixed for this step. Take a look at the list of nametag I think Achilles is on track to figure it out. 2 issues that I've seen: d-pad down on character pick or stage pick freezes system music messed up, such as onett music on FD, brinstar on the battlefield, battlefield on PS, jungle japes on Dreamland, etc., besides that, it's great :D The download to select the screen character seems to be a little bugged. All legal stages of the tournament are not automatically set up. I think because Random Stage Select isn't really unlocked until you get back to the screen splash game. Also, is there any way we can only include certain parts of the hack in our .iso? For example, I would remove the download for the character select screen hack. Two problems that I've seen: d-pad down on a character pick or stage select freeze system to use it only on the character selection screen. The song is actually randomized, you can disable this feature by reading the first post. It wasn't me. Because white squares don't look so good. (I don't know if its possible to change an image, or if white squares are generated by code) When you use it as a gecko code, it's only white squares. In a dole mod it can be any solid color, but not a special sorry badge. going to release more information on the scene of the startling code next week. What I missed...... Sham Rock, is there a way to hard encode an icon? How to give each pixel a square? I have no idea how to interpret this question. Can you run these codes on the dolphin on Raw 1.02 ISO without having to restore it? Are there any plans to release PAL? Not that it matters that much, I'll use it anyway. Thank you very much! I have no idea how to interpret this question. I'm sorry, they're not so good in English. What I mean is: instead of referring to a file to draw it on the icon stages, is it possible to rigidly encode each pixel icon in memory and then draw it? Thanks for all the motivated efforts to achieve this! For those wondering, while switches are added for other codes, you can still use cheat codes from txt/GCT files as a flash on L-undo with this mod. I took a text file of cheats from the previous version and removed any that are out of date with the hack package 2 and posted it on Google Doc. I haven't tried many codes, but I can confirm that the flash on L-cancellation when I use it with dios mios and nintendont. Feel free to update Google document with codes you may want. All you have to do is download both plain text (.txt) from Google Drive and put it where your loader needs it. something to note that if you allow you to whiten during the shield stun, P2 action codes will not work. The CPU will just stand there to do nothing. Also, will there be a way to resolve the conflicts between the switches in this package and the switch that are included when dblevel is set up to be debugged? not a very high priority concern, but if it is done, it will get rid of minor troubles. Also, if you I-r-a quit when the development mode and P2 action codes switches on, you're stuck or the results screen. Achilles1515 can you explain the differences between random di-code and stratoxtor? to be honest, I thought the stratocist worked great for tech chase practice. One built-in hack package seems less random and not as effective. when I let the stratocaster at the top of the hack pack one, I feel it's getting better, but still not as random and effective as stratocaster's. I only messed up with it a bit, so maybe it's all in my head since I didn't get a long sample of everything, but if you can confirm or disprove if there are differences that would be great! I'm sorry, they're not so good in English. What I mean is: instead of referring to a file to draw it on the icon stages, is it possible to rigidly encode each pixel icon in memory and then draw it? Icons are copied from the library in the byte byte byte byte byte when load up SSS, you can theoretically change them however you want from there. Last edited: May 22, 2014 Is there a way to play this 480p hack? I've tried to run is from SD, USB, and DVD-R and the game lags/slows down if I run it in 480p edit: you have to use the built-in 480p setup to back up, but it can run 480p setup to back up, but it can run 480p by holding the game. can't do that though the reason for his boots is right on the CSS. this means that for all people using evo to control it is going to lag behind more reasons it should do more processing to 480i than 480p. Last edited: May 22, 2014 Icons copied from file to ram byte byte, when downloaded by SSS, you theoretically can change them the way you want from there. So maybe it's a workaround to draw a custom icon instead of a white square? I really don't know that all these things work:/ Thanks for all the motivated efforts to achieve this! For those wondering, while switches are added for other codes, you can still use cheat codes from txt/GCT files as a flash on L-undo with this mod. I took a text file of cheats from the previous version removed any that are out of date with the hack of Package 2 and posted it on Google Doc. I haven't tried many codes, but I can confirm that the flash on L-cancellation works when I use it with dios mios and nintendont. Feel free to update Google Doc with different codes you can All you have to do is download both plain text (.txt) from Google Drive and put it where your loader needs it. something to note that if you allow you to whiten during the shield stun, P2 action codes will not work. The CPU will just stand there to do nothing. Also, will there be a way to resolve the conflicts between the switches in this package and the switch that are included when dblevel is set up to be debugged? not a very high priority concern, but if it is done, it will get rid of minor troubles. Also, if you I-r-a quit when the development mode and P2 action codes switches on, you're stuck on the results screen because p2 can't click or start getting past the results screen. Achilles1515 can you explain the differences between random di-code and stratoxtor? to be honest, I thought the stratocist worked great for tech chase practice. One built-in hack package seems less random and effective as stratocaster's. I only messed up with it a bit, so maybe it's all in my head since I didn't get a long sample of everything, but if you can confirm or disprove if there are differences that would be great! You have to remove people being able to edit it so maybe it's a workaround to draw a custom fist icon, but there was no easy and clean solution for that. The icon never really changes, the code simply changes the settings? if you had x for each byte, would you be able to mix them in color? It will be the same icon, but displayed with different settings? (e.g.: all the percussion stages are mixed in red) Sorry if I don't know how it works, I just think it's very interesting It could be your SD card. I have to use my USB hard drive because everything loads ridiculously slowly when I used my SD card. Seriously, slowly it's an understatement. I was curious, so I walked away from the Wii for 20 minutes while the stage was loading. It didn't finish downloading another 5 minutes after that lol. Earlier in the stream, Achilles posted an SD card he uses. I actually left my Wii for the night to see if a few hours of downloading would download it, no. Okay, so I went ahead and tried the CFG loader (because that's how I have to load pm) and I downloaded the is from my flash drive instead of my SD card... It's the same result. Besides, I that I've said it, but my iso works when I download it to The Dolphin, so I'm starting to get a really crazy last edited moderator: May 22, 2014 Oh thest. It must be another matter then. I have a 1.01 disc, what to do? Get 1.02 I'm having trouble playing this on DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when choosing it, freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in DIOS MIOS (I have If it freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in the Wiiflow when you run it, freeze in DIOS MIOS (I have If it freeze in thave If it freeze in DIOS MIOS (I have If it MIOS when running (Green Screen), and freeze in DIOS MIOS with message area! the bug app_entry is not in the apploader. I tried it with and no Disc patch. Other games continue to run properly on the same flash drive, and the 20XX ISO is working properly in the Dolphin. I believe I have DIOS MIOS 2.10, but can it be 2.08 Any tips? I have no idea what to do. Is this happening to anyone else/is there a known fix? Yes, this happens to me as well, but curious only when I use the D-pad before the force load on the character to choose for a solo match (regardless of the time of the setting, although it is loaded for stock matches and immediately ends as it should). I can use this code to start regular, legal matches just fine, and match with a few people (me and the P2 processor in the same team, for example). I don't know how to fix it, unfortunately, but as a solo practice without a name joining glitch was one of my main motivations to get this package, hopefully based on an Achilles or any other knowledgeable person can figure it out soon ^^ also this pack is amazinggggg tytyty Achilles. Checked everything and almost everything and almost everything except that one case of download to select a character worked. Other than that, another strange thing I encountered was having collision bubbles not work on an alternative falcon suit (the first switch did nothing, the second made it invisible.... but when I just tried testing this again, they worked fine, so probably not a great deal?). Finally, I'm not sure if it's intentional or how it's been encoded, but the striking stage doesn't update the list of random selection stages. For example, if I strike all the stages but Rainbow Cruise, some random legal stages will still come up instead, and if I strike only the legal stages and then hit all of them, but Yoshi and BF, it will still randomly choose one of them if I click to start and not go only to Yoshi or BF. Not sure if this is known and just the only way to carry the stage is striking, so to manually select a stage out of the remaining ones, but if it were possible, it would be neat to have a random stage choice to depend on the stage striking (perhaps including the stages of a non-default tournament too, so the NOC is striking all but some strange stages would still just make the occasional choice between those?). The last thing in terms of feedback is that I would second request to try to find a way to make the lock codes, for the purposes of playing serious/tournament matches, and because this can make possible, and also solve the problem with debugging mode, then perhaps turn them back to do things in debugging mode, if even possible). Last edited: May 22, 2014 I had some problems like that, but it was I had some netplay code enabled. I fixed my problem. If someone else has a similar problem, confirm that you have a working a file called game.iso and not something else, but I'm not sure. I'm still very excited. Thank you so much for your hard work, Achilles, and let me know if you want to help. Great hack pack! I run it off my Wii using Dios Mios Lite some reviews: L R Dpad Down for the viola stage freezes the game random stage does not work, if you do not return to the screen opening no screen results after the match Wishlist: flash on Icancel white during the shield to stun Lee anyone 1.02 DOL mods for flash on L-undo and the shield turns white during the stun? I want to add them to my ISO training because this package doesn't have them. I had some problems like that, but that's because I had some netplay code enabled. Hmm, the thing is, I don't have ocarina codes or w/e on my SD card, just fixed the iso, and I'm downloading on my Wii using the same SD Achilles card has the exception of 32GB, through DML and Dios Mios Booter (there were problems with getting it to work with wiiflow, so I didn't try another download, but I didn't see how it would affect it if most things work, just don't this code .-.) Okay, so I went ahead and checked some things. My problem is that I can't get the game to download through my flash drive (dios mios, not dios mios build on the 2.6 dios mios build, no dice I got an ISO that was tested and running on another Wii I let the game even sit for the night to see if it would eventually load the stage I tried to cry Also one of my friends on facebook messaged me saying they got the same thing. Things to note: ISO I tried to use the load through the dolphin fine I used an old 20XX package with diosmios on my SD card just fine (Yknow where I put in the codes instead of .dol injections) I also cried. A lot. If I can't think of any other answers, I give up. Rip 20xx melee (for me) I did an infographic with all the new codes : I sent you .psd if you want to make further changes. This is great!! Love the overall design. Did you make the buttons yourself? The background is sick as well. Offer/request! Salty version of Runback: Rapid-Fire Friendlies, which is held by A'Y (or whatever), how does the match end automatically to select the same characters, but randomly stage? I think it's a pretty frequent scenario for a lot of people playing against just one other person. most definitely for Any way. Thank you very much! If I can change the stage selection mode on the fly, then yes. It was a screen modification results miss that Sham Rock did. I had one problem with freezing the game, but that would be testing again. Debugging the menu switch will be good as well.... Thank you for that. Is there a way to implement thedashdance game and flash on the wrong L Cancellation? Yes, I could. I'll think about adding it. I really like that mini-game and can add a lot more now. Kval, I saw someone (Sham Rock I think) do 4 nickname letters, but had some trouble getting it centered over you head to the box. It's possible we'll see if anyone can perfect it. The Homerun stage follows P2 because usually it is a homerun bag. The default camera mode needs to be fixed for this step. Name Tag Information. I've never looked into camera modes for specific stages. Last edited: May 22, 2014 Page 13 I fixed my problem. If someone else has a similar problem, confirm that you have a working a simple as having a file called game.iso and not something else, but I'm not sure. I'm still very excited. Thank you so much for your hard work, Achilles, and let me know if you want to help. This is. It should be called game.iso. I used DiscEX.exe file. It will copy the GALE01 folder to where your iso file has been saved with a game called game iso with this folder, among several other files. This whole GALE01 folder is what you want to copy on your SD card: SD: gamesGALE01 Last edited: May 22, 2014 Does anyone have 1.02 DOL mods to flash on L-undo and shield turns white during a stun? I want to add them to my ISO training because this package doesn't have them. for whatever reason do you want a modified dol and not just using ocarina codes? As I wrote above, I have a flash on the L-undo work with the hack package without problems. there is really no reason why they should be rigidly coded in the share, as almost all loaders support ocarina codes? As I wrote above, I have a flash on the L-undo work with the hack package without problems. there is really no reason why they should be rigidly coded in the share, as almost all loaders support ocarina codes. for whatever reason do you want a modified dol and not just using ocarina codes? As I wrote above, I have a flash on the L-undo work with the hack package without problems. there is really no reason why they should be rigidly coded in the share, as almost all loaders support ocarina codes. Only the code menu codes and switches in the game more lines than the code-endler Gecko can use at once. So it doesn't even include the code to actually make P2 perform the action. I'll try to get those out there soon because there's a lot of demand. Last edited: May 22, 2014 Is a really good job overall, incorporating this with a hdloader. I have only one problem: will flash on the l-cancel and shield and also toggling hitbox overlays to be added to future releases? If not, I guess the best way is to just collect features that have been removed from the original version? Amazing, I'm going to try this right now! Really good work overall, incorporating this into the game removes any with downloading too much code when using this with holoader. I have only one problem: will the flashing on the I-undo and shield stun, and the toggling hitbox overlay will be added in future releases? If not, I guess the best way is to just collect features that have been removed from the original version? See my last post. And X'D-Pad Right switches hitboxes. It's in the OP. should we format ISO with discEX, as with the old hack package? Hey Achilles, did I just find an Easter egg with a HWV? it seems to be in construction form any reason you want a modified dol and not just using ocarina codes? As I wrote above, I have a flash on the L-undo work with the hack package without problems, there is really no reason why they should be rigidly coded in the share, as almost all loaders support ocarina codes. download ISOs burned on mini DVD-Rs from my gamecube with xeno modchip. I don't use the Wii. See my last post. And X'D-Pad Right switches hitboxes. It's in the OP. Well, it looks like the code to allow the characters to turn white on the shield stun has a side effect of not having any of the P2 CPU modes work properly (they just stand still). Here's a guide for those who want the option to download 20XX or vanilla or other versions side by side in a launcher like the WiiFlow. As it is, it's hard to say what is what is what. WiiFlow will use the same name and window cover and cheat the list for everyone. If you have a 20XX iso and a vanilla 1.02 ISO on the same storage device, you'll have to guess that there's that (or develop your own system). Way around it to give Hack Pak (or any other version) a new identifier and title. In the past, I've used this tool to change id and name. It might work here, but it's not something I did this time. You can try anyway, it's safe. The link is much easier. Follow the included ISO recovery instructions and stop after step 7 (replacement Start.dol). In this folder (SystemData), open ISO.hdr in the hex editor. It's a program that allows you to manually edit your data. I use HxD. The first line of the id game, GALE01. You can change this as long as G and E remain. I recommend calling it GALEXX, why not. Offset 0x0020 is the beginning of the game; You should see Super Smash Bros Melee aside. I changed it to Super Smash Bros Melee: 20XX Hack Pack 2.0. Then save, and continue to follow the instructions as usual. Now you can give each version its own name, boxcover, cheatlist, and settings. I have tested this method with these settings and can confirm that it works. Achilles1515 This would be an easy addition to the pack. We could probably add more text to the flavor too (i.e., where it Nintendo All-Stars ready for battle). Last edited: May 22, 2014 Do the OP have a link to the installation instructions or am I just an idiot? I don't know if this was posted, but when you switch hitboxes to Dreamland you turn invisible more precisely on on Hitboxes don't appear, so when you switch it for the first time, it looks like nothing is happening, and the secone if P2 was not present in match.-Fixes 1P mode, and to force the SSS download to play on its own. Dol file Only the entire package is updated on OP. Here's a guide for those who want the option to download 20XX or vanilla or other versions side by side in a launcher like the WiiFlow. As it is, it's hard to say what is what. WiiFlow will use the same name and window cover and cheat the list for everyone. If you have a 20XX iso and a vanilla 1.02 ISO on the same storage device, you'll have to guess that there's that (or develop your own system). Way around it to give Hack Pak (or any other version) a new identifier and title. In the past, I've used this tool to change id and name. It might work here, but it's not something I did this time. You can try anyway, it's safe. The link is much easier. Follow the included ISO recovery instructions and stop after step 7 (replacement Start.dol). In this folder (SystemData), open ISO.hdr in the hex editor. It's a program that allows you to manually edit your data. I use HxD. The first line of the id game, GALE01. You can change this as long as G and E remain. I recommend calling it GALEXX, why not. Offset 0x0020 is the beginning of the game; You should see Super Smash Bros Melee: 20XX Hack Pack 2.0. Then save, and continue to follow the instructions as usual. Now you can give each version its own name, boxcover, cheatlist, and settings. I have tested this method with these settings and can confirm that it works. Achilles1515 This would be an easy addition to the pack. We could probably add more text flavor too (i.e., where he says Nintendo All-Stars are ready for battle). You're right about all this. I'll make it an option when I get the chance again. As for the SSBM banner image, how to make a simple, quick custom BNR file with a custom image for SSBM or any GC game. Feel free to make one that I can add there. The only thing I specifically ask for is a little American flag with 1.02 written on top of it in the bottom left or upper left corner. Last edited: May 22, 2014 What problems did Boot to Character Select Screen have? Just curious as I haven't experienced any problems in my time trying it out. What problems did Boot to Character Select Screen have? Just curious as I haven't experienced any problems in my time trying it out. Stage strike code apparently conflicted with it and caused Stage switch not to be set to legal stages on the shoe. And the occasional switch stage was not readily available after the download, which became annoying in conjunction with the latter. Last. edit: May 22, 2014 I made an infographic with all the new codes : I sent you .psd if you want to make further changes. I added this to the main post. The only thing I haven't seen is an L for an alternative suit, although it's very conditional. Error: Toggling off the endless shield while in the shield will cause the game to freeze. not sure if it's fixed or if you have to tell people just not to. Either way, it's still an amazing bug job: toggling off an endless shield will cause the game to freeze. not sure if it's fixed or if you have to tell people just not to. Either way, it's still an amazing bug job: toggling off an endless shield will cause the game to freeze. not sure if it's fixed or if you have to tell people just not to. pointed out the error, but not quite the bug you think. When you hold the shield and hit the D-Pad left, you're entering either (R'D-Pad left) or (L'D-Pad left) or (L'D-Pad left). So you don't make an endless shield switch. Both of these inputs, however, P2 action switches, and it turns out that all P2 action switches will cause this to happen IF P2 is not in play. And it makes sense to me. I know how to fix it. Last edited: May 22, 2014 Also seems to be that instead of staying on, collision bubbles disappear in and at hacked stages. I checked it out on Major's mask and entei more precisely on Dreamland hitboxes don't appear, so when you switch it for the first time it looks like nothing is happening and the second time it should just show hitboxes you're invisible. Can someone check this out on vanilla melee with only the debugging menu replaces the tournament mode code on. Then go to the main screen, head to Dreamland and head to R-D-Pad Right to switch to hitboxes. That makes your character invisible, doesn't it?

On the console, not the dolphin. Last edited: May 23, 2014 I will continue to report if I find anything else tomorrow. The only suggestion I can make is to flash on L-Cancel to switch to the debugging menu. You are really a genius and Achilles1515 I was just stating that you can still use the flash on the L-undo txt/GCT code on top of the hack pack 2 if people want it while they wait for it to become switched in the game. However, the person I said I said they were playing with a tough modded gamecube, so the temporary fix wouldn't work for them :-p. I understand that the whole package 2 hack is too big to be downloaded through ocarina codes... it is stated in the first post :-p. and yes, I can confirm that on the standard Wii, the inclusion of hitboxes will cause an invisibility problem on Dreamland even with vanilla melee with dblevel modified without any other codes included. Also, not sure if you're reading my last post, but can you codify what's different between a random di-code and a stratoxtor? they seem to be behaving Thanks again for all the work you put into it! Do you think it would be possible to fix downloads to select characters without selecting random steps? Last edited: May 23, 2014 New Build (2.02) (2.02) beautiful so far. The only thing for me is random music. Sometimes it works (and I love it) and sometimes the music just never changes, toggling and turning it off again doesn't work. If someone figure out how to ge a flash during a shield to stun the code working with this, please post it here. If someone figure out how to get a flash during a shield to stun the code working? I was going to give up this hack until Achilles gave us a .dol mod. I can't make the codes work. Edit to avoid a double post: Really enjoying the update! 1Player mode is not crash/freeze. Is it possible to make code that mimics more human recovery options for Fox and Falco? Real players use a B side mix and they have a sweet spot ledge with Up B. It would be great for edge guard practice. Last edited: May 23, 2014 So you don't change anything for each icon, but just draw them on a screen with different settings? if you had x for each byte, would you be able to mix them in color? It will be the same icon, but displayed with different settings? (e.g.: all the percussion stages are mixed in red) Sorry if I don't know how it works, I just think it's very interesting theoretically yes, but there would be no way to reverse everything perfectly. As mentioned earlier, the version for Solid Black is made and will be released sometime next week. Here's a guide for those who want the option to download 20XX or vanilla or other versions side by side in a launcher like the WiiFlow. As it is, it's hard to say what is what. WiiFlow organizes everything by Game ID. The Melee NTSC ID is GALE01, no matter which version. So WiiFlow will use the same and window cover and cheat the list for everyone. If you have a 20XX iso and a vanilla 1.02 ISO on the same storage device, you'll have to guess that there's that (or develop your own system). Way around it to give Hack Pak (or any other version) a new identifier and title. In the past, I've used this tool to change id and name. It might work here, but it's not something I did this time. You can try anyway, it's safe. The link is much easier. Follow the included ISO recovery instructions and stop after step 7 (replacement Start.dol). In this folder (SystemData), open ISO.hdr in the hex editor. It's a program that allows you to manually edit your data. I use HxD. The first line of the id game, GALE01. You can change this as long as G and E remain. I recommend calling it GALEXX, why not. Offset 0x0020 is the beginning of the game; You should see Super Smash Bros Melee aside. I changed it to Super Smash Bros Melee: 20XX Hack Pack 2.0. Then save, and continue instructions, as usual. Now you can give each version its own name, boxcover, cheatlist, and settings. I have tested this method with these settings and can confirm that it works. Achilles1515 This would be an easy addition to the pack. We could probably add more text too (i.e. where he says Nintendo All-Stars are ready for battle). I have a much easier way for people who are too scared to use the hex editor is WiiBackupImageEditor, it works on gamecube games and a simple program that allows you to change GAMEID and the name of the game. Edit: Don't understand the tool you related was the same. Whoops! But yes, it works, so I confirm it. Last edited: May 23, 2014 so whenever I'm now trying to play another hacked version of melee or regular melee, for that matter, my Wii is valid if, although there's nothing stored on my memory card when there's actually melee data stored on it. that automatically has everything unlocked at all. Other games, not that in close combat, download data in order. The only thing that will load for melee is a tag named Achilles O O what can I do so my Wii will download my melee data again? Page 14 Sorry if this was mentioned earlier, but I get crashed when I try to move on to an alternate stage. This is consistent with both Dolphin and Dios Mios. As soon as I fell on the D-pad, it falls. I've tried to re-edit ISO and using various tools (DMTool 0.3 and DiscEx), but nothing I don't seem to change anything. Am I doing something wrong, or is there any additional information I can provide to make diagnosis easier? I really love it otherwise though, I can already say that it will be a great practice tool. so whenever I'm now trying to play another hacked version of melee or regular melee, for that matter, my Wii acts if, although there's nothing stored on my memory card when in fact there's melee data stored on it. and it acts as if nothing is unlocked at all. Other games, not that in close combat, download my melee data again? The hack pack seems to be a mess with my save files as well. I jus pulling my memcard before downloading the hack package. The same here I found that removing the mem card b4 download dios mios reduce the risk of an accident as a 75% hack package seems to be a mess with my save files as well. I jus pulling my memcard before downloading the hack package. So if I download my 20XX package without my memory card, then download another hacked version with my memory card it will That's all right??? Last edited: May 23, 2014 Dang... idk is nothing about memory cards - I never use one. I hope it doesn't constantly mess things up. Idk, why this will be, but I also know nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk, why this will be, but I also know nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk, why this will be, but I also know nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards - I never use one. I hope it doesn't constantly mess things up. Idk is nothing about the memory cards Sorry if this was mentioned earlier, but I get crashed when I try to move on to an alternate stage. This is consistent with both Dolphin and Dios Mios. As soon as I hit the hit on the D-pad, it falls. I've tried to re-edit ISO and using various tools (DMTool 0.3 and DiscEx), but nothing I don't seem to change anything. Am I doing something wrong, or is there any additional information I can provide to make diagnosis easier? I really love it otherwise though, I can already say that it will be a great practice tool. Are you hitting the D-pad down on the screen selection screen? Because it has to be done on the character selection screen? Because it has to be done on the character selection screen? different. I don't know if this was posted, but when you switch hitboxes to Dreamland you turn invisible so nqztv checked this out and it's now confirmed that problem is in the vanilla game (via debugging menu) and not just hacking the packet. Dang... idk is nothing about memory cards - I never use one. I hope it doesn't constantly mess things up. Idk, why this will be, but I also know nothing about the memory card protocol. I'll edit the OP when I get home to tell people not to play it with their memory cards. That's fine, is there any way for me to download a 20XX ISO without it with codes that are all unlocked on it? Theoretically yes, but there would be no way to reverse everything perfectly. As mentioned earlier, the version for Solid Black is made and will be released sometime next week. Sham Rock, when I spoke to IE about some stage pick things up, it raised an interesting point regarding the scene of select icons. So when the texture, starting with a certain line. Idk if running through these pointers happens every frame while on SSS, but it may be possible to change the badge? anything. But now that I think about it, this post may be pointless to you because I think you've had a change of stages? Work anyway, if I'm not mistaken. The problem still stands with FD, BF, and past stages not having? Icons. Last edited: May 23, 2014 It's ok, is there a way for me to download your 20XX ISO without it with codes that are all unlocked on it? If you go to the DOL mods stream, you can look at dol mods to unlock all the characters. Then open the 20XX DOL in the hex editor and change the specific values back to your defaults. This information is in the DOL mod stream. Have you managed to get any codes work. Edit to avoid a double post: Really enjoying the update! 1Player mode is not crash/freeze. Is it possible to make a code simulates more human recovery options for Fox and Falco? Real players use a B side mix and they have a sweet spot ledge with Up B. It would have no idea how to make angular Firefoxes without a memory address that gives the edges horizontal stage coordinates (because it's a change in the stage). If I had this, I could probably write something to say if the player had 2 coordinates equal however high for angular down Firefox, then sometimes do angular Firefox. Idk, it would get a little hairy, especially including all the different angles. Finally got it running on my Wii via SD card. It's unbelievable. Thank you for all your hard work! Last edited: May 23, 2014 You hit the D-pad down on the stage select screen? Because it has to be done on the character selection screen. Just tap it once on CSS and then download the screen selection scene and it should be different. Ahhhh, CSS means the character to choose the screen. I should have known that. Thank you bunch for all your hard work! So nqztv checked this out and not just hack the package. Yes this is something that has been known to those of us who are fans of the debugging menu. don't know why collision bubbles just don't work on Dreamland, but its definitely true in vanilla. On the sideline: If you've never played an invisible melee on Dreamland, you don't live. I've been thinking about a way to make their side BA sure I can do it. I would have no idea how to make angular Firefoxes without a memory address that gives the edges horizontal stage coordinates (because it's a change in the stage). If I had this, I could probably write something to say if the player had 2 coordinates equal however high for angular down Firefox, then sometimes do angular Firefox. Idk, it would get a little hairy, especially including all the different angles. Even just a Side-B would be awesome. Is it also possible to make sweet spots that are not at the angle of Firefoxes? All processors are recovering way past the ledge with their Up B. This March will sink as low and be as far from the ledge as it can get away with before using Up B. Same with Captain Falcon and a number of other characters. Anything to make edge protection more realistic would be awesome. I hope I don't sound too whiney though. This package is awesome. I haven't had that much fun since Project M first came out. How do I get version 2.02 so I don't download to the character selection screen? Edit: Sheikh Code works great Last edited: May 23, 2014 How can I get version 2.02 so as not to load onto the character selection screen? In addition, the BTW zelda CPU never starts as a sheikh, and after zelda turns into a sheikh CPU behaves like a normal CPU read OP. You need on the when you're stressed zelda. and you need to replace DOL with another version. read the thread. I've made a banner and boxart This mod to be used with WiiFlow or any other USB Loader. Super Smash Bros. Melee 20XX Edition (20XX01) read to replace DOL with another version. read the thread. I thought the other version of the dole without the CSS download that Achilles posted was for a version that falls without P2? Also, my bad do not know u had to click z lol If someone has 1.02 DOL mods for flash on l undo and white shield during the stun, let me know. I looked through the gecko thread and couldn't find them. I've been thinking about a way to make their side BA sure I can do it. I would have no idea how to make angular Firefoxes without a memory address that gives the edges horizontal stage coordinates (because it's a change in the stage). If I had this, I could probably write something to say if the player had 2 coordinates (some x value from the edge and edge of the position) and have the coordinates equal however high for angular down Firefox, then sometimes do angular Firefox. Idk, it would get a little hairy, especially including all the different angles. While we're on the subject, is there any way to make it so that March recovers more humanly as well? CPU March Recovery are a joke. Well, it looks like the code to allow the characters to turn white on the shield stun has a side effect of not having any of the p2 CPU modes work properly (they just stand still). Turns out IE and I used the same injection point. Try this and let me know how it goes. White during the stun of the shield (1.02) C206B810 0000009 7F03C378 81C30070 2 C0E00B5 40820034 3DC0C200 91C3051C 91C30520 91 C30520 91 C30524 39E000000 91E3052C 91E30530 91E30530 91E30534 39E00091 99E30564 CBE10070 000000 I made a banner and boxart for this fashion that will be used with WiiFlow or any other USB Loader. Super Smash Bros. Melee 20XX Edition (20XX01) HA! It's amazing! I like the idea. By the way, I can get you high quality character cutouts from them doing almost everything in the game, with a transparent background and such. Let me know if you need anything. Sham Rock, when I spoke to IE about some stage pick things up, it raised an interesting point regarding the scene of select icons. So when the textures of the scene icons are loaded into RAM, there has to be a pointer somewhere for each stage that tells it to load the texture, starting with a certain line. Idk if running through these pointers happens every frame while on SSS, but it may be possible to change the pointer for the scene icon to start downloading? Texture instead of the usual stage 1. And then we could replace the badge? anything. But now that I think about it, this post may be pointless to you because I think you've had a change of stages? Work anyway, if I'm not mistaken. The problem still stands with FD, BF, and past stages not having ? Icons. Yes, that was the first thing I ever tried to achieve. It was possible (or at least being aesthetically pleasing to the eye). Turns out IE and I used the same injection point. Try this and let me know how it goes. White during the stun of the shield (1.02) C206B810 0000009 7F03C378 81C30070 2C0E00B5 40820034 3DC0C200 91E3053C 91E3055C 91E305 there if the turn of the white during the stun shield is turned on! While we're on the subject, is there any way to make it so that March recovers more humanly as well? CPU March Recovery are a joke. Technically, yes. We could have done it a lot better. But it takes a lot of work to make it even somewhat as a person. I won't even think about it if we don't get more available lines of code, if you save the state by holding the protrusion it will crash if you download it, not on the ledge I tested on the wij, and I have suggestions. Important things 1. I think the State of The Save team needs to be changed to a slightly more challenging team (for incorrect input). For example, the D-pad on the right is A and D-pad on the right. 2. As you know, when there is no state to keep, the state burden will be frozen. How about the state load the State team keep only when there is no state to save. 3. I really think this is great if possible InGameToggles can be ON/OFF in the fixing menu, like widescreen, pass result, occasional music. At the moment 20XX Hack is just for learning because a lot can be changed by P1. We can't use for a regular game, although there's a big striking stage. But if InGameToggles time on/off in the debugging menu is possible, the 20XX hack can also be played normally. Little Thing 1. P2 Falco's SH Laser (R-D-pad on the right)'s Random Laser Level. If the laser level is random, like a human SH laser, we can train PowerShield better. 2. When the screen is wide on, the loupe position is not on the edge of the screen. At the moment, there is a distance between the loupe and the edge, click D-pad down on CSS. But if we push the D-pad down on the SSS, the game will crash. Can't D-pad down input be used on SSS? 4. I don't know why, the position load sometimes applies only to P2. The question is are you planning to make a 20XX Hack package for 1.00? Last edited: May 23, 2014 Turns IE and I used the same injection point. Try this and let me know how it goes. White during the stun of the shield (1.02) C206B810 0000009 7F03C378 81C30070 2C0E00B5 40820034 3DC0C200 91C3018 91C3051C 913C30520 91C30524 39E000000 91E30528 91E30528 91E30520 91E30534 39E000000 91E30534 39E00091 99E30564 CBE10070 000000000, which is corrected. Thank you for all your hard work. --- which I noticed: Hitboxes are also invisible in the Pokemon Stadium, both with and without conversions. Last edited: May 23, 2014 Hey, has had experience with the display compensated strangely in training mode. Options commonly found on the left side of the screen are halfway outside the left side of the screen, and the icons on the right are close to the middle. This is the case with a widescreen hack both on and off. The game also looks narrow on the menu screens. They don't occupy the entire screen as usual. Also, I just tried Yoshi forward air in Bowsers Endless Shield in training mode and managed to smash it on impact. Any idea what would be the cause of this? Last edited: May 23, 2014 so whenever I'm now trying to play another hacked version of melee or regular melee, for that matter, my Wii is valid if, although there's nothing saved on my memory card, when there's actually melee data stored on it. Other games, not that in close combat, download data in order. The only thing that will load for melee is a tag named Achilles O_O what can I do so my Wii will download my melee data again? You just lost your data forever. Essentially, you've saved new data on existing data. I have another request. Is it possible to make the left trigger button NOT activate the shield but still activate the Dodge air? I try to train myself to use the right trigger. Turning off the tap jump in Brawl/PM can teach you to use the buttons really effectively, so I think the same logic works here. Achilles someone told me that you code all day and drink pbr and I love you for it. This stuff is awesome. Lol. I had a PBR case for the Shuffle V tournament (February 22) and finally finished it two weeks ago... And I can't code all day anymore. I started my full work this week, so I'm a real person now! Lol. I had a PBR case for the Shuffle V tournament (February 22) and finally finished it two weeks ago... And I can't code all day anymore. I started my full work this week, so I'm a real person now! Achilles you're my hero I can't thank you enough for this hackpack I think the State Save team should be changed to a bit harder team (for the wrong input). For example, the D-pad on the right is A and D-pad on the right. A can cause the player to do the action, so it should be D-pad right/down. The best way to fix this is to be able to switch it to the debugging menu. When you download, it should start with saving states. A small mistake training mode. (Ignore it) If you go into a game with a controller in the P2 port and try to turn on hitboxes, you turn them on for the processor. It's really small, so it doesn't have to be fixed, and I actually find it kind of nice. @achilles-congratulations on landing the man's job! Can you upload pictures with high ace aces window art and scale Melee icon bitmap for Mediafire or Dropbox? With bitmap mini banner people even without a usb loader can update the icon of their game native through GCR. Last edited: May 24, 2014 A will cause the player to take action, so it should be D-pad right/down. The best way to fix this is to be able to switch it to the debugging menu. When you download, it should start with saving states. A small mistake in training mode. (Ignore it) If you go into a game with a controller in the P2 port and try to turn on hitboxes, you turn them on for the processor. It's really small, so it doesn't have to be fixed, and I actually find it kind of nice. @achilles-congratulations on landing the man's job! Can you upload high quality images of the art box and the scale of the Melee icon bitmap in Mediafire or Dropbox? With bitmap mini banner people even without a usb loader can update the icon of their game native through GCR. Like this? Page 15 Also, I just tried Yoshi forward air in Bowsers Endless Shield in training mode and managed to smash it on impact. Any idea what would be the cause of this? Is this happening in a regular-season match against? By the way, shoutouts @beanwolf make this video tutorial on how to install this stuff. I put it in the OP. Last edited: May 24, 2014 You can try this. I'm sorry about that. I added a warning about this to the original post. Thanks man, I just got it running again. This works for those who have problems with your memory card not downloaded your data Last edited: May 24, 2014 Thank you for an amazing job! Everything just works wonderfully. I just wanted to ask if I could somehow switch from NTSC to PAL settings (only based on charakters). This would make a lot of sense for European players who also want to use a hack with friends. Thank you for the amazing work! Everything just works wonderfully. I just wanted to ask if I could somehow switch from NTSC to PAL settings (only based on charakters). This would make a lot of sense for European players who also want to use a hack with friends. That's a good idea. I think I might if we knew exactly what to change in the 1.02 character DAT files to make NTSC to PAL ones. Then I could make this option in the debugging menu. I know there's this thread (cross-version of the characters), but it's not even close to everything. Amazing work, Achilles! Just a quick question. What exactly am I doing with 20xxRandomMusicDefaultOff.dol and is there a way to keep Martha's sword swing the default color? New release (20XX v2.03) - Adds a switch to the debugging menu, the term INGAME OFF, to turn the in-game button activator codes completely off. 1 - In the game, the code switches on (default) 2 - in the game If the P2 action switch was performed when P2 was not present in the game. The entire package is updated on OP. If you already have a 20XX ISO set up, feel free to just replace the DOL file from the package and it will add this new material. This means that you don't have to go through the ISO recovery process. Instructions for this (they will be added to the OP, as well): In GCR, 1) Image ----gt; Load Melee ISO 2) opens the SystemAata folder on the file tree, right click Start.dol and select Import ---gt; go to Start.dol in the hack file replacement folder with a new download - I haven't tested them on the console yet (my Wii is not currently available). Please give feedback to help me. Last edited: May 25, 2014 I tested on the Wii and I have suggestions. Important things 1. I think the State of The Save team needs to be changed to a slightly more challenging team (for incorrect input). For example, the D-pad on the right is A and D-pad on the right. 2. As you know, when there is no state to save. 3. I really think this is great if possible InGameToggles can be ON/OFF in the fixing menu, like widescreen, pass result, occasional music. At the moment 20XX Hack is just for learning because a lot can be changed by P1. We can't use for a regular game, although there's a big striking stage. But if InGameToggles time on/off in the debugging menu is possible, the 20XX hack can also be played normally. Little Thing 1. P2 Falco's SH Laser (R-D-pad on the right)'s Random Laser Level. If the laser level is random, like a human SH laser, we can train PowerShield better. 2. When the screen is wide on, the loupe and the edge of the screen. Can this be fixed? 3. To use Alternative Stages, click D-pad down on CSS. But if we push the D-pad down on the SSS, the game will crash. Can't D-pad down input be used on SSS? 4. I don't know why, the position load sometimes applies only to P2. The question is are you planning to make a 20XX Hack package for 1.00? Thank you for all this. These are good suggestions/comments. Important things: 1 - I mentioned this earlier in the thread, but I don't want the activation of the Load Save State button to be something that would make character input action - they'll do it right after the download. 2 - I plan to add a fix for this. 3 - Made. Little things: 1 - A couple of people mentioned it. I can definitely do this, but I want to complete all bug fixes and other more requested add-ons first. After that, I'll see where I'm at with free lines before adding more P2 action switches. 2 - I'm not sure I know you mean this. What is a magnifying glass? Is that what you're talking about? 3 - I'll try to fix it, too. 4 - I'm not sure to convert it all into 1.00. I don't see it being done anytime soon, and would have a lot of work to do. Last edited: May 25, 2014 Thank you for all this. These are good suggestions/comments. Important things: 1 - I've already mentioned it this in the stream, but I don't want the Load Save State button activator to be something that would make the character's input an action - they'll do it right after the download. 2 - I plan to add a fix for this. 3 - Made. Little things: 1 - A couple of people mentioned it. I can definitely do this, but I want to complete all bug fixes and other more requested add-ons first. After that, I'll see where I'm at with free lines before adding more P2 action switches. 2 - I'm not sure to convert it all into 1.00. I don't see that this being done anytime soon and it would be a lot of work. Thank you so much for InGameToggles' ON/OFF. Loupe is a circle and a triangle when the characters are not on the screen. Now widescreen, this magnifying glass and triangle at the edge of the screen) just by quoting tafokins the idea of the code here: show nanas percent on the screen. Im thinking this can be shown in the unused character percentage slot. That's a good idea. I think I might if we knew exactly what to change in the 1.02 character DAT files to make NTSC characters act just like PAL ones. Then I could make this option in the debugging menu. I know there's this thread (cross-version of the characters), but it's not even close to everything. Yes it would be nice if you keep it in mind and finally put this into some of your next updates. Together with InGameToggles' ON/OFF and more this will be the best training package ever, but the ultimate melee version in general will also use it in US/EU tournaments. I don't know why people want an Achilles to convert all the codes in 1.00. Is there a region that only plays 1.00? From what I understand, Japan uses 1.00. And so Coe, from Japan, asked me. Can someone send me instructions on what to install to download ISOs on the Wii? I've never hacked a Wii before. So far I have installed homegrown and bootmii, and I have instructions in the original post. Now all I need to know is how to download this iso using homebew. Thanks Last Edit: May 25, 2014 From what I understand, Japan uses 1.00. And so Coe, from Japan, asked me. Oh good :o I don't know, I thought everyone only uses 1.02 and PAL. Another suggestion: Can the 20XX Fox and Falco turn towards P1? They just walk in the direction where the player is, so they sd a lot of :/ Oh good :o I don't know, I thought everyone only uses 1.02 and PAL. Another suggestion: Can the 20XX Fox and Falco turn towards P1? They just walk in the direction where the player is, so they sd a lot of :/ Oh good :o I don't know, I thought everyone only uses 1.02 and PAL. Another suggestion: Can the 20XX Fox and Falco turn towards P1? They just walk in the direction where the player is, so they sd a lot of :/ Oh good :o I don't know, I thought everyone only uses 1.02 and PAL. Fox and Falco turn towards P1? They're just in the direction of regardess where the player is, so they sd a lot of:/ you're talking about when they sd a lot? Ways to get around this are to switch the code when they get to the edge, so they become a processor and turn around to you. Or you can use save states to reset positioning. To answer your question though, yes, it's possible. This will require something like checking each player's horizontal coordinates and then spamming in which direction they are facing and then spamming in which direction they are facing and then spamming in which direction they need until they turn. Last edited: May 25, 2014 WOW play it on my hardmodded Wii, works great. I burned a copy of the drive (2.03) and I run it on the Wii without home-grown. Everything works just fine, except for the boot to select a character that doesn't seem to work. If it matters, I get my screen to progressive scanning, I let it, then it darkens, says that a progressive scanning, I let it, then it darkens, says that a progressive scanning one) and then boots on a regular screen for the game. I agree though about having it to ignore the state of preservation if you don't have one saved yet. I think a simple counter that initiates on 0 will work. When you raging to quit, it does not give the stage and kills itself if you did a P2 reset on HMN to use as a processor. When I'm a salty runback and the next match starts it will start running off the stage and committing suicide. It stops as soon as I reset it again, but it requires you to do it every match, which is slightly annoying. Suggestions for the future: Jiggs practice: Back spam air, uthrow rests, and kick reset rests (learn the technology to kick). Last edited: May 25, 2014 Is there a way to do it so the scene will choose from a list of three songs? It would be great to have 3 songs each for 6 legal stages and I really don't like the random songs to choose from. Achilles, you don't like the Ato Handicap? I think it's a very good hoax for the battle crew. Also additional suggestions on skip the result of the screen and DEBUG MENU. 1. replace SKIP RESULT at InGameToggles in DEBUG MENU 2. SKIP RESULT: 1 star number took stocks 3. InGameToggles: 0'Off 1'On (default) Last edited: May 25, 2014 So I learned today that frame timing is different on the 20XX hack package and the standard 1.02. Couldn't waveshine in 20XX and I thought for a minute I'd go crazy. Loaded to the standard 1.02v melee and wave was possible again. I'm not sure exactly how or why or even if it happened to anyone else but definitely adding a framework in my version of 20XX. Last edited: May 26, 2014 So I found out today that frame timings are different on the 20XX hack package and 1.02. Couldn't waveshine in 20XX and I thought for a minute I'd go crazy. Loaded to the standard 1.02v melee and wave was possible again. I'm not sure exactly how or why, and even if it happened to anyone else, but but definitely adding footage to my version of the 20XX. Hi guys, I've been trying to play this for days, but I can't get it right. I'm pretty noob on this, but my Wii was hacked some time ago by some of my relatives. Anyway, I got this iso and followed the instructions on the readme document. I don't think I did anything wrong in that part. Then I started the Wiiflow on my Wii, and the Wiiflow sees my iso, I can click on it and I can click play. Then my Wii starts downloading any drive there in it. I browsed Interwebz in search of answers and some people have talked about changing iOS or CIOS Wii, but I don't know how to do it. Anyway, does anyone can drive me... Bye PS: I have a USB Loader GX as well, but I can't find isos on this app. I added isos on my HDD via WBFS Manager 4.0 Bye'2 R'Down (spacie shine oos) stops saving and downloading functions from work until so long, as the CPU holds their shield and somehow they are able to turn on the player 2 fox alt skin after the end of the game Last edited: May 26, 2014 New release version (20XX v2.04) Download the link with instructions - Adds a switch to the set-up menu, Titled COLORS, which will make the characters turn white during the shield stun and flash red during the botched L cancel.1 - Colors OFF (default) 2 - Colors on 3 and 1 - Hitting the d-pad down on the scene selection screen no longer causes the game to freeze. - Downloading a save state when it's not yet saved will no longer freeze the game. The entire package is updated on OP. If you already have a 20XX ISO created, feel free to just replace the DOL file from the download package and it will add this new stuff. This means that you don't have to go through the ISO recovery process. Last edited: May 26, 2014 So I found out today that frame timings are different on the 20XX hack package and the standard 1.02. Couldn't waveshine in 20XX and I thought for a minute I'd go crazy. Loaded to the standard 1.02 melee and wave was possible again. I'm not sure exactly how or why or even if it happened to anyone else but definitely add a framework in my 20XX version. No Joneses. Good Achilles update!! By the way, I have another suggestion. Me and my friends often mis-d-pad for government load and save. I think the D-pad down and right is too close. How about replacing the government load on InfiniteShields? Now
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State Saving If a Team Is Changed Like This, I think it's more convenient for So I learned today that frame timings are different on the 20XX hack package and the standard 1.02. couldn't waveshine in 20XX, and I thought for a minute I was going to Loaded to the standard 1.02v melee and wave was possible to the standard 1.02. couldn't waveshine in 20XX hack package and the standard 1.02v melee and wave was possible to the standard 1.02v melee and again. I'm not sure exactly how or why or even if it happened to anyone else but definitely adding a framework to my 20XX version. Thank you for noting me. Oh... where to go next.... The last thing I ever wanted to do was add any noticeable amount of lag in the game. No one gets anything out of it and it will only hurt you as a player in the long run. When I put these codes into the game (and any ASM injection code), I essentially add lines of code that the game must perform (checks to activate the button and such). Now I don't know the exact number of lines of code that I'm adding. Well, I'm devastated, to say the least. I know a few things I could add to make things more effective, but it might not even be worth it. It's all crap now and needs to be completely rewritten. I could just take everyone's in-game code completely rewritten. I could just take everyone's in-game code completely out of... Idk. I don't even know what to think right now. I would like my wavebirds to do some wth testing. Can other people issue some tests for confirmation? Last edited: May 26, 2014 You're just going to talk about it? The rest of us were excited without a hitch. I wouldn't worry about that. The best way to check would be to record in the Dolphin and play it back on the vanilla and on the hack pack. If they're the same, he imagines things. Excuse me, what are waves? Shine - or jump---gt. shine at a very low altitude? This is pretty much the worst news I could ever get. Thank you for noting me. Oh... where to go next.... The last thing I ever wanted to do was add any noticeable amount of lag in the game. No one gets anything out of it and it will only hurt you as a player in the long run. When I put these codes into the game (and any ASM injection code), I essentially add lines of code that the game must perform (checks to activate the button and such). Now I don't know the exact number or something for the lines of code that I'm adding. Well, I'm devastated, to say the least. I know a few things I could add to make things more effective, but it might not even be worth it. It's all crap now and needs to be completely rewritten. I could just take everyone's in-game code completely out of... Idk. I don't even know what to think right now. I would like my wavebirds to do some wth testing. Can other people issue some tests for confirmation? There is no change anything speed wise in my game. It's perfect. I can worry all day. You're just to his word? The rest of us were excited without a hitch. I wouldn't worry about that. Teh Teh the way to check would be to make a record of the Dolphin and play it back on the vanilla and on the hack pack. If they're the same, he imagines things. That's a good offer. This is a technical (or good, perhaps future) issue. I really don't think I'm getting that close to adding to a noticeable amount of lag, though. Some time ago I tried to skip the lines of code to make a value in the memory change to another value one frame later. I clicked through seemingly hundreds of lines of code before I gave up, concluding that the game goes through a staggering number of lines of code in just one frame - really making you realize how complicated the game is. So yes, because of this, I've never been too concerned about hitting that mark adding in a significant amount of lag. Anyway, I personally didn't notice anything, but I also played only one long session with ISO. But whenever I test the code, I'm always around for a few minutes doing technical skills and stuff, and never noticed anything. By the way, if you make a spacie shine pressure P2 action switch with colors, it will flash red when it lands with moves. What I did here was a hard code (0.5 normal landing lag) in memory that matches the nair and dair air landing lags. Anyway, the free space in DOL becomes very scarce after adding these color codes. I could run some tests today to see if I can get as many lines of code as P:M has so many interesting things). I think next is the removal of insane SDI from the P2 processor. Last edited: May 26, 2014 Sorry, what is waveshine? Shine - or jump---gt. shine at a very low altitude? It's a glitter - jump - 'zgt; wavedash (--gt;) a good Achilles update!! By the way, I have another suggestion. Me and my friends often mis-d-pad for government load and save. think the D-pad down and right is too close. How about replacing the government load on InfiniteShields? Now

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State Saving If a team is changed like this, I think is the only reas didn't because the D-pad left had an endless shield in the first hack pack and I thought it would be a good idea to keep it the same switch in the second hack pack. But I agree with you, it needs to be changed. And I could do it with Update. Also additional suggestions on skip the result of the screen and DEBUG MENU. 1. replace SKIP RESULT at InGameToggles in DEBUG MENU 2. SKIP RESULT: 1 star number won matches 2 star placing 3 star number took stocks 3. InGameToggles: 0'Off 1'On (default) It's also a good idea, but I'm not going to about it until I figure out some things with available lines of code. And as for the handicap share code, I think it's creative and good code, but Save the States can be used quite effectively for a team of battles at the moment. Example: Start the match -- qgt; keep the state right at the start. Player 2 kills himself twice because he lost two promotions in the last match. Then the crowd can read 3-2-1 ---. load status - qgt; players start perfectly, if I can get more codes, some crew combat mode will be implemented. Last edited: May 26, 2014 R'Down (spacie shine oos) stops saving and downloading features from working as long as the CPU holds their shield and somehow they are able to turn on the player 2 fox Alt Skin after the game I think when you load the condition with player 2 as fox it will lead it to switch to alt skin after the game is just tested on my Wii. I can still save and download states even when P2 is in the shield with the brilliance of OOS to switch to. I just had that issue with the P2 fox alt suit appearing on after the game is over, but certainly not just because of the load of the preservation position when the fox P2. Because I just tried it, and it didn't change it on his viola suit. idk, why did it happen. Is there a way to make the scene choose from a list of three songs? It would be great to have 3 songs each for 6 legal stages and I really don't like the random songs to choose from. It can be done, but you have to talk to Sham Rock. WOW play on my hardmodded Wii, works great. I burned a copy of the drive (2.03) and I run it on the Wii without home-grown. Everything works just fine, except for the boot to select a character that doesn't seem to work. If it matters, I get my screen to progressive scanning, I let it, then it darkens, says that a progressive scanning, I let it, then it darkens, says that a progressive scanning it to ignore the state of preservation if you don't have one saved yet. I think a simple counter that initiates on 0 will work. When you raging to quit, it does not sure why the CPU runs off the stage and kills itself if you did a P2 reset on HMN to use as a processor. When I'm a salty runback and the next match starts it will start running off the stage and committing suicide. It stops as soon as I reset it again, but it requires you to do it every match, which is slightly annoying. Suggestions for the comments. Download to CSS removed to give better compatibility with multiple codes (check the list of changes to the OP). Oddly enough, when I test things at my girlfriend's house, her TV asks me to do a progressive scanning thing as well. And even when I had Boot csS turned on, it still wouldn't. I Am I keep the state thing in v2.04. I wrote the anger to quit - not a star thing on purpose. Because no matter what time during the match that you ragequit, the player who was ahead at the time will get a star. Don't plan a salty runback so as not to use randomized music, but yes... A what. Not worth my time, or lines of code, right now to fix. And I don't know how the CPU is leaving the stage. I can try to fix this soon. I also played buit last night and thought the times were a bit off. How to add new costumes? Which file do I need to replace/add? So again, there are currently only 3 alternative costumes to other ones than the ones I put in this package, if you decide that. The suit --------- Associated File ----- Normal File Name Normal Fox ------ TyRoyR.dat ------ PIFxNr.dat Blue C. Falcon ----- TySeak.dat ------ PICaBu.dat Normal March ------ PICaBu.dat Normal March ------ PIMsNr.dat But you should be tired of that suit textures. If you end up replacing TyRoyR.dat with another fox suit, it should be the one that usually replaces PIFxNr.dat (Normal Fox). For example, you can't replace TySeak.dat with a Green Ranger C. Falcon if the Green Ranger C. Falcon file usually replaces the green falcon suit (PICaGr.dat). It should be the one that usually replaces PICaBu.dat (which Captain America does). But feel free to use InternetExplorer in Melee Toolkit to extract the texture of the files from one suit and replace them with another suit. So you can extract all the green ranger textures, open PICaBu.dat in Toolkit, and then replace all these textures with green ranger ones. Save it and then extract that new PICaBu.dat in Toolkit, and then replace all these textures with green ranger ones. Save it and then extract that new PICaBu.dat in Toolkit, and then replace TySeak.dat's 20XX ISO with it. Also, Goxplex, I sent you a message on Reddit with a DOL file for being Rumble ON by default. I also added it to the OP in the variation category, under a normal link to the download - if anyone else would like it. Last edited: May 26, 2014 In a short time I've experienced it, Flash Red on the botched L-Cancel code is awesome! I can't wait to get a session with him. Thanks to InternetExplorer for the original flash code on I-undo the code. All it took was a bit of reverse engineering from there. Last edited: May 26, 2014 Page 16 I see that right when you highlight Melee's menu is Fox. Hey, I've been out of melee loops for a while... I don't think it would work on the Japanese version of the smash if I had to get it as well? Currently I don't have a system/game in my place and I'll have to import any NTSC stuff Why were Kongo Jungle, Green Greens, Temple, Mushroom Kingdom, and Yesi Island 64 added to default steps that are included? What method do you use now to find a free place in DOL? How many lines of build code is typical code? Assuming playing from backup on the Wii, we we Limited in disk size Can't be the way to trick DIOS MIOS into game Gamecube Disc Image more than 1.4GB (allows you to just add codes at the end, growing in size)? I've been playing around with the package for a few days and it's phenomenal! I love him to death. A few things that I've noticed, however: -Download to keep state when a character is on the platform respawn freezes the game -Download save the state doesn't turn the characters around, which can be annoying when you practice a pressure shield on the processor that acts out of the shield to stun and then doesn't collide with you or any of the other. - If you download save the state and someone grabs you, the game will freeze the next time you get grabbed. And, more of a personal problem actually, trying to play on a hacked Dream Land freezes game for me. Ideas on this? Thanks for all your hard work on this, Achilles! I'VE NEVER HAD A PROBLEM WITH THE WAVE. And I don't know about the CPU walking away from the stage thing. I can try to fix this soon. Yo Achilles don't worry yes... This is the same thing that happened in the fox dair uthrow upair .gif. But yes, checking the player's position will be really amazing. Also, we need a stage of training like PM was, bad to check out some topics about that to see what I can do myself :D I've seen you work on long nicknames? To avoid recoding the alias editor. As if I put LONG in slot 5, ingame it would be LONGNICK? or are you working on the best way to do it? And yes, another suggestion: highlight the player in color when he is in hitlag, (not shieldstun) Oh my God, another suggestion: highlight the player in color when he is in hitlag, (not shieldstun) Oh my God, another suggestion: highlight the player in color when he is in hitlag, (not shieldstun) Oh my God, another suggestion: highlight the player in color when he is in hitlag. defaut, but togglable in the debugging menu. (I see a lot of potential use for it with the random DI code) Oh, and why not the perfect edguard smash, for the P2 Action Switch? I've tried to put a peach in the edge, spam down the smash, or marth spam fsmash, but it's not a viable time pratice, so maybe if you use the same technology as for fox upairs, it can be really helpful because they never miss a smash, so it's perfect technical training. Peach : Downsmash Marth : Fmash Falco - Fox : Downsmash Marth : Fmash Falco - Fox : Downsmash Etc... But maybe this is what you can do with custom P2 action without rewriting it all? How does CPU only move if a player is in the user input range? This will allow us to introduce any step we want and the bot will make it the perfect time. Anyway thanks for the buzz on default ! Colors wonder if hitlag was a separate color switch it would be good because you there's a lot of it. Also, in training mode all you have to do is pause and unpause reset the percentage lol which is kinda perfect because you can practice the combo of that percentage and it increases while you do Or do you just want to make low percentage chain captures and chase technology endlessly? Last edited: May 26, 2014 What method do you use now to find a free place in DOL? How many lines of build code is typical code? Assuming playing from backup on the Wii, we are not limited to the size of the drive; Can't be the way to trick DIOS MIOS into game Gamecube Disc Image more than 1.4GB (allows you to just add codes at the end, growing in size)? There's a lot of room left on the drive anyway lol... It's a DVD and only 1.4GB... I don't think this is an exact problem, and revel8n probably has the most knowledge on this area of research. If we could expand our work area though it would be amazing hehe. Can we use the space where there was a special video? Or is it in the wrong file in order to be used for the type of codes we want? Last edited: May 26, 2014 Acryte : Yes its for endless techchasing, it's kinda boring when you only want to train your muscle memory, and not think about a true combo. As I like to use fox in FD, upsmash, follow upsmash, follow upsmash, and learn the technique itself, I don't want to be annoyed that the CPU goes on every time. Especially with a random DI. Achilles : I can't get a red flash on the missed I undoing work as a separate code, with 2.04 20XX on the Wii softmodded. (The game is not downloaded) Also, when I had a flash on the shieldstun code, none of the P2 code switching action works. Last edited: May 26, 2014 Hey. I tried to recover the ISO after the beanwolf video just to make sure I didn't do anything stupid. I'm playing on PAL TV (I think I'm in New zealand) Sony Trinitron. I didn't test it in a regular match against, but even with the recovered ISO, I still watch the crash with Yoshi forward air on the endless shields. Also, and this is a more annoying issue, in learning mode, the screen is very strange. Start menu options are visible on the LHS screen, even if it's not activated, and status icons commonly found on RHS are much closer to the middle. This is not the case when I run an ISO on a dolphin, so I'm guessing that it has something to do with my Wii/TV. Can you offer DIOS-MIOS options for video mode that I have to force it? Onino, that may be because you have included a widescreen hack, I do not know if the internet explorer coded training mode to display properly in it or not. Last edited: May 26, 2014 Hi Acryte, I tried it both ways, hack and hack and still observe that it is so. I have a suspicion that the widescreen hack isn't actually disabled for some reason, since the look of the screen doesn't change at all, even on the menu. No, I don't, what would I need to change so that Colors is set on ON? Here are the steps. Try it yourself. Download the hexagonal editor. I use Hex editor Neo. 2) Open Start.dol from the new package in hexagonal editor 3) In the top left, there will be a small box where you can enter what line you want To whom. Enter 3f73cb there and then hit Enter (this line is commonly referred to as 0x3f73cb). 4) This is the tote that controls the default for COLORS (currently 01). Change it to 02 if you like. Then save and replace the DOL file with ISO. For other links, 0x3f73cf - default byte switch for INGAME OFF 0x3f73d3 - default byte switch for WIDESCREEN 0x3f73d7 - default byte switch for SKIP RESULTS 0x3f73db - default tote switch for RAND MUSIC Last edited: May 26, 2014 hey, I've been out of melee loops for a while, but I want to get back into it for a while... I don't think it would work on the Japanese version of the smash if I had to get it as well? Currently I don't have a system/game in my place and I'll have to import any NTSC stuff that won't work on the actual smash drive. You will need to run it on a hacked Wii with a game image file. Why have Kongo Jungle, Green Greens, Temple, Mushroom Kingdom and Yoshi's Island 64 been added to the random default stages that are included? They are not the default. Then get the switch when you hit the D-pad down on the CSS to turn the hacked stages (because it's hacked legal stages). And the normal legal stages of singles switch back when you hit the D-Pad down again back to normal. What method do you use now to find a free place in DOL? How many lines of build code is typical code? Assuming playing from backup on the Wii, we are not limited to the size of the drive; Can't be the way to trick DIOS MIOS into game Gamecube Disc Image more than 1.4GB (allows you to just add codes at the beginning. Space to line 0x2190. I've used almost all of this. The length of the code.... Ok... depends only on the code. I've obviously written tons of smaller codes, but in order to save as much space as possible, I try to get the group-like codes together in one long to avoid having to do things like installing register pickup player's input. He then checks all these activator buttons, and if any of them are equal, he runs the code (such as an infinite shield). and after he passes through one player, he moves on to the next and checks the player's entry. You can imagine how many more lines to get the player's inputs and survive each player. So this is an example of a very long code. It's like 500 ASM lines or something, it won't work. This code itself too much for the codehandler. And then there's the P2 action switching code.... that almost equally took so long. Last edited: May 27, 2014 I played with the package for several and it's phenomenal! I love him to death. A few things that I've noticed, however: -Download save the state doesn't turn the characters around, which can be annoying when you practice a pressure shield on the processor that acts out of the shield to stun and then doesn't collide with you or any of the other. - If you download save the state and someone grabs you, the game will freeze the next time you get grabbed. And, more of a personal problem actually, trying to play on a hacked Dream Land freezes game for me. Ideas on this? Thanks for all your hard work on this, Achilles! I'm glad you enjoyed it. I think I mentioned that first to keep the state issue on the OP - I don't think it's really fixable. Yes... Keep the states do not change the way the character encounters. There is a byte that changes depending on if the character collides left or right, but changing it does nothing. And there is no state of action that differs between the face to the left or the face to the right. So at this point, I don't know how to do this as something that can be synchronized. I also have a warning about the CP about the capture. Same story as the revival platform. You say hacked the Land of Dreams, but you mean the green green? It has to work.... his work for mine and for others. I would just try reimporting all the files from the newest package. I'VE NEVER HAD A PROBLEM WITH THE WAVE. And I don't know about the CPU walking away from the stage thing. I can try to fix this soon. Yo Achilles don't worry yes... This is the same thing that happened in the fox dair uthrow upair .gif. But yes, checking the player's position will be really amazing. Also, we need a stage of training like PM was, bad to check out some topics about that to see what I can do myself :D I've seen you work on long nicknames? To avoid recoding the alias editor. As if I put LONG in slot 0 and NICK in slot 5, ingame it would be LONGNICK? or are you working on the best way to do it? And yes, another suggestion: highlight the player in color when he is in hitlag, (not shieldstun) Oh my God, another idea, it will remain at 50% whatever happens. And the code will be turned off defaut, but togglable in the debugging menu. (I see a lot of potential use for it with the random DI code) Oh, and why not the perfect edguard smash, for the P2 Action Switch? I tried to put a peach in the edge, spam down smash, or marth spam fsmash, but it's not a viable time pratice, so maybe if you use the same technology as for fox upairs, it could be Useful because they never miss a smash, so this is the perfect technical training. Peach : Downsmash Marth : Fmash Falco - Fox : Downsmash Etc... But maybe this is what you can do with custom P2 action without rewriting it all? How CPU only spam move if player player user range of input? This will allow us to introduce any step we want and the bot will make it the perfect time. Anyway thanks for the buzz on default ! I really want someone active to work on the hacking scene. I'm very sad that no. I would love to make the trophy stage a viable cuonterpick. It's so interesting. I had exactly the same idea for a nickname thing. But the characters you can type are usually actually different in format than the ones I used in Achilles. So I'll have to look at it a few more. It would definitely be awesome to allow users to type more tags. and it's a good idea so the characters do reasonable time smashes. my idea for this was with Marth repeatedly fsmash, but only footage of 12 and further fsmash so it's like a constant disjointed hitbox always. Does anyone else have a problem with running this off the drive? I burned the ISO and it works well on the dolphin. But for some reason it doesn't load on the Wii. Tried a few loaders (Neogamma, GC Backup launcher, Gecko) Colors wonder if hitlag was a separate color switch would be good because you will see it very much. Also, in training mode all you have to do is pause and unpause reset the percentage lol which is kinda ideal because you can practice the combo from that percentage and it increases while you make the combo. Or do you just want to make low percentage chain captures and hitstun now. I'll have to look at exactly how much free space I have left, but it may require more. There's a lot of room left on the drive anyway lol... It's a DVD and only 1.4GB... I don't think this is an exact problem, and revel8n probably has the most knowledge on this area of research. If we could expand our work area though it would be amazing hehe. Can we use the space where there was a special video? Or is it in the wrong file in order to be used for the type of codes we want? For a special video, it depends on if it is loaded into RAM in a static position. I doubt it will happen, but it can... but it's a good idea to start thinking like this. Acryte : Yes its for endless techchasing, it's kinda boring when you only want to train muscle memory, and don't think about true combos. As I like to use fox in FD, upsmash, follow upsmash, follow upsmash, and learn the technique itself, I don't want to be annoyed that the CPU goes on every time. Especially with a random DI. Achilles : I can't get a red flash on the missed I undoing work as a separate code, with 2.04 20XX on the Wii softmodded. (The game is not downloaded) Also, when I had a flash on the code shieldstun, none of the P2 action switching It's working. It's kind of something that keep the state for. I'll go through the Red Flash code again. Are you trying on a dolphin? And the white shieldstun code from the Gecko code stream needs to be modified to work with the 20xx package. I posted a modified code, maybe 2 2 Three pages ago. Hey. I tried to recover the ISO after the beanwolf video just to make sure I didn't do anything stupid. I'm playing on PAL TV (I think I'm in New zealand) Sony Trinitron. I didn't test it in a regular match against, but even with the recovered ISO, I still watch the crash with Yoshi forward air on the endless shields. Also, and this is a more annoying issue, in learning mode, the screen is very strange. Start menu options are visible on the LHS screen, even if it's not activated, and status icons commonly found on RHS are much closer to the middle. This is not the case when I run an ISO on a dolphin, so I'm guessing that it has something to do with my Wii/TV. Can you offer DIOS-MIOS options. I guess just keep trying all the different options. And idk, why are you having these problems. I just tried it myself and the workout mode looks normal and Yoshi Fair on the endless shield does not cause freezing. Make sure you use the latest ??. Also, don't use a memory card if you are currently. Does anyone else have a problem with running this off the drive? I burned the ISO and it works well on the dolphin. But for some reason it doesn't load on the Wii. Tried a few loaders (Neogamma, GC Backup Launcher, Gecko) I was playing hacked ISOs off the drive and then suddenly Neogamma, GC Backup Launcher, Gecko I was playing hacked ISOs off the drive and then suddenly Neogamma, GC Backup Launcher, Gecko I was playing hacked ISOs off the drive and then suddenly Neogamma quit running on me. Then I switched to the Sd card and never looked back. It's light years more convenient. But I don't have any specific information that could help you. I never solved my Neogamma problem. That's what the economy is for. Im not agreeing at all with falco, techchasing only with the utility, only doing a turn grab on THE EXACT PERCENT repeats, or endless upair CPU with a fox on the Homerun scene, or using a custom-entry processor to force the processor to get the processor to right. I don't like to save a state for this, the reason : -% is not fixed - we have to use it carefully to avoid freezing - sometimes it doesn't work as expected - we have to restart from the state of preservation so that it breaks the momentum of learning -savestate not to keep the player's direction - if you keep close to the processor, it will annoy you as soon as possible when you download I do not say, keep useless state, but it is not useful. I use to save the state for things like : I place Marth under the platform, spam utilt for learning the shield, or training a fox upair in the first frame. I was playing hacked ISOs with a drive and then all of a sudden Neogamma quit working for me. Then I switched to the Sd card and never looked back. It's light years more convenient it is to download from SD. I've been trying to download from the disk now now after many download attempts from SD and USB. Does anyone else get a glitch where the cursor is constantly moving left and spam x while on stage to choose the screen? This seems to happen randomly, and if I choose the stage, go out and return to the stage to choose the screen it is fixed. it's a brilliance , I've never had a feeling of discomfort ... I really wanted it to be the case in the first place. The only reason I didn't because the D-pad left had an endless shield in the first hack pack. But I agree with you, it needs to be changed. And I could do that with the next update. I see. We look forward to it. And as for the handicap share code, I think it's creative and good code, but Save the States can be used quite effectively for a team of battles at the moment. Example: Start the match. Then the crowd can read 3-2-1 ---. load status - qgt; players start perfectly, if I can get more codes, some crew combat mode will be implemented. I worry about cheating or freezing because of the state and booting of the team when we play a serious match. I think cheating should be completely unavailable. We can't 100% accurately judge whether a state download is used by mistake or on purpose. The stock handicap can only be used from the beginning of the match. And, in a random smash scene, we can use it as a good handicap when beginners and advanced play. How are we? GameToggles is an ON-qgt; D-pad for state download and Save GameToggles is off-the-d-pad right before the start of the match is a stock handicap. Or, if you do a mode that is GameToggles is off, but the saving and download state is available for crew combat mode, how about this in DEBUG MENU? InGameToggles: 1'ON 2'OFF, but the load and savings state is ON 3'OFF, the stock handicap is available the GrHr.dat file is too large and cannot be imported/replaced. Offers? I opened the file in Hex editor and deleted an extra 00, but that didn't help. -Reboot file-cleaned existing ISO Can the fault be in the actual ISO file I downloaded? Also, can someone send me a ready-made ISO with 2.04? I would like to post a file and share it. Offers? I opened the file in Hex editor and deleted an extra 00, but that didn't help. -Reboot file-cleaned existing ISO Can the fault be in the actual ISO file I downloaded? Besides, someone can send ready ISO with 2.04? I would like to post a file and share it. So you replace smaller files with larger ones. What other homegrown homegrown Do I need to install dios mios lite/clean-rip before receiving dios mios? I have a homegrown, bootmii, priiloader and tutus from the mod manager installed right now. What other homegrown apps do you need to install before you get dios mios lite/clean-rip? I have a homegrown, bootmii, priiloader and tutus from the mod manager installed right now. Make sure to install iOS 236 if you haven't already. So again, there are currently only 3 alternative costume changes available. But you can change these costumes to other ones than the ones I put in this package, if you decide that. The suit ------ Associated File ------ Normal File Name Normal Fox ------ TyRoyR.dat ------ PIFxNr.dat Blue C. Falcon ----- TySeak.dat ----------- PICaBu.dat Normal March ------ TyLink.dat -PIMsNr.dat But you should be tired of that suit textures. If you end up replacing TyRoyR.dat with another fox suit, it should be the one that usually replaces PIFxNr.dat (Normal Fox). For example, you can't replace TySeak.dat with a Green Ranger C. Falcon if the Green Ranger C. Falcon file usually replaces the green falcon suit (PICaGr.dat). It should be the one that usually replaces PICaBu.dat (which Captain America does). But feel free to use InternetExplorer in Melee Toolkit to extract all the green ranger textures, open PICaBu.dat in Toolkit, and then replace all these textures with green ranger ones. Save it and then

extract that new PICaBu file and replace TySeak.dat's 20XX ISO with it. Also, Goxplex, I sent you a message on Reddit with a DOL file for being Rumble ON by default. I also added it to the community. Just to confirm whether this (IOS 236) is the only other important program I need before I can start the ISO download process? Thanks Achilles! Yes, I think so. This, DIOS MIOS lite, followed by an ISO download app. I use CFG Loader. Last edited: May 27, 2014 I continue to get the question where on stage choose a screen, the cursor drifts hard to one side, and then any stage it hovers over it auto-bans (after having played the match already). What am I doing wrong? Edit: And just now he kept coming out of the screen the first chance he got. Last edited: May 27, 2014 I continue to receive where on stage choose a screen, the cursor drifts hard to one side and then any stage it hovers over it auto-bans (after having played the match already). What am I doing wrong? Edit: And just now he kept going out stage pick the screen the first chance he got. Either way, the P2 action switch remains active after leaving the game. If you can give me the exact steps to repeat the question on the download, then I should be able to figure out why this is happening. Either way, the P2 action switch remains active after leaving the game. If you can give me the exact steps to repeat the question on the download, then I should be able to figure out why this is happening. Well, just like a test to see if I could get good repro steps I went into the bootup of the zgt; jigglypuff training mode with the falco processor qgt; the final destination of the qgt; switch to an endless shield to get out, and the result was an entrance that drifted up and left on the half-speed and still auto-strike stages. Maybe it's a training regimen. Edit: Trying it again, however, did not give an errant behavior. Edit2: Included short hop laser code falco, get out, not drifting, but stages automatically hit. It seems to me like the training regimen. Yes, that's probably the way it is. The place where P2 is stored to switch flag values and input is in a place that is reset to 0 after returning to CSS. So even if the P2 action switch is ON and you quit the game, it will turn off the switch when you get to CSS. But getting back into CSS training mode probably doesn't do the same. If you turn off P2 (L'R'D-Pad Down) before you go out, it should be normal. I followed the beanwolf video tutorial to the letter however I run into a problem when I try to have GCReEx unpack/repackage from; he's just telling me that there's no file or directory in the folder that I know isn't true. Can't seem to hunt down a solution anywhere I followed the Beanwolf video tutorial to the letter however I run into a problem when I try to have GCReEx unpack/repackage from; he's just telling me that there's no file or directory in the folder that I know isn't true. Can't seem to hunt down a solution anywhere you're not going deep enough, go to one folder further down, ie click on a folder actually called Root Anyone has an idea of why alternative costumes look so good to me? It really doesn't matter to me, I think the captain's suit looks pretty sick. I'm just curious to find out. Last edited: May 27, 2014 You're not going deep enough to go to one folder further down, ie click on a folder actually called Root I managed to fix it, I'm not sure that your solution was actually helpful, but thanks anyway :D Just wondering, but anyone installed d2x or else go straight to the CFL loader and then dios mios lite? I just want to see if people have encountered problems with or without the app. Thank you. Last edited: May 27, 2014 Anyone has an idea of why alternative costumes looks pretty sick. I'm just curious to find out. View 14930 This is because you use the violas I put in, not the ones that Achilles put in my standard package (they're in a package I'm linked to on my YouTube video). You can replace them with anything you like according to the Achilles page instructions or two back, but you basically need a neutral Fox, Neutral March, or Blue CFlacon texture, and then rename it the correct file. @AC interesting, but does anyone set d2x or does most go straight to the CFL loader and then dios mios lite? I just want to see if people have encountered problems with or without the app. Thank you. d2x is an iOS system (like iOS236), its not exactly an app.but yes, I installed it, works great with the 20XX training package approved by :D it would be amazing if falco laz0r spam was twice as fast to practice power shielding or if you could just control the shooting rate of the last edit: May 28, 2014, or if the laser time was more random, maybe even falco jump back and forth It's pretty much the worst news I could ever get. Thank you for noting me. Oh... where to go next.... The last thing I ever wanted to do was add any noticeable amount of lag in the game. No one gets anything out of it and it will only hurt you as a player in the long run. When I put these codes into the game (and any ASM injection code), I essentially add lines of code that the game must performs in one shot (that's a lot), but I have to be closer to that number or something for the lines of code that I'm adding. Well, I'm devastated, to say the least. I know a few things I could just take everyone's in-game code completely out of... Idk. I don't even know what to think right now. I would like my wavebirds to do some wth testing. Can other people issue some tests for confirmation? Mope you are actually good. I should have updated this sooner. It was through the dolphin and somehow my controller config was borked. I checked a few times. No shots were added. Everything works as it should. My friend. Continue with the awesome hack pack. Last edited: May 28, 2014 I have an old Wii in which the drive no longer works. Here's to hoping this works. Absolutely amazing work for everyone involved. I'm very excited about active melee hackers. It's much easier to make codes in a melee than to fight haha. I'm going to try and look at removing the 256 code limit had a pretty busy day yesterday. After work I went to the bank to get a loan on my car I was going to buy this weekend.... funny things. I must have time today to fix the SDI thing. I found biases associated with values and changing them to certain values will allow you to basically look around freely. This in itself is not new stuff, but I'm looking into making it a DOL mod. It's the little things ... I have an old Wii in which the drive doesn't work anymore. Here's to hoping this works. You have it. The SD/USB is superior anyway. PM me if you need help in setting things up! It was a pretty busy day yesterday. After work I went to the bank to get a loan on my car I was going to buy this weekend.... funny things. I must have time today to try to fix the SDI thing. I found biases associated with maximum/minimum values and changing them to certain values would allow you to basically look around freely. This in itself is not new stuff, but I'm looking into making it a DOL mod. It's the little things ... Grats to buy. The SDI fix will be awesome. It's still good for some things, but some of the SDI fix will be awesome. It's still good for some things, but some of the SDI fix will be awesome. It's still good for some things ... Grats to buy. The SDI fix will be awesome. It's still good for some things ... Grats to buy. absolutely amazing job for everyone involved with this. I'm very excited about active melee hackers. It's much easier to make codes in a melee than to fight haha. I'm going to try and look at removing the 256 limit code I'm also going to look at it as well when I get the chance. Hopefully the gameconfig file change will act the same with the GC game as it does with Wii games. I made an attempt to do this some time ago, but to no avail... I think I'll mess up something though. IE thinks it will work, which is a good sign! Thank you so much for InGameToggles' ON/OFF. Loupe is a circle and a triangle when the characters are not on the screen. Now widescreen, this magnifying glass is a little far from the edge of the screen. Lower better I think. (there is a magnifying glass and a triangle at the edge of the screen) Kick..... I've actually been wondering about bubble positioning when characters are off-screen in widescreen mode. The peak that Coe put up (RIGHT) is a pic of an old stretched HUD widescreen that has the perfect bubble located on the edge of the screen. Here's a pic (LEFT) of that widescreen and the newest widescreen, which is 98% perfect, except for the behind-the-scenes bubble being far from the edge of the screen so it feels awkward when played sometimes. And you see the comparison with the RIGHT photo. I fished around to find bias in the start.dol file to fix this problem to make the widescreen absolutely 100% perfect, but I was unlucky. I was wondering if anyone else noticed this problem as well. I feel as if we somehow shift the characters of the HUD stock graph icon all the way to the left, it can solve the problem. Let me know what you guys will find. the news is that I got iso to work properly. I have a 20xx fixed on the dolphin emulator lag. However. I had a hard time loading it on on 1. I need a usb device or I can download the iso/SD it yourself 2. If I can download his SD card alone, that is the best program to use. Do processors for abusing airdodge for someone? Or is it just me? Processors on P2 (not tested for other players) keep airdodging and suiciding a lot of last edit: May 28, 2014 noticed one button was changed to tournament mode. a little sad it's lol good news I got the ISO to work properly. I have a 20xx fixed on the dolphin emulator lag. However. I have a hard time download his SD card alone, that is the best program to use. You don't need to run it from USB. You can run it with an SD card. Just make sure your SD card is good enough (Class 10, preferably) otherwise it can't work. I use CFG Loader. Do processors on P2 (not tested for other players) keep airing and suiciding a lot I need to investigate this. But yes, that's a problem. Thank you. Almost done with it all. Blow..... I've actually been wondering about bubble positioning when characters are off-screen in widescreen that has the perfect bubble located on the edge of the screen. Here's a pic (LEFT) of that widescreen and the newest widescreen, which is 98% perfect, except for the behind-the-scenes bubble being far from the edge of the screen so it feels awkward when played sometimes. And you see the comparison with the RIGHT photo. See the attachment 14973 I fished around to find bias in the start.dol file to fix this problem to make the widescreen absolutely 100% perfect, but I had no luck. I was wondering if anyone else noticed this problem as well. I feel as if we somehow shift the characters of the HUD stock graph icon all the way to the left, it can solve the problem. Let me know what you guys will find. No. It would just make the right side pop out more. Not what we want. Just got this job thanks to the Beanwolf tutorial. Pretty amazing stuff here! Keep up the great work. sorry - tried to look around a bit, but how can I turn on the red flash on the l-cancel? I can't find this option anywhere... It is on the debugging menu, according to the test result. The value you want to set it (color) is 2, as the main post savs. I noticed the switches I installed in the debugging menu are not saved, so I have to re-enable them whenever I download the ISO. Is there a way to save the switch settings, or is it currently not an affordable feature (sorry if someone has already asked about it)? How can I get the stages and characters unlocked with out the memory card lol? How can I get the stages and characters unlocked with out the memory card lol? They've already been unlocked using the 20XX DOL file. If I want to do it on another ISO, check out the DOL Mod theme in this forum. The last edited: May 29, 2014, after getting up to spacies hilarious. who would never imagine a spice double brilliant or even triple brilliant after stand up. But I think it raises the issue of the abuse of Dodge air by processors that I raised earlier. I've seen this before when I take off lasers on processors and they have air to dodge to avoid this, but I've never seen air processors and they have air to dodge to avoid this, but I've never seen air processors and they have air to dodge to avoid this, but I've never seen air processors dodge absolutely no reason when I'm not moving or doing any action. May want to look into the waves specifically. I'm not that great with the build code, so I just stand by and check out what I can with this Wii mine. You may know about this problem already, and you probably also know the cause of it too. Just thought I'd bring it in case. Thank you a ton for this huge awesome Achilles update! Highly valued! Last edited: May 29, 2014 When I try to extract a game on GCReEx, whenever I join a team, the team tip says it is not allowed to reshell, rehost, redistribute, or include that file in any package. Does anyone know how to solve this problem? Thank you for answering his question. Np, and I have a quick question of my own now actually XD After upgrading to 2.04, I haven't been able to get any of the game codes to activate when I start a solo match with the DPad-Up (first I just replaced Start.dol for an upgrade and then tried to build 2.04 from scratch to make sure it wasn't just a bad patch or anything for the first time). Oddly enough, it still works perfectly fine when I start a match with another player in it, i.e. P2 is a processor, and I don't think it depends on pushing the Dpad-up load force, just like the fact that I only play with myself in a match. Any idea what's going on with the Achilles? ^^ Np, and I have a quick question of my own now actually XD After upgrading to 2.04, I wasn't able to get any of the game codes to activate when I start a solo match with the DPad-Up (first I just replaced Start.dol for an upgrade and then tried to build 2.04 from scratch to make sure it wasn't just a bad patch or something for the first time). Oddly enough, it still works perfectly fine when I start a match with another player in it, i.e. P2 is a processor, and I don't think it depends on pushing the Dpad-up load force, just like the fact that I only play with myself in a match. Any idea what's going on with the Achilles? ^^ Thank you for pointing this out. It's very strange that it wasn't a problem with earlier versions, but now.... because I haven't changed this section of code at all, and I stepped through a line of code atter row in Dolphin, and it looks to be doing the same thing as it used to be. I'll take a look. Last edited: May 29, 2014 I was able to find some offset menus, but I can only edit them in black and white. Here's a modification of the game's main screen: Download the use of GCR to replace GmTtAllmod.usd with New. my old version of the 20XX used to work, but it's not... I followed all the steps on the bean wolves video and it seemed to work on the dolphin, then I followed the extra steps at the end and put it in my wii (via sd card) I can see the debugging menu in my menu (it just went to the tho tournament mode) and in the select stage I can see the special colors, but nothing is unlocked and none of the codes work any common problems or ideas where I could go wrong? my sd card, which worked with the first 20xx, doesn't work with this one? downloading through dios mios thanks for making this community really appreciate it Page 18 is my old version of the 20XX used to work, but it's not... I followed all the steps at the end and put it in my wii (via sd card) I can see the debugging menu in my menu (it just went to the tho tournament mode) and in the select stage I can see the special colors, but nothing is unlocked and none of the codes work any common problems or ideas where I could go wrong? my sd card, which worked with this one? downloading through dios mios thanks for making this community really appreciate it sounds like you've never replaced a DOL file inside iso. Under the download link to the homepage, the instructions for replacing only the DOL file. Follow them and try again. I could find some offset menu textures, but I can only edit them in black and white. Here's a modification of the game's main screen: Download the use of GCR to replace GmTtAllmod.usd with a new one. Dude, that's so sweet!!! Definitely going to v2.05 along with the newest little DOL mod I just finished - unlimited camera pause. Last edit: May 30, 2014 yes, I'm so crazy I can't change the logo (actually, I can change the logo, but I can not change the logo, but I can't change the logo, but I can't change the purple fire overlay, each letter individual images :/) Okay.. Hate being a party pooper, but this awesome gun thing has to go. LOL a couple of people I play with apperently just hold on to everyone. and in the fox the same thing it makes me have it too. Yes, if you can change it to an imposed combination, that would be great because nowadays it keeps happening to people here too. Yes, I'm the second big gun thing to disappear. It's a funny Easter egg, but it keeps happening, especially when there are sheikh players at the setup (like me lol) who constantly spend whenever the match starts. I followed the beanwolf video tutorial to the letter however I run into a problem when I try to have GCReEx unpack/repackage from; he's just telling me that there's no file or directory in the folder that I know isn't true. Can't seem to hunt down a solution anywhere I've managed to fix it, I'm not sure what was so unfortunately I'm not sure your decision was actually helpful, but thanks anyway :D I have the same problem here. You have no idea that made to solve it? Please, that would be so sweet! Where have you been all my life :D This is a surprisingly last edited: May 30, 2014 yes, a big gun needs to go. I can't even remember how many times I restarted the match cause I had a big gun. Ok.. Hate being a party pooper, but this awesome gun thing it makes me have it too. Yes, if you can change it to an imposed combination, that would be great because nowadays it keeps randomly happening to people here too. Yes, I'm the second big gun thing to disappear. It's a funny Easter egg, but it keeps happening, especially when there are sheikh players at the setup (like me lol) who constantly spend whenever the match cause I had a big gun. Yes... Good idea. It should never happen if you're specifically trying to do it. 20XX 2.04 - ASB for Easter Eggs.dol affects Ganondorf Sword Mod and Spacie Big Guns. This will be a combination of buttons for further releases as well. I haven't tested it (currently at work) but I'm sure it should work. Can anyone please check? If someone is interested in a simple hexagonal change that has been invested in DOL, see the attached image. The values highlighted in red (03) have been amended. Two changes. They were originally 01. Explanation: These Gamecube controller buttons are stored as a 16-bit value. The joystick, c-stick and analog slider values are also stored as 16-bit values. 16-bit hex values have a range of 0x0000 to 0xFFFF (so 8-bit two hexagonal symbols, 16-bit 4 hex characters half word, 32-bit is 8 hex characters (word) Value buttons are stored in this order: (for SSBM v1.02, one memory address of this information starts with 0x8046b108) bbbbjjjj ccccllrr bbbb - dgt; what buttons are pressed? 1000 - START 0200 - B 0100 - A 0800 - Y 0400 - X 0010 - 0040 - L 0020, R 0008 - D UP 0004, D DOWN 0001 - D LEFT 0002 - D RIGHT, and if you press multiple buttons at the same time, these values are added. So, if the azB is pressed, the 16-bit values will be 0100 (A) and 0200 (B) and 0300 And therefore, why did I change the hexagonal value from 01 (A) to 03 (A) Using this information, and dol compensation shown in the attached picture, you can change it to any combination of the button you want. Easter Egg Change DOL Offsets.PNG Last edit: May 30, 2014 For unknown reasons (lack of time lol), I was unable to install 20xx. Can someone post rice for XBOX HUEG Spacie Guns So in my To install this thing, I've run into a problem; Wiiflow shackles discover my usb at all. I have it in the right port, and its formatted properly and all that. Does anyone know about the cause or solution that isn't my Wiis USB port broken? Is it possible to change the colors and backgrounds of the scene with this If so, how difficult will it be? I wish CPU technologies were more frequent... Now CPU technology is not good for practicing sheikh down to throw techchase ... When the sheikh down throws the space animal processor, the CPU fall 70-90%. So in my quest to install this thing, I've run into a problem; Wiiflow shackles discover my usb at all. I have it in the right port, and its formatted properly and all that. Does anyone know about the cause or solution that isn't my Wiis USB port broken? Not sure, but I've had trouble getting it to work through wiiflow as well. I just used the Dios Mios Booter and it works great now, so maybe try another download and see if it works before trying anything else? So in my quest to install this thing, I've run into a problem; Wiiflow shackles discover my usb at all. I have it in the right port, and its formatted properly and all that. Does anyone know about the cause or solution that isn't my Wiis USB port broken? Make sure the source of the game is USB1, not SD. Also make sure you're not on the Wii game page. In the bottom right corner, click the Gamecube icon. Then click Home and select settings and make sure the source of the game is USB1, not SD. Also make sure you're not on the Wii game page. In the bottom right corner, click the Gamecube icon. Then click Home and click on the reboot cache. I'll try this, but my Wii won't let me choose usb1 as my source, even if it's connected in the right port. If anyone wants to advance made ISO please PM me. For everyone who has problems with installation, I support you. It took me a full day hahaha! I wish CPU technologies were more frequent... Now CPU technology is not good for practicing sheikh down to throw techchase ... When the sheikh, (at least that's true with my falcon down throw techases) and is pretty frustrating to me (even if it is awesome overall!!). Could this be because the new code is in conflict with previous CPU behavior? It's just an idea, not the way I know what I'm talking about haha. I ran into a problem I didn't see anywhere else. It's as if I've seen everything from afar. On the menu, there is a way of more empty space on the sides than usual. But the worst thing is in the game, because we suddenly see much more than necessary, and the characters look so small. so play on small and medium television. Any idea why I have this? Is anyone with the same? S Last Editing: June 1, 2014 Do not know if it was suggested or not, but can you switch between a buddy and the NTSC with this hack? Some of the hacks don't work, such as hitboxes and fixed cameras when playing alone FYI I wish CPU technology were more over Now CPU technology is not good for practicing sheikh down to throw techchase ... When the sheikh down throws the space animal processor, the CPU fall 70-90%. And then the getup-attack is also 70-90%. can make technicians happen more often. I'll experiment with that. For everyone who has problems with installation, I support you. It took me a full day hahaha! This is true with my falcon down throw techases) and is pretty frustrating to me (even if it is awesome overall!!). Could this be because the new code is in conflict with previous CPU behavior? It's just an idea, not the way I know what I'm talking about haha. I ran into a problem I didn't see anywhere else. It's as if I've seen everything from afar. On the menu, there is a way of more empty space on the sides than usual. But the worst thing is in the game, because we suddenly see much more than necessary, and the characters look so small. It's hard to play like that on small and medium-sized television. Any idea why I have this? Is anyone with the same? S.S. idk about the TV thing. Mine seems normal. Don't know if it was suggested or not, but can you switch between a buddy and an NTSC with this hack? Theoretically, this should be possible if we find out all the changes that need to be made to the player's data so that the character can act in the same way as PAL. Some of the hacks don't work, such as hitboxes and fixed cameras when playing only FYI Thanks for posting about it. It has already been reviewed, although I'm a little baffled as to why this is happening now and not on earlier releases. It's certainly appreciated. My main complaint so far is that the CPU tries to dodge the blow to stun too often. I'll experiment with that. I'm so glad to hear that. My perfect technical proportion (my reference to real coincidences.) (if you can) 1. Technology or Tumble Tech --- 65% Tumble --- 35% 2. Tech Tech's on-site views --- 55% rolltech get away from the P1---'gt; 30% Roll to get away from P1 ---'gt; 35% Roll to get close to P1 ---'gt; 20% Last edited: June 2, 2014 I'm so glad to hear this. My perfect technical proportion (my reference to real coincidences.) (if you can) 1. Technology or Tumble Tech --- 65% Tumble --- 35% 2. Tech Tech's on-site views --- 55% rolltech get away from the P1---'gt; 30% Roll Tech approach P1 --- 'gt; 30% Roll Tech approach P1 --- 'gt; 35% Roll approach P1 often, but it's easy for them to get stuck in a pattern where they almost always miss the technology (go down) to fix it, either get out of the match and reboot, or the dios mios booter. When I go main menu (Dios mios) it really shows iso melee, but downloads the usual version (yes, I have my memory card removed) there is something that I do wrong for the hundredth time Achilles or anyone here, help me make a longer tag for ssbm. I noticed the Achilles name tag saved on my memory card, someone would help me make my name tag long so I could keep it on the Mym mem card. Thank you all for your help. Achilles or anyone here, help me make my name tag long so I could keep it on the Mym mem card. Thank you all for your help. Speaking of Achilles tag, is there a way to get rid of it? Curiously hard to pick my nametag with Achilles on top of it. Hey, back. I did the right thing. I downloaded the dolphin emulator to check iso and it loads perfectly, but I have a hard time getting the usual version (yes, I have my memory card removed) there is something I do wrong for the hundredth time, if you modify ISO files, then it should be impossible for it to download a regular melee. Is this a game of regular melee with a disk or something? Speaking of Achilles tag, is there a way to get rid of it? Curiously hard to pick my nametag with Achilles on top of it. It's a ss constant! Every time you see it, it should give you a warm fuzzy feeling inside. Anyway - working on the SDI thing right now. I think the decision has been made. We have to do some tests. Last edited: June 2, 2014 If you modify ISO files, then it should be impossible for him to download a regular melee. Is this a game of regular melee with a disk or something? It's a s-s constant! Every time you see it, it should give you a warm fuzzy feeling inside. Anyway - working on the SDI thing right now. I think the decision has been made. We have to do some tests. Achilles at least tell me how to use hex data/binary to make my name in melee longer, or tell me how you did it, or guide me through but pls. It's stored on my memory card so I can use it in live games real name instead of 4 character tags, I think it can be great. If you are modifying ISO files, then it should be impossible for him to download a regular melee. Is this a game of regular melee. Is this a game of regular melee with a disk or something? Yes, it continues to load regular melee. Is this a game of regular melee with a disk or something? a perfect last edit: June 2, 2014 What does he mean is that if your iso is properly modded, he will never download regular melees because he You probably don't mod it properly. So I would like to rest, as it seems that I dodged. Achilles has a length of more than 4 characters and can be used as a name. Explain to me how you edited the game code to make Achilles work properly. Show me how I can do it. What he means is that if your Iso is properly modded, he will never download regular melee fights It's changed, you probably don't mod it properly. I did mod it properly. It loads perfectly on the dolphin emulator, but will not be loaded under the wiiflow/Dios-Mios-booter. So ngztv checked this out and now it's confirmed that the problem is in the vanilla game (via the debugging menu) and not just hack the package. In 2.04, if you play both Fox and CP Falco and you play both Fox and CP Falco and you play at Pokemon Stadium, your hitboxes are invisible. Hitboxes become visible during stage transformation and during certain CP behaviors (when it dies or respawning, for example). Falco also has one hitbox appearing underneath it that matches Fox. I can tell because it turns blue when I roll. I checked out a few other matchups (Doc, Luigi, Kirby, March as CP) and the hitbox worked as usual. Weird. Is that vanilla game, too? Page 19 So I would like to go back, as it seems I dodged. Achilles has a length of more than 4 characters and can be used as a name. Explain to me how you edited the game code to make Achilles work properly. Show me how I can do it. This post should give you all the information you need to write the CODE ASM, which, for all intents and purposes, writes Achilles to name the slot tag 1 every frame of the game while on CSS. I did mod it properly. It loads perfectly on the dolphin emulator, but will not be loaded under the wiiflow/Dios-Mios-booter. Well his download regular melee from somewhere and it may not be from iso, which has the file hard modded. In 2.04, if you play both Fox and CP Falco and you play at Pokemon Stadium, your hitboxes are invisible. Hitboxes become visible during stage transformation and during certain CP behaviors (when it dies or respawning, for example). Falco also has one hitbox appearing underneath it that matches Fox. I can tell because it turns blue when I roll. I checked out a few other matchups (Doc, Luigi, Kirby, March as CP) and the hitbox worked as usual. Weird. Is that vanilla game, too? Probably. All that the collision bubble code does is change one byte, which usually changes in development mode) from 01 to 02/03. Nothing out of the ordinary. Because of this, probably any issues related to it are present in a normal game. In the Pokemon Stadium scenario you stated if Falco makes a neutral B after that, then Fox hurtboxes appear. Weird. Bring the switch to make Falco shl. This post should give you all the information you need to write your own code (Action Replay/ Gecko code). What I did is write the CODE ASM, which, for all intents and purposes, writes Achilles to name the slot tag 1 every frame of the game while on CSS. Well his download regular melee from somewhere and it may not be from iso, which has the file hard modded. Probably. Everything that makes the bubble code this is a single byte change, which usually changes in development mode from 01 to 02/03. Nothing out of the ordinary. Because of this, probably any issues related to it are present in a normal game. In the Pokemon Stadium scenario, Pokemon stated, if Falco makes a neutral B, then Fox's hurtboxes appear. Weird. Bring the switch to make Falco shl. Thank you, I make tags for my friends on my community/regional group, they are very happy. Thank you for your help. I made it work. New release version (20XX v2.05) Download the link with instructions - P2 processor no longer Smash DI hits - is more realistic now. - The P2 processor has an increased chance of technology. - The activation of the Easter Egg button has been changed to hold the AWB, not just A at the beginning of the match. - Unlimited camera pause. - New 20XX start screen (compliments Qual_).- GmTtAll.usd file that was added to the package. The homepage has been updated with a link to the download. To-Do: - Make in-game switches work when using D-Pad before the game - Look at the air dodging processor - Look at more code lines using gameconfig.txt (not DOL mods, but more features) - Experiment more with this: And the list of features should be updated a bit, but I probably won't do it until I get back to the computer that can I only do with my laptop work. which unfortunately has a web filter thank God Smashboards isn't blocked though. Last edited: June 3, 2014 Hello, anyone experienced a glitch with their version of the 20xx package. In Melee with a character selected by the 2nd controller (is that how you should do it?) while trying to activate the P2 Hold Shield command, the team crashes the game. Any idea how to deal with this? Hello, someone has experienced a glitch with their version of the 20xx package. In Melee with a character selected by the 2nd controller (is that how you should do it?) while trying to activate the P2 Hold Shield command, the team crashes the game. Any idea how to deal with this? Just Player 2 be a processor and then either P1, P3, or P4 make the activation button to make the P2 perform the action. Okay, it doesn't matter, I'm a fool. I had my controllers connected to 3 and 4 on the background if at all possible with this mod? It seems that the captain falcon only technicians in place after the fall of the sheikh now. I reboot my Wii a few times and it still has only technicians in place. It seems that others (I tested fox and falco at least) are still tech randomly. Last edited: June 3, 2014 Thank you so much for the new release. I was wondering how difficult it would be to change the colors of the scene and the background, if at all possible with this mod? This mod dosnt have nothing to do with stage texture stage and it will be common to change anything. With the version up to last, I built my own ISO using the YouTube guide. When I play a dolphin game and tap the dpad down on the screen Scene I either crash at once or crash when I load the stage. I guess it's not normal, and that Is is it corrupt or something? PS. Dozer: psS. Nevermind, you click down on the character selection screen, I've got it now. And magically the scene is striking runs now... Nice work Last edited: June 3, 2014 Anyone had problems mounting a USB stick in WBFS? Every time I try to click add to the drive it flashes and says HBC Records have been added and im like... - Halp please?? Has anyone had trouble mounting a usb stick in WBFS? Every time I try to click add to the drive it flashes and says HBC Records have been added and im like... - Halp please?? Yu don't use NTFS? You can even convert the WBFS device into FAT 32 and still have your games. All in WBFS format, which reduces their size. Given that we are imitating GC games, FAT32 with 32KB distribution size should be format last edited: June 3, 2014 Any person has a good banner I can import for this? I would primarily use it in a dolphin and I would like to distinguish something from the two versions of melee. So no one has a question where the captain of the falcon only technicians in place when you're down to throw it like a sheikh? I just got in touch with that for a few minutes. To me it seems Falcon technicians in place much more (like 90% of the time) when it's level 1. When I tried levels 4 and 9, he mixed it way more. So, try other CPU levels if you don't. Good; time to play the game as I mess it up. Open GCR, imported new start.dol in relation to the old (which is already 20XX iso), saved changes, downloaded and for some reason it is still a previous version. Is there a step that is not in the instructions to just replace .dol or am I just not able to follow as a 4 step? EDIT: Also tried to recover from it, not fix it or last edit: June 3, 2014 Nevermind I realized this. Im dumb. A couple of things: 1. None of the shield options work for the Sheikh processor. Just hold the shield. Has anyone else been having this problem? 2. Achilles, could the code for frame the perfect wavedash or up'b of the shield? A couple of things: 1. None of the shield options work for the shield team to me. A couple of things: 1. None of the shield options work for the Sheikh processor. Just hold the shield. Has anyone else been having this problem? 2. Achilles, could the code for frame the perfect wavedash or up'b of the shield? The sheikh is doing everything for me. Just make sure you use a keu to switch zelda to the sheikh. And I could quite easily program these things, but it would require a decent amount of lines of code -- for action, and then actually doing the action. I'm only trying to make smaller changes at this point before I look at adding additional action. I'm only trying to make smaller changes at this point before I look at adding additional action. I'm only trying to make smaller changes at this point before I look at adding additional action. I'm only trying to make smaller changes at this point before I look at adding additional action. I'm only trying to make smaller changes at this point before I look at adding additional action. able to. If I go back to the hotel at a reasonable hour tonight, I'll try to change things and most likely after the modified DOL for testing. I updated to 2.05. The technique seems to still get stuck in states where it will fall and either do a normal getup or getup attack and then shine in place to reset the mechanism of technology. If you don't let it make shine it won't be technology. It's weird lol. Okay, I'm going to downgrade to 2.04 so I can actually practice tech chasing captain falcon. Im enjoying using 2.05 but I've found some bugs. Whenever I try to access the debugging menu, my game falls, who else has this problem? Also, when you change the camera to zoom in on the training mode, the camera becomes SEVERELY, it's a very small problem and its not worth the extra lines of code to fix, I'm just mentioning it. I've also noticed that sometimes that's what's spam on menu screens, even if no controllers are connected, think it might have something to do with p2 hacked AI codes. working on the menu. to reproduce the last glitch go into training mode and set the CP type to the person, and then go out to the match from the Debugging and Sudden Death of the Melee mode. Installing sudden death aside, I want to play with a processor whose type is not normal, so I want it to be a button combo rather than straight up the Dpad press? I've experienced a lot of accidents due to unintentional press, and it directly interferes with some things like doing Samus extended fight. There are separate asm codes/dol mods used in the hack package available online anywhere, or I should extract them from the .dol file (if so, it will be difficult). Why won't it allow me to make one player against? It will automatically finish the match. EDIT: Nevermind Haha. Calculated his last edited: June 4, 2014 As a basic IC, how exactly can I make the best use of this package? I've practiced my shield pressure options against spacies but I feel like I'm missing out on something more. Achilles I realized my 100% issue now and I would ask you to update this part of your Make sure your dios mios/dios mios/dio and saw it had 2.10 updated accordingly and everything is loaded very smoothly. I want to thank you for your help, and I will watch out for everything else you come up with in the future. You're a sheikh? As SuperUltra suggested, I switched his IvI to 6, and he started switching it a lot. Achilles, I have an idea for you idk how difficult it would be to implement but listen to me. You use the processor slider (processor slider, which is added to the accuracy of the input. You take a random number that is within these frame limits when doing certain actions or impact, and then use it as a delay for that case. IE, the processor get jabbed while on the ground (jab reset), captures a random number between mines and max and then waits for that many frames before answering. If it reacts fast enough, then it can tech roll, but if not too bad. The level 9 time frame is perfect almost always, while Level 5 allows you to say decently accurately, but certainly not the frame is perfect. The idea is that the CPU level will start to determine the frequency that processors miss certain technology or L-cancellation etc or how well they are on SDI and tech rolling off Jab resets etc. then players could say play against Level 2 if they want to get better at punishing missed L cancels etc or say they like to practice against falco doing short hop lasers The lower (a little more time between lasers) and the height will vary more. Maybe they can even make some of them too low and not be able to get the laser out. This would make something like a game against a peach set to use from shield options more realistic because it's not a perfect frame, but changes realistically based on your settings. Even if it worked just for input scenarios it would still be phenomenal. I think it would be a truly amazing realization if we could achieve it. We could even use a CPU level and a handicap level like Ming and Max. The only problem is if people want to use HMN to start with instead of a processor and then assign it to things. I'm sure there's an intuitive way to accomplish all of this. Last edited: June 5, 2014 New updated infographic: I download your hacks using this tutorial Beanwolf and CFG. Everything seems to be fine when I download the game, but whenever I try to pick a scene and start the match the game freezes (the music continues though). Any ideas that I'm doing wrong? The only other noticeable difference I see is that the main title is simply says Super Smash Bros Melee, not 20XX Package. Thanks Edit: It finally worked, but I had to sit waiting for the scene to load for about 10 minutes. Any way to cut this down? Also, all the music is random for every stage for me. Is this the result of me download hacks using this tutorial Beanwolf and CFG. Everything seems to be fine when I download the game, but whenever I try to pick a scene and start the match the game freezes (the music continues though). Any ideas that I'm doing wrong? The only other noticeable difference I see is that the main title is simply says Super Smash Bros Melee, not the 20X hack package. Thanks Edit: It finally worked, but I had to sit waiting for the scene to load for about 10 minutes. Any way to cut this down? Also, all the music is random for every stage for me. Is this the result of me download it from an SD card or USB? If it's an SD card, what size and brand? Oh, and look at the infographic above. The Switch for Random Stage Music exists in the debugging menu, and it's default on. Last edited: June 5, 2014 I download from USB. Thanks for the occasional music to help my bad without seeing it. I'm turning off the USB. Thanks for the occasional music to help my bad without seeing it. I'm turning off the USB. Melee. Try it with another USB drive (preferably one called a brand or one big in transfer speed/size) Page 20 for the next 20XX installment, could we do it so that March sword-swing colors can be switched on and off? I love them, but sometimes I just want a clean unfiltered melee for the next installment of 20XX, could we do it so that March sword-swing colors can be switched on and off? I love them, but sometimes I just want a purely unfiltered melee I could do it. I did some cleaning on the main BTW post. All information about the code should be up to date. Im enjoying using 2.05 but I've found some bugs. Whenever I try to access the debugging menu, my game falls, who else has this problem? Also, when you change the camera to zoom in on the training mode, the camera becomes SEVERELY, it's a very small problem and its not worth the extra lines of code to fix, I'm just mentioning it. I've also noticed that sometimes that's what's spam on menu screens, even if no controllers are connected, think it might have something to do with p2 hacked AI codes working on the menu. to reproduce the last glitch go into training mode and set the CP type to the person, and then go out to the modes menu. Thanks for pointing this out. I should probably try to fix the debugging menu problem, but I don't really care about zoom mode at the moment. It's really ed up though. There are separate asm codes/dol mods used in the hack package available online anywhere, or I should extract them from the .dol file (if so, it will be difficult). At this point, I don't really have these codes divided, due to the fact that they use the processor slider (processor level) as the mechanism mechanism and the maximum response time to how the characters react in certain windows. Basically use a latency variable, which is added to the accuracy of the input. You take a random number that is within these frame limits when doing certain actions or impact, and then use it as a delay for that case. IE, the processor get jabbed while on the ground (jab reset), captures a random number between mines and max and then waits for that many frames before answering. If it reacts fast enough, then it can tech roll, but if not too bad. The level 9 time frame is perfect almost always, while Level 5 allows you to say decently accurately, but certainly not the frame is perfect. The idea is that the level of the processor will begin to determine the frequency that processors miss certain technology or L-cancellation, etc. or how well they are on the SDI and tech rolling off Jab resets etc. then players could say play against Level 2 if they want to get better at punishing missed L cancels etc. or say they wanted to practice against falco to do short hop lasers, a lower level would make it a smaller frame ideal, meaning it would be a little slower (a little more time between lasers) and the height would make something like a game against a peach set to use from shield options more realistic because it's not a perfect frame, but changes realistically based on your settings. Even if it worked just for input scenarios it would still be phenomenal. I think it would be a truly amazing realization if we could achieve it. We could even use a CPU level and a handicap level like Ming and Max. The only problem is if people want to use HMN to start with instead of a processor and then assign it to things. I'm sure there's an intuitive way to accomplish all of this. Having some way to make a change as it would be ideal and should be possible. It will certainly be done further in the future though. You have quality ideas, Akrif. Achilles I realized my 100% issue now and I would ask you to update this part of your OP. Make sure your dios mios/dios mios Lite is updated. I used dios mios 2.6 and it never downloaded until I read my friends' sd card and saw it had 2.10 updated. I used dios mios 2.6 and it never downloaded until I read my friends' sd card and saw it had 2.10 updated. you have come up with in the future. You are a mad scientist XD Congrats on figuring it all out. As a core IC, how exactly can I make the best use of this package? I am my shield pressure options are against the spacies but I feel like I'm missing out on something more. Play against others as soon as SoPo. (e.g., work on your left hand in basketball. Although the right hand is for me because I'm left-handed) Common things like a shield dropping after an attack hits your shield (using P1 to choose P2 spam), spam), using the same code action, grab the combo and punish a certain percentage of random DI (using save states). Idk.... You have to be creative. I think I am (or maybe someone else ... probably someone else like me has enough to work on the asm) should make a thread of effective training methods to use a hack for each other character or specific actions (such as a shield dropping against the shield of impact) - based on feedback and suggestions and submissions of Smashboards members. The gifs would be good. Last edited: June 6, 2014 I had an idea at PM when you choose the default time indefinitely. I think most only use time mode if they just want to have endless time as well. Teching with the Falcon captain is still broken, at 6-9 he's only teching in one direction (left for me), in fact he's only teching with the Falcon captain is still broken, at 6-9 he's only teching with the Falcon captain is still broken, at 6-9 he's only teching in one direction (left for me), in fact he's only teching with the Falcon captain is still broken, at 6-9 he's only teching with the Falcon captain is still broken. question about recording function. How do you program the CPU movements after you push the I'r and dpad up. So far I have only sheikh and falco constantly capture. I know how to activate the mode it just does not allow me to play it back and Achilles1515 any chance cpus can SDI kick resets? I had an idea at PM when you choose the default time indefinitely. I think most only use time mode if they just want to have endless time as well. Teching with the Falcon captain is still broken, at 6-9 he's only teched rolled right once in more than four minutes of continuous down throws. Yes. Good idea with endless time. 20XX 2.05 Default Infinite Time.dol This will be added to the next release version. See the DOL mods theme for information about changing the default game settings and where I received a memory compensation in DOL to change this stuff. All I did was change the default game settings and where I received a memory compensation in DOL to change the default game settings and where I received a memory compensation in DOL to change the default time from 02 (2 minutes) to 00 (infinite time). The accompanying screenshot shows the walk that has been changed. ------- as for the C. Falcon, when I tried it on IvI 6 it tended to rolling left, but not the size you mentioned. Lol... Have you tried IvIs 2-5? Also try at different stages. A quick question about the recording function. How do you program the CPU movements after you push the I'r and dpad up. So far I have only sheikh and falco constantly capture. I know how to activate the mode it just does not allow me to play it back No matter the input you are pushing the moment their color shade goes away (3 seconds after pushing l'r'd-pad up), will input they spam. So if you want them to spam grab, hit l'r'd-pad up and then hold z. Once the color goes away, they will spam capture. - Achilles1515 any chance cpus can SDI kick resets? What exactly does the SDI'ing jab reset to do? So they lie on the ground and then get jabbed ... if you SDI is 'up?', don't you do a standard getup or rollback? 20XX Default Infinite Time. PNG Last Edited: June 6, 2014 You'd Consider Changing Change savestate stuff to be a button combo rather than a straight up push Dpad? I've experienced a lot of accidents due to unintentional press, and it directly interferes with some things like doing Samus extended fight. No. As stated in several previous posts, I don't want the combination of buttons to save or load the state to be the one that would result in the introduction of a symbol of any kind of action. D-pad are the only buttons that do this. And yes, it interferes with Samus' EXTENDERRRR, but...., this is what I'm willing to give up on this feature. And if you want it back, you can play with in-game codes off through the debugging menu. Unfortunately, that's not the answer you've probably been looking for. Yes. Good idea with endless time. 20XX 2.05 Default Infinite Time.dol This will be added to the next release version. See the DOL mods theme for information about changing the default game settings and where I received a memory compensation in DOL to change this stuff. All I did was change the default time from 02 (2 minutes) to 00 (infinite time). The accompanying screenshot shows the walk that has been changed. ---------- as for the C. Falcon. when I tried it on IvI 6 it tended to rolling left, but not the size you mentioned. Lol... Have you tried IvIs 2-5? Also try at different stages. Whatever input you're pushing I'r'd-pad up), there will be an input they spam. So if you want them to spam grab, hit I'r'd-pad up), there will be an input they spam. So if you want them to spam grab, hit I'r'd-pad up), there will be an input they spam. So if you want them to spam grab, hit I'r'd-pad up and then hold z. Once the color hue goes away, they will spam grab. What exactly does the SDI ing jab reset to do? So they lie on the ground and then get jabbed ... if you SDI is 'up?', don't you do a standard getup or rollback? It's mostly. It can SDI kick resets (up) so you land on your feet and are in neutral animation. It allows you to grab/kick/shine/all that after the kick is reset. wizzrobe is really good at sdi'ing double blow resets (something many of us sheikhs have taken because of the Falcons getting good at SDI'ing kick resets), so he's in the air, then he immediately kneels (maybe DJ knee, not quite sure). Nore information from magus here: last edited: June 6, 2014 I haven't updated the DL link in my tutorial description since 2.02... I have to fix it. Too many things are happening right now lol Thank you Achilles, I checked this out and a smaller getup-attack is confirmed. How do you change the technology stakes or down and what kinds of technologies and what kinds of getup? Could you tell me the way? I compared the 2.04 in The Dol with 2.05 (less Getup-Attack) in the dol using a binary editor, I found several different points of value. @0x93B: F0 (normal 2.05) - F8 (2.05 with less getup-attack) Is 0x93B the speed of getup-attack? I am to know the tools of addresses and values for CPU technology in place. If it's not too too much I'll try it myself. In addition, 0x3F73CB is the addresses and values for CPU technology and more technology and more technology in place. If it's not too too much I'll try it myself. In addition, 0x3F73CB is the addresses and values for CPU technology and more technology a correct. That's the truth. Is there a way to use turn YELLOW while stunning the shield? I think white is hard to understand. Last edited: June 7, 2014 nvm nvm I'm not sure how to use the debugging menu though. What are the options I'll include for 16:9? Last edited: June 7, 2014 nvm nvm I'm not sure how to use the debugging menu though. What are the options I'll include for 16:9? Look at the main post as part of the Debug Menu Switches. Turn WIDESCREEN from 0 to 1, and then just continue on B until you leave the debugging menu. I'm blind and haven't even seen that, sorry dude Thank You Achilles, I've checked this out and a smaller getup-attack is confirmed. How do you change the technology stakes or down and what kinds of technologies and what kinds of getup? Could you tell me the way? I compared the 2.04 in The Dol with 2.05) - F8 (2.05 with less getup-attack) Is 0x93B the speed of getup-attack? I would like to know the tools of addresses and values for CPU technologies. I want the CPU with more technology and more technology in place. If it's not too hard, I'll try it myself. In addition, 0x3F73CB is the address COLORS? Self-correct. That's the truth. Is there a way to use turn YELLOW while stunning the shield? I think white is hard to understand. With the way I'm doing random getup options right now, I can't specifically increase the chance of getting in place or rolling left/right. This is because I have them inputting random joystick input while they are on the ground (or, instead, putting buttons to make a getup attack). It works like this. The 0x804d5f90 is the address of accidental seed. Its location in memory never changes, and the value at this address changes every frame of the game. (I think it may be partly influenced by the stages/nature of the action.... but for all intents and purposes, its accidental). So, for example, one frame of this value could be C53AF974, and then the next frame of the game is the A76A7B44 (these are the actual values that I just copied for this post while playing dolphin). So that always changes. The logic for random getup options is this: (your character is on the ground) - Grab the first step, which is C5. - Compare this value with F0. If it is smaller than F0 then enter the random direction of the joystick (roll or standup). If it's bigger than F0, bring in the A button (getup attack). This byte can range from 00 to FF. Therefore, looking at this range of values, the random series should be below F0 a lot of the time, since there are many more possible values lower than the possible values above it. (That's why I'm surprised the CPU was a getup attack s much in the first place). what I did to get the attack to happen less I changed that byte comparison You stated above) from F0 to F8. So now, the character will only getup the attack if this random series is higher than F8 and not above F0 (which means that this should happen less I changed that byte comparison You stated above) from F0 to F8. So now, the character will only getup the attack if this random series is higher than F8 and not above F0 (which means that this should happen less I changed that byte comparison You stated above) from F0 to F8. 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So it would be something like: - Pull the random bit of seed - compare the random value of te to 0x3F.- if its smaller, than this value, input UP - compare the random value te to 0x7E - if its smaller than this value, but more than 3F, the login OF LEFT - compare the random value of the date with 0xF8 (as it currently does) - if its smaller than this value, Idk., Something like that. Traction random take and split, available values that have a certain range of values correspond to specific inputs. In this way, you can adjust these comparison values so that specific actions happen more often than others. and it will be a longer code.... I hope this will clarify the situation. And feel free to change the F8 value to something else if you want to try a different course at which they will receive attacks. As for the yellow during the stun of the shield, I could change it to this, but I may have to add a couple of lines of code (not quite sure yet, you need to experiment). This means that I will have to make some changes to the DOL file and may have to move some things around. As you said, yellow might be better, so I'll probably work on this right now and get your guys feedback on whether it should be a constant change for the next 20XX version update. Is there a way to use turn YELLOW while stunning the shield? I think white is hard to understand. 20XX 2.05 MOD.dol - Default time indefinitely - Yellow during a stun shield instead of white - D-pad left is now loaded to save state - D-pad down now switches endless shield - P2 CPU Getup attacks less often This change in the next The random DI doesn't work very well for me the computer mixes it sometimes, but the computer will just not DI for a few throws at a time, pretty consistently any idea what happened? I Am I fresh reset, and that still doesn't work, as I tried to tinker with the CPU level, and I don't think I did very much last edit: June 7, 2014 With the way I'm doing random getup options right now, I can't specifically increase the chance of getting in place or rolling left/right. This is because I have them inputting buttons to make a getup attack). It works like this. The 0x804d5f90 is the address of accidental seed. Its location in memory never changes, and the value at this address changes every frame of the game. (I think it may be partly influenced by the stages/nature of the action.... but for all intents and purposes, its accidental). So, for example, one frame of this value could be C53AF974, and then the next frame of the game is the A76A7B44 (these are the actual values that I just copied for this post while playing dolphin). So that always changes. The logic for random getup options is this: (your character is on the ground) - Grab the first step, which is C5. - Compare this value with F0. If it is smaller than F0 then enter the random direction of the joystick (roll or standup). If it's bigger than F0, bring in the A button (getup attack). This byte can range from 00 to FF. Therefore, looking at this range of values, the random series should be below F0 a lot of the time, since there are many more possible values lower than the possible values above it. (That's why I'm surprised the CPU was a getup attack s much in the first place). So I did to get the attack to happen less, I changed that byte comparison (which you stated above) from F0 to F8. So now, the character will only getup the attack if this random series is higher than F8 and not above F0 (which means that this should happen less frequently, since there are currently fewer values that will attach the character to press the button). That's pretty much it. And for the occasional introduction of the joystick, I take the first 16-bit of that random seed address (which will happen like every frame or any other, and when the input value in the P2 joystick. So it will happen like every frame or any other, and when the input value in the P2 joystick. matches the joystick direction, then they will perform this direction on the screen. If I wanted to make tariffs for each particular direction up, left or right. 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Idk.. Something like that. Traction random take and split, available values that have a certain range of values correspond to specific inputs. In this way, you can adjust these comparison values that specific inputs. In this way, you can adjust these comparison values that have a certain range of values correspond to specific inputs. In this way, you can adjust these comparison values so that specific actions happen more often than others. and it will be a longer code.... I hope this will clarify the situation. And feel free to change the F8 value to something else if you want to try a different course at which they will receive attacks. As for the yellow during the stun of the shield, I could change it to this, but I may have to add a couple of lines of code (not quite sure yet, you need to experiment). This means that I will have to make some changes to the DOL file and may have to move some things around. As you said, yellow might be better, so I'll probably work on this right now and get your guys feedback on whether it should be a constant change for the next 20XX version update. Now I understand the logic of the getup option. But excuse me, I couldn't find an address in Start.dol 3F (UP), 7E (LEFT) and BD (RIGHT). UP -> 0x??? LEFT -> 0x??? RIGHT -> 0x??? Button - 0x93B Can you tell me the top 3 addresses in Start.dol? I understand how to use a hex-editor, but I don't understand how to use a hex-editor, but I don't understand how to use a hex-editor, but I don't understand how to look for memory or something at all... Also, I'm so interested in the range and address in Start.dol? I understand how to use a hex-editor, but I don't understand how to use a hex-editor. very well for me computer mixes it sometimes, but the computer will just not DI for a few throws at a time, pretty consistently any idea what happened? I tried to tinker with the CPU level, and I don't think I did very much, if you read my long explanation in my above response to Koo, I go into some detail about how random DI works. And I think you experience the sometimes random 16-bit hex value, which gets copied to the P2 input joystick, doesn't fall within the normal values associated with the joystick input. So in this case, I think it just acts like there is no contribution, and therefore no DI. I'm actually already programmed in the hard DI left/right after the p2 is thrown, so I can increase those bets if you want. This will most likely make it better. Thank you so much for explaining in easy English! Now I understand the logic of the getup option. But excuse me, I couldn't find an address in Start.dol 3F (UP), 7E (LEFT) and BD (RIGHT). UP -> 0x??? LEFT -> 0x??? Button - 0x93B Can you tell me the top 3 addresses in Start.dol? I understand how to use a hex-editor, but I don't understand how to look or something at all ... Also, I'm so interested in the range and address in Start.dol down or technology and technical options. (if you have time) Values up, left and right don't exist. I was speaking hypothetically, so I said: If I wanted to bet ... So right now there's just the occasional joystick entering or pressing the A button as a getup option. If you're reading my long explanation in my above answer to Koo, I go into some detail about how random DI works. And I think you experience the sometimes random 16-bit hex value, which gets copied to the P2 input joystick, doesn't fall within the normal values associated

with the joystick input. So in this case, I think it just acts like there is no contribution, and therefore no DI. I'm actually already programmed in the hard DI left/right after the p2 is thrown, so I can increase those bets if you want. This will most likely make it better. Values up, left and right don't exist. I was just talking hypothetically, so I said: If I wanted to bet... So right now there's just the occasional joystick entering or pressing the A button as a getup option. I can see. The technical options are the same, don't they? Besides, I would like to know the addresses of Chance Technology and SDI. You updated to 2.05, you said below. --------- P2 processor is no longer Smash DI hits - more realistic now. - The P2 processor . -------- How did you get it? I'm so curious, especially increasing the chances of technology. (COLLAPSE) comparison between 2.04 and 2.05 - 0x480-487:? 0000000 0000000->9A2F227A 480009B4 0x81F:? A0->C0 0x858:? 418005E0->41A0FC28 0xFEA:? 01->03 0x2C16C:? D03F->91FF 0x2C174:? D03F->91FF 0x2C17C:? D03F->91FF 0x2C184:? D03F->91FF 0x2C191:? D03F->3DE04700 0x221824:? C0230040->3DE04700 0x221824:? C0230040->3DE04700->3DE04700 0x221824:? C0230040->3DE04700->3DE047 EC210032->3DE04700 [/COLLAPSE] I tested changing some values (on dolphin), I think 0x81F is the chance of teching. Is that correct? C0--gt;00 : no C0--gt/FF technologies : a lot of technology (but not perfect) I wonder why FF doesn't make perfect tech. btw, I checked out some Getup-Attack rates and I think FC is better for techchase practitioners (to make a decision after seeing the actions of opponents). (I tested using a sheikh down to throw a techchase with falco. Thanks again to Achilles. Tech's speed in place is low at the moment, so I hope the logic will be found and make bets come true. Last edited: June 8, 2014 Also, I found an error to save the state. Please try. P1 is The Sheikh P1 hit by the billiance of Falco (or any other attack that have a angle, but 0) Right after the load keep the condition during the stun sheikh grab falco, and down throw Down-Throwing Sheikh slides at a very high speed!! The download to save the state seems to cause strange speeds or when the P1 has a vertical speed, given the enemy's attack. Last edited: June 8, 2014 Hi Achilles, your package is awesome. One mistake I get sometimes is that I accidentally get the same thing that I would get if I connected in my controller when you pressed down on the stick, that is goes crazy and starts to move ultrafast to menu choices (sorry, I have a hard time wording, but I hope you get what I mean). Something similar happens on the scene selection screen: the cursor draws to the bottom left corner of the screen, and if I try to pick up the stage, all the stages of the icon cursor is working on an immediate turn blank, and I can't pick those steps anymore, so ultimately only the random remains available. As for the yellow shield, I'm not sure it's a good idea to implement it in your future official releases as I think it's much harder to see if your shield is already yellow (P3 I think). Personally, I think white is better. As a suggestion, I think it would be great if the computer would roll/spotdodge/jeb/shine right after it was technicians in order to know if we are on point with our techchase. And lastly, if it's not much to ask : could you make an alternative release with the following defaults: sound 50/50, deflicker on, hum off, color, white shieldstun, random music off. That would be cool. Thank you very much. Thanks for working it out is great! At first I thought it would be my secret weapon to get on par with everyone else faster (I've only been playing melee for a few months), but now this mod is becoming popular and everyone will be better last edited: June 8, 2014 If you read my long explanation in my above answer to Koo, I go into some details about how random DI works. And I think you experience the sometimes random 16-bit hex value, which gets copied to the P2 input joystick, doesn't fall within the normal values associated with the joystick input. So in this case, I think it just acts like there is no contribution, and therefore no DI. I'm actually already programmed in the hard DI left/right after the p2 is thrown, so I can increase those bets if you want. This will most likely make it better. Do you know when you'll be able to get this? Are you awesome, Achilles Start.dol is really the only file that changes from release to release? The new release version (20XX v2.06) Download the link with instructions - the P2 processor has an increased chance of hard Dl'ing throws left/right. - P2 processor get up to attack after missed technology less often. - Added the ability to make 8 character name tags (see feature list below). - Flash red on the botched L-cancellation is now a separate switch in the debugging menu, called FLASH NO L. - The COLORS debugging switch menu now makes the characters turn purple into a stun shield and teal in hitstun. - Teal hitstun overlay does not go into influences if the attacking character was struck causing a color shade of its own (e.g. glitter, Falcon kick ... elementary attacks). - By default, the game time limit is set indefinitely. (It's not a stock timer which is still set for 8 minutes) - The game code switches now work when matches started using d-pad up on CSS. - The reset star's KO is disconnected when it leaves THE CSS and is now working again. - The current state of load saving Left - This change has been made so we hope to avoid accidentally saving/downloading the state when you are trying to do the opposite action. - Infinite Shield Switch is now D-Pad Down Download link to the main post. The only thing that has changed in this release is the DOL file. Last edited: June 8, 2014 hm.... I installed 2.06 and I still have issues with random DI this is a question but do I have? How does it work for everyone else? Fyi, I use black marth (P1) vs lvl 1 white fox on FD hm.... I installed 2.06 and I still have issues with random DI this is a guestion but do I have? How does it work for everyone else? Fyi, I use black marth (P1) vs lvl 1 white fox on FD It may have something to do with what Redd posted about the processor (probably only spacies) getting stuck in this action. I'll have to do some research when I get back to my desktop computer. Achilles, what do I need to change now to install both I-undo and shield stun colors, in hex editor? Thanks for the new release. What would hex turn Flash Red on a failed L-Cancel? EDIT: Found. 003f73c7 for those who want it. Last edited: June 8, 2014 Achilles, what do I need to change now to install how L-cancel and shield stun colors, in the editor hex? Thanks for the continuous fixes/improvements. Thanks for the continuous fixes/improvements. Thanks for the continuous fixes/improvements. default. My god. I stopped tracking this thread a bit and 12 pages later you made another thousand codes. You've done everything and more! Hell, I never thought I'd see this day. I have to say, again, I love you and thank you for all the hard work you put into this game. 3 well thank you Achilles do you know if there is any way for me to manipulate computers so they get un stuck? or is it something you have to take care of yourself? Achilles, what do I need to change now to install both l-undo and shield stun colors, in hex editor? Thanks for the continuous fixes/improvements. Achilles, what do I need to change now to install both l-undo and shield stun colors, in hex editor? Thanks for the continuous fixes/improvements. fixes/improvements. And by the way, the tote switch for COLORS is 01 to the right of one for FLASH NO L. So that would be byte 0x003f73cb. well thanks Achilles do you know if there is any way for me to manipulate computers so they get un stuck? or is it something you have to take care of yourself? We'll have to look at it. I have a problem that I think it is, then it shouldn't be too complicated to fix. is Start.dol really the only file that changes from release to release? With initial release 2.0, the only change that was made outside the DOL file was adding the GmTtAll.usd file to the package for the 20XX intro start start CTраница 21 Вы делаете работу Господа Мой бог. Я перестал отслеживать этот поток немного и 12 страниц спустя вы сделали еще тысячу кодов. Вы сделали все и многое другое! Черт возьми, я никогда не думал, что увижу этот день. Я должен сказать, опять же, я люблю тебя и благодарю вас за всю эту тяжелую работу вы вложили в эту игру. <3 this.= finally= updated= to= the= newest= stuff= after= seeing= mango= using= are = a = god. = although = i = your = tag = didn't = overwrite = the = first = tag = i = the = bomb = rain = minigame = still = a = thing = in = 2.0, = or = i = a = god. = although = i = your = tag = didn't = overwrite = the = bomb = rain = minigame = still = a = thing = in = 2.0, = or = is = it = god. = although = i = your = tag = didn't = overwrite = the = bomb = rain = minigame = still = a = thing = in = 2.0, = or = is = it = god. = although = al changing= how= people= can= practice= and= our= community= will= be= forever= better= for= it.=></3> <3 i= play= on= a= wij= with= no= memory= card= so= name= tags= i= create= do= not= save.= is= there= a= way= of= modding= the= iso= to= have= certain= tags= i= create= do= not= save.= is= there= a= way= of= modding= the= iso= to= have= certain= tags= on= bootup?= is= the= bomb= rain= minigame= still= a= thing= in= 2.0 ,= or= a= way= of= modding= the= iso= to= have= certain= tags= on= bootup?= is= the= bomb= rain= minigame= still= a= thing= in= 2.0 ,= or= a= way= of= modding= the= iso= to= have= certain= tags= i= create= do= not= save.= is= there= a= way= of= modding= the= iso= to= have= certain= tags= on= bootup?= is= the certain= tags= i= create= do= not= save.= is= there a= way= of= modding= the= iso= to= have= certain= tags= on= bootup?= is= the certain= tags= i= create= do= not= save.= is= there a= way= of= modding= the certain= tags= on= bootup?= is= the certain= tags= is= it= gone?= the= bomb= rain= minigame= has= not= been= added= to= the= newest= pack.= i'd= like= to= get= it= in= there= at= some= point= and= i= have= at= some= point= and= i= have= at= some= point= and= it= in= there= at= some= point= at= some= at= some= at= some= point= at= some= point= at= some= tags = on = bootup? = the = bomb = rain = minigame = has = not = been = added = to = the = new = it = in = there = at = some = point = an = tag = always = in = there = at = some = point = an = tag = always = in = tag = always there.= but= there= is= no= user= friendly= way= of= doing= so= without= writing= asm= code.= suggestion= do= you= know= what= the= difference= is= between= v1.00's= hitlag= of=></3> <->v1.02. Извините, может быть, я не объяснить мои мысли хорошо из-за моего плохого английского языка ... Например, v1.02 (текущий): samus' up-В и Upair, молодая ссылка вверх-В на земле и так далее имеют 3-кадр hitlag. v1.00: у них нет 3-кадрного хитлага. только 1-кадр hitlag и это не SDI в состоянии. Если вы можете сделать переключатель для v1.02-hitlag/v1.00-hitlag, это очень Awesome. Последнее отредактировано: Июнь 9, 2014 Бомба дождь мини-игры не был добавлен в новейший пакет. Я хотел бы получить его там в какой-то момент, и у меня есть несколько новых идей для него, как хорошо. Ну, да, это можно сделать не так красиво. Таким же образом, как у меня есть Ахиллес имя тег всегда там. Но нет way to do this without writing the ASM code. I'd be willing to find out if you taught me how to buy a Wii today just to get it! Hey, after updating to the last patch my game constanly crashes, as soon as I enter the stage to choose, any help? You won't be disappointed. This tutu is incredible. And if you need help softmodding, mailbox me. Yes, I tried it. up, and I'm really looking forward to playing it. I got it running now on Dolphin, just need to buy an SD memory card tomorrow and I'll be installed. I found a pretty decent guide and I know some smashers in my area that softmodded before, but thanks anyway! Hey, after updating to the last patch my game constanly crashes, as soon as I enter the stage to choose, any help? Try to reconstruct your ROM and try again. You may have made a stupid mistake like putting files in the wrong place. If he's messing up again, let's step by step and find out. Try to reconstruct your ROM and try again. You may have made a stupid mistake like putting files in the wrong place. If he's messing up again, let's step by step and find out. Yes, I rebuilt iso and everything seems fine, thanks for ready to help me anyway is there a way to make a switch for custom colors and colors default characters for all colors? The way you put it in was the skin for Fox, Falcon, and March, which can be switched off by clicking L on a certain default color. Can I do this for every color? Can I add an effect indicating whether your character connects moves to the first available frame? As an I-cancellation effect, but for references. For example, when performing a kick - a down smash with Doc I wanted to know if my time was right so I could practice doing it perfectly. It would be very useful for the practice, like jumping on the first available frame after hitting a falcon. Also, I can't use in-game switches when playing 1 player against, forcing the scene to select the screen. Any ideas? I think my browser messed up I can not say that this less message was to update the iso file. I would really like to let L undo the failed option. When I tried to update it in GCR 1.0 he said he did try to load it on the Wii and the dolphin emulator. Unfortunately, this doesn't give me I fail to undo the thing. I have trouble with random technology. I use the latest version, but it seems that I rarely see technology in place when it's a Falcon. Is there a reason why it may depend on character? The extended name tag is awesome. I found that 12 bytes and the way, Japanese Hiragan and Katakana are 2 bytes of characters, but up to 16 bytes. We can combine with a nother tag. By the way, Japanese Hiragan and Katakana are 2 bytes of characters, so Japanese characters can be used up to 8 characters (2 bytes x 8) characters and 16 bytes). and I found a mistake. either way, we can't combine a 3 or 5-character name. Last edited: June 10, 2014 offer Do you know what between v1.00's hitlag and v1.02 in hitlag? If you know what between v1.00's hitlag and v1.02 in hitlag? example, v1.02 (current): samus' up-B and Upair, young link up-B on the ground and so on have a 3-frame hitlag. v1.00: They don't have a 3-frame hitlag. v1.02-hitlag/v1.00-hitlag, it's very awesome. I would do things like this after all. I've been thinking about it... Is there a way to make a switch for custom colors and default colors for all colors? The way you put it in was the skin for Fox, Falcon, and March, which can be switched off by clicking L on a certainly be done on every color? Yes, it can certainly be done on every color. It's going to take a whole bunch of code. And that's something I could totally do, I just need more lines of code. Can I add an effect indicating whether your character connects moves to the first available frame? As an I-cancellation effect, but for references. For example, when performing a kick - a down smash with Doc I wanted to know if my time was right so I could practice doing it perfectly. It would be very useful for the practice of air combos in general. Maybe make a symbol flash a certain color when you frame perfectly? It can also be useful for recovery practice, like jumping on the first available frame after hitting a falcon. Also, I can't use in-game switches and it works for me. It shouldn't matter, but I used P1. Are you sure you're using the new DOL file? Try replacing it again. Has anyone else been having this problem? It seems to do a linking thing to be very complicated for the fact that it works well with a bunch of characters. But I'm also not very well versed in possibly necessary personnel data frame/action states for many of these situations. In your example with jumping right after hitting the falcon, if you were 1 frame late, would your character fall into a state of action during that 1 frame? (You can check it out in debugging mode using Y'D-Pad Down in the game) assuming that the answer to these questions is yes, I could make a color overlay if your character is in stand or drop action. When I can not say that this less message was to update the iso file. I would really like to let L undo the failed option. When I tried to update it in GCR 1.0 he said he did try to load it on the Wii and the dolphin emulator. Unfortunately, this doesn't give me I fail to undo the thing. So, you have problems with updating the DOL file? I have trouble with random technology. I use the latest version, but it seems that I rarely see technology on the spot when is Fox/Falco, but the technicians are in place all the time when it's a Falcon. Is there a reason why it may depend on character? The please that I'm looking at to produce randomness seems to be influenced by character? The please that I'm looking at to produce randomness seems to be influenced by character? name tag is awesome. I found that it's not up to 8 characters, but up to 16 bytes. We can combine an 8-character name with another tag. By the way, Japanese Hiragan and Katakana are 2 bytes of characters, so Japanese characters can be used up to 8 characters (2 bytes x 8 characters and 16 bytes). and I found a mistake. either way, we can't combine a 3 or 5-character name. Are you somehow using the lower register English alphabet letters to get it to be 16 characters in length? But yes, the limit is 16 bytes. Once you keep the name, you can only add it to the name tag, which is already at its maximum length. Forgot to say got it to work I fixed my problem. If someone else has a similar problem, confirm that you have a working a file called game.iso and not something else, but I'm not sure. I'm still very excited. Thank you so much for your hard work, Achilles, and let me know if you want to help. So I have the same problem as you. I keep getting as well! al bug app_entry not in Apploader are (something else that I can't blame iso for. then I installed it on H:/games/with DMToolBox, but it still gives me the same mistake. how to go about fixing it would be quite appreciated. I do it on a softmodded European Wii, if it makes any difference. Achilles1515 speaking only about PRNGs in general (not knowing anything about the particular you're clicking on), you should see more randomness by sampling the lowest order byte than high order one yes, it can certainly be done on every color. I just need more lines of code. Can you tell me that the code for character color is a switch and I can just add it myself for any colors I want? - Achilles1515 speaking just about PRNGs in general (not knowing anything about the specific one you tap into), you should see more randomness by sampling the lowest byte order than the highest order one Ok cool. Is there a specific reason why? Can you tell me that the code for the color of the character and can I just add it myself for any colors I want? There is not enough space at the moment. I'd split it into my own code and and new injection points for him. I'm not going to do that though, until I do more testing to get extra lines of code. Yes no problem, I was just wondering if it was possible assuming that the answer to these questions is yes, I could make a color overlay if your character is in stand or drop action states that could show if there were any missed shots between actions... Right? Sounds believable to me, but I don't know much. Could you make an overlay if the moves are tied without any stand or drop animation? Like mod, where you flash white when successful L-cancellation. If it was a character animation, would it take a lot of code? This feature will help players get seriously crunchy deadlines. I always wish I could know if I was falling quickly and making links to the first frame possible. Also thank you very much for everything you've done. It's so exciting that these tools are available. Last edited: June 11, 2014 Awesome Stuff! Can you get this to work on the PC? I have a question for people who have tried to export root with melee toolkit v1.03. I've seen a video tutorial where you can just rightclick-'gt;export root with v1.0, but can't do it in v1.03. Also, I can't manually select each file and export it. Maybe the question is noob, but what am I doing wrong? EDIT: In the tutorial video they used a gamecube rebuilder for export, I Googled it, downloaded it, and that woke up perfectly. Last edited: June 11, 2014 Blue overlay during hitstun is a really great idea. Good job dude. Are there any ways that can be applied to all types of attacks? As a falco core, I use glitter in most combos, and it would be very helpful if I could see the hitstun from the glitter too. I got it to run :D, it's amazing! my sister Wii she does not use anymore ... she bought it from some dude years ago and I remember how he was able to play 'copied' discs or w/e (I think Iso burned on CD?). If I'm going to try to install this stuff on the Wii using the SD card, will this potentionally cause any trouble? I'm not so good with technical stuff:/. Thank you! I have a question for people who have tried to export root with v1.0, but can't do it in v1.03. Also, I can't manually select each file and export it. Maybe the question is noob, but what am I doing wrong? EDIT: In the tutorial video they used a gamecube rebuilder for export, I Googled it, and that woke up perfectly. I was actually assuming that I had GCR.exe in a hack mail file package, which is not the case. So thank you for inadvertently notifying me of this. Blue overlay it's a really great idea. Good job dude. Are there any ways that can be applied to all types of attacks? As a falco core, I use glitter in most combos, and it would be very helpful if I could see the hitstun from the glitter too. I don't know how exactly to do it All elementary attack color overlays take precedence over teal hitstun overlay. I'll need to look at disabling the blue lining that shine causes for character. No promises here, but I'll try to look at it at some point. I got it to run :D, it's amazing! my sister Wii she does not use anymore ... she bought it from some dude years ago and I remember how he was able to play 'copied' discs or w/e (I think Iso burned on CD?). If I'm going to try to install this stuff on the Wii using the SD card, will this potentionally cause any trouble? I'm not so good with technical stuff:/. Thank you! No, you should be able to make the necessary changes just fine. Last edited: June 11, 2014 I'm not sure exactly how to do it. All elementary attack color overlays take precedence over teal hitstun overlay. I'll need to look at disabling the blue lining that shine causes for character. No promises here, but I'll try to look at it at some point. That would be cool. Thank you very much. The infographic in the lower load state is wrong, it is left rather than down on the d-pad (mixed with an endless shield). I was actually assuming that I had GCR.exe in a hack mail file package, which is not the case. So thank you for inadvertently notifying me of this. I don't know how to do that. All elementary attack color overlays take precedence over teal hitstun overlay. I'll need to look at disabling the blue lining that shine causes for character. No promises here, but I'll try to look at it at some point. No, you should be able to make the necessary changes just fine. Haha no thank you dude! (but I'm glad I could inadvertently help ^/). It's a very, very cool thing. The color when in hitstun, and DI mixup / jumping on CPU opponents really made a visual connection / impact. I'm not a very good/experienced player, but I'm 'get' it more than before I saw it. I don't know if this has been noted already, but the infographic at the bottom is wrong. The load state remains, not down on the d-pad (mixed with an endless shield). A minor detail of course. The infographic in the lower load state is wrong, it is left rather than down on the d-pad (mixed with an endless shield). Haha no thank you dude! (but I'm glad I could inadvertently help ^^). It's a very, very cool thing. The color when in hitstun, and DI mixup / jumping on CPU opponents really made a visual connection / impact. I'm not a very good/experienced player, but I'm 'get' it more than before I saw it. I don't know if this has been noted already, but the infographic at the bottom is wrong. The load state remains, not down on the d-pad (mixed with an infinite shield). A minor detail of course. Yes, I know about it. I mentioned in the main post right before the infographic that it's not up to date. I hope I do. fix it all today. Good cool. Is there a specific reason why? There is not enough space at the moment. I'd split it on my own own and get a new injection point for it. I'm not going to do that though, until I do more testing to get extra lines of code. Rude answer: PRNG, which is not CSPRNG (very expensive to calculate), is more likely to have some clustering (most likely to produce values in certain ranges than others), they tend to be large bands though. thus, clustering tends to appear in high-order bits, as there will be a tendency to generate numbers in a certain range. Even in hot ranges, the distribution within them should be roughly random, hence the low order bits should be more random also the request function: frame advance pause style (either CSS trigger, or way to activate it in the game or something.) I find myself going into the debugging menu to change this quite often. it's great not to have to do it. Last edited: June 12, 2014 Page 22 A couple of things. Here's my most up-to-date DOL file. 20XX 2.07 PRETEST.dol CHANGE 1: I added another feature to the COLORS debugging menu. Characters now turn green when they are performing a frame committed action (for some things...). Example: Fox Uthrow - Jump - Uair If performed frame perfect, Fox Action State of the Line for this set of actions will throwhi ----qt; wait (for how many frames you're off) - kneebend (prejump) ---'qt; etc... And with this new code addition, the fox will turn green while waiting for the footage, making it easier to tell if you've linked the action together as soon as possible. (Information about the state of action as it is easy to view at the DEVELOP debugging level change from MASTER by default to the debugging menu by clicking on Y'D-pad Down in the match) All other normal COLOR changes still exist as well. It's just an experiment to help people frame perfect things. Please try it and give me feedback on whether or not you think it's useful and if I should keep it there for the next release. I think he has a lot of potential to help the players. @Sorry:(CHANGE 2: Problems caused by the P2 processor (spacies?) Getting stuck in performing techies actions need to be fixed. So doing things like March chaingrab practice against spacies should be much better. This can fix the problem of dodging the air processor as well (????). I haven't tested these changes on the console, so I need feedback. Redd and T.I. Eye CHANGE 3: I also changed the random 16-bits used for random DI and technology. I don't know if it'll change anything to be better, but just that this is after the board of Hectohertz mentioned a few posts before that. Again, we need feedback. Last edited: June 12, 2014, the last edited: June 12, 2014, the last Hex Dol мод, чтобы он включен по умолчанию (например, прямо сейчас у меня есть цвета по умолчанию и некоторые другие вещи). или переключатель от CSS/ingame. <3> <3> <3> meal.= donate= to= the= charity= thing= he= linked= in= the= op= i= already= gave= a= bunch= because= he's= the= hero= melee= deserves,= and= the= one= it= needs= right= now= that= ended= (and= she= won!). = and= thanks= so= much= hertz!= my= aunt= let= me= know= when= she= qot= your= donation= and= she= was= very= excited.= i= figured= i'd= post= it= here= as= well.= i= think= another= good= training= tip= with= marth= would= be= to= play= against= p2= cpu= она умрет, если вы попали), загрузить сохраненные государства и немедленно повторить . Этот мод настолько удивительным, и я с тоннами удовольствия практикующих и тестирования вещей! Теперь нам просто нужно процессора, чтобы попытаться восстановить, пока они не умрут на практике edgeguarding, но я понимаю, что это может быть очень трудно! Я заметил, что процессор DI не является полностью случайным, хотя, может быть, это невозможно сделать его совершенно случайным? Кроме того, как я потерял акции. Следите за хорошую работу! Последнее отредактировано: Июнь 12, 2014 Я должен сказать, отличная реализация зеленого цвета в период ожидания. Это, безусловно, поможет с гораздо больше вещей, чем я когда-либо считалось возможным. Я уже начал замечать, что я мог бы двигаться быстрее после ходов. Тем не менее, я теперь заметил, что при попытке chaingrab Фокс, он будет DI трудно влево или вправо, а не слегка Dling в середине и блестящие, как он сделал в 2,06. Я на самом деле думал, что предыдущий путь был более эффективным в обучении, как это было бы сделать так, что поворот захватывает должны быть чрезвычайно not to get beamed. I feel that this is due to fixing the CPU's air-making problem or changing random DI. Anyway, thank you for everything you've done. It's amazing stuff. It's over (and she won!). And thank you very much Hertz! My aunt let me know when she received your donation and she won!). And thank you very much Hertz! My aunt let me know when she received your donation and she won!). And thank you very much Hertz! My aunt let me know when she received your donation and she was very excited. Well done! glad to hear it! well let us all know if there is any other way we can compensate you for your work. </3> </3> ueнит тo, что вы делаете так много <3 achilles,= do= you= think= it's= will= be= easy= to= freeze= to= the= desired= damage= %= selected= on= training= mode= with= a= toogle= (= off= by= defaut=)= in= the= debug= menu.= it= will= be= pretty= usefull= for= low= %= infinite= chaingrab/techchase= :/= yeah,= this= would= be= easy.= i= would= just= need= to= find= a= code= line= that= only= gets= executed= while= in= training= mode= (preferably= every= frame),= which= i= training= (preferably= every i'm= going= to= try= and= find= more= free= space= throughout= the= dol= soon ,= which= i= would= probably= need= to= start= playing= more.= i've= only= played= about= 5= or= 6= times= in= the= past= 3= months= lol.= but= i= think= i'm= going= to= be= hosting= a= smashfest= tonight,= so= i'm= really= pumped= about= that.= it's= been= all= hacking= for= awhile.= if= you're= ever= in= columbus,oh= then= i'll= take= you= up= on= the= offer!= this= mod= is= so= awesome= and= i'm= having= tons= of= fun= practicing= and= testing= things!= now= we= just= need= cpu's= to= try= to= recover= until= they= die= to= practice= edgeguarding ,= but= i= noticed= that= the= cpu= di= is= not= completely= random= though,= maybe= it's= impossible= to= make= it= completely= random?= also= the= game= freezes= everytime= i= use= a= savestate= and= i'm= on= the= spawning= platform= right= after= i've= lost= a= stock.= keep= up= the= main= post= that= will= cause= a= freeze.= i= must= say,= excellent= implementation= of= green= during= the= waiting= period.= this= will= definitely= help= with= many= more= things= than= i= ever= thought= possible.= i've= already= started= to= notice= the middle= and= shining= like= he= did= in= 2.06.= i= actually= thought= the= previous= way= was= more= effective= in= training= as= it= would= make= it= so= that= pivot= get= shined.= i= feel= like= this= has= to= not= get= shined.= i= feel= like= either= way,= thank= you= for= everything= you've= done.= this= is= amazing= stuff.= the= shining= actually= wasn't= supposed= to= happen.= that= shine= --=> down the state. At first I wanted the spacies to shine as soon as possible from getting cast, but as I was doing the occasional DI (more important than glitter) wouldn't let me do that. Since Todd Bonnie told me the hitstun memory address, I may be able to implement it now. Last edited: June 12, 2014 Does this work with the Wii's? If so, can someone link the instructions to do so? I have Homebrew on the Wii if it matters. So I've just updated the 20XX package on my card. and all, and when I downloaded it and it hit the main menu, the game was constantly pressed down. I tried to disable my controller, but that wasn't a problem. I decided it must have been a small mistake, so I turned off the Wii and was going to try to download it again. When I tried to download it again and I made my way to the homegrown channel, I found out that my SD card got CORRUPTED and that the files where erased from the card. I just finished throwing it into my computer and formatting it (FAT32 as usual) and putting all the files in their places (PAPKA GALE01 ISO sits in SD:/games) and now DIOS MIOS Lite doesn't even recognize that there are any games on the map! (The current device is set up to SD, and the only option is a download drive on the disk) - Achilles1515 or anyone else... Help? Edit: Okay, it seems that ISO or construction is now a problem or am I messed up by the file structure? Last edited: June 12, 2014 worked great zlt;3 u bb CHANGE 2: Problems caused by the P2 processor (spacies?) Getting stuck in the performance of techies actions need to be fixed. So doing things like March chaingrab practice against spacies should be much better. This can fix the problem of dodging the air processor as well (????). I haven't tested these changes on the console, so I need feedback. Redd and T.I. Eye CHANGE 3: I also changed the random 16-bits used for random DI and technology. I don't know if this will change anything to be better, but just did it after the Hectohertz board mentioned a few posts before. Against the lvl 1 Fox processor, I'm getting a much more diverse technology template than before. It's awesome, thank you bunch! EDIT: Ivl 1 Falco seems to favor technology both ways strongly over in place/no technology. Last edited: June 12, 2014 Ok follow-up. I ended up finding an SD card and putting all my files back on it. I'm really not sure how my other card died as it still reads and holds the files just fine. Dear achillies, you owe me an 8gb Sandisk HDSC card. PS - if the result screen is further can you disable spoof p2? I'm stuck in a loop with the results of the screen. Last edited: June 12, 2014 OK MAJOR SD CARD BREAKING BUG Alright, I found out I broke my other SD card. Intro demo on the front screen. Here's what you do: Boot games through dios mios Lite Stay on the front screen Watch one or two intro videos (I did two) Hit to get back tot the title screen of Hit again to go to the main menu Watch cursor fly fast. When your system is reset, your SD card dies. Enjoy. The only way to get a cursor is to stop the movement after performing a glitch and him in the first few seconds of the film. I think what causes this dummy P2. Edit: apparently, this is known. Last edited: June 12, 2014 OK MAJOR SD CARD BREAKING BUG Alright, I found out I broke my other SD card. Intro demo on on Screen. Here's what you do: Boot games through dios mios Lite Stay on the front screen Watch one or two intro videos (I did two) Hit to get back tot the title screen of Hit again to go to the main menu Watch cursor fly fast. When your system is reset, your SD card dies. Enjoy. The only way to get a cursor is to stop the movement after performing the glitch and stop it in the first few seconds of the movie. I think what causes this dummy P2. Edit: apparently, this is known. Thank you for that. I'll look at it as soon as possible when I get the chance! I'm sorry it happened. There has to be a way to revive that SD card... I've had a cursor do this for me before and I rebooted the Wii and everything worked fine. I think. Thank you for that. I'll look at it as soon as possible when I get the chance! I'm sorry it happened. There has to be a way to revive that SD card... I've had a cursor do this for me before and I rebooted the Wii and everything worked fine. I think I know how to fix it.... I think. I think the 2p CPU and dummy controller in the P2 slot have conflicting inputs when you are in kiosk game mode. I think if you do it so the p2 dummy is only connected in the game and on CSS/SSS it will fix it. I seriously can't fix my card. I tried to format it and put back files on it dozens of times to no avail. Last edited: June 13, 2014 I think the 2p CPU and dummy controller in the P2 slot have conflicting inputs when you are in game and on CSS/SSS it will fix it. I seriously can't fix my card. I tried to format it and put back files on it dozens of times to no avail. So you're using Dios Mios Buter, right? Try using CFG Loader. I just tried it on my broken card that was having the same problem as you (Dios Mios Booter not recognizing ISO) and it works. My map was reformatted as FAT32 with 32kb clusters. Here's a link to download for my CFG Loader files. Place the usb-loader folder on the root of your SD card and your USBLoader folder in your app folder. This may have already been found, but when you push the R'Dpad down against P2 Marth it will sometimes do the final blade dance without having to do a blade run. Is it just a glitch or can something like that actually do? You (and others help) are incredible. I can't believe how many amazing features this thing has now. Umm Idk. If it's not just a change in the tote in some memory location, then I probably won't be able to implement it. I'll check it out at some point. Can you just say in the match the button stuff aside from the start button? Before the newest update, what I would like to do is just install DBLEVEL FOR DEVELOP and then go out and go into VS mode. Debugging mode features, and 20XX functions at the same time. The problem now is that I can only include 0% or 100% of the 20XX combination of buttons, and some of them face debugging mode shortcuts (mostly R'dpad) The only features to keep me chained to debugging mode are superb pause buttons (instant, frame skip, and no user interface junk) and Y'Deb Downug mode being able to see the action states and frames. Sorry for further requesting things after all your hard work, just really excited that this thing is approaching perfection. This may have already been found, but when you push the R'Dpad down against P2 Marth it will sometimes do the final blade dance without having to do a blade run. Is it just a glitch or can something like that actually do? Ha, that's cool. So this P2 switch action makes it force p2 into the state of action to which I assign. The state of action to which I assign. exact value - currently lies in bed). So I tell p2 to enter the state of action 130 shine after kneebend (prejump) and I think they also go to 130 right after you switch it on. What happens since March 130 should appoint that final dance blade swing for it. And then other things don't work because it's the wrong move, and timing, etc. and it probably never comes back to the shield because the conditions are not met. It is only for intervals. Each other character will do strange things or freeze the game (say, if 130 state of action does not match the action for that character). Last edited: June 13, 2014 Ha is great. So this P2 switch action makes it force p2 into the state of action to which I assign. The state of action of the grounded spacie shine is given a hex value of 0x130 or something similar (I forget the exact value - currently lies in bed). So I tell p2 to enter the state of action 130 shine after you switch it on. What happens since March 130 should appoint that final dance blade swing for it. And then other things don't work because it's the wrong move, and timing, etc. and it probably never comes back to the shield because the conditions are not match the action does not match the action for that character). Thank you well for the information. It's not really a problem at all BTW just curious ha it's great. So this P2 switch action makes it force p2 into the state of action to which I assign. The state of action of the grounded spacie shine is given hex value or something like that (I forget the exact value - currently lying in bed). So I tell p2 to enter the state of action 130 shine after kneebend (prejump) and I think they also go to 130 right after you switch it on. What's going on with March is must assign that final dancing blade swing to him. And then other things don't work because the conditions are not met. It is only for intervals. Each other character will do strange things or freeze the game (say, if 130 state of action does not match the action for that character). cool method for this glitter oos, are there any cool unused animation states you know? Just thinking about something, are the win screen animation states? You can assign these state animation directions to the Dpad and give the characters a few ridicules, like in a fight. Is it possible? cool method for this glitter oos, are there any cool unused animation states you know? Just thinking about something, are the win screen animation directions to the Dpad and give the characters a few ridicules, like in a fight. Is it possible? I don't have a link to the thread, but I think someone has raised this issue before. I wonder how in the adventure mode the character will do his winning animation after the victory over the bowser. Video for reference: edited: June 13, 2014 A couple of things. Here's my most up-to-date DOL file. 20XX 2.07 PRETEST.dol CHANGE 1: I added another feature to the COLORS debugging menu. Characters now turn green when they are in a state of action to wait (stand still), fall and damage (fall). It's an effort to try to give players a way to find out if they are performing a frame committed action (for some things...). Example: Fox Uthrow - Jump - Uair If performed frame perfect, Fox Action State of the Line for this set of actions will throwhi ---gt; knee (prejump) --,'gt; etc... If the jump is not a perfect frame, the action state line will throwhi ----gt; wait (for how many frames you're off) - kneebend (prejump) --'gt; etc... And with this new code addition, the fox will turn green while waiting for the footage, making it easier to tell if you've linked the action together as soon as possible. (Information about the state of action as it is easy to view at the DEVELOP debugging level change from MASTER by default to the debugging menu by clicking on Y'D-pad Down in the match) All other normal COLOR changes still exist as well. It's just an experiment to help people frame perfect things. Please try it and give me feedback on whether or not you think it's useful and if I should keep it there for the next release. I think he has a lot of potential to help the players. @Sorry:(CHANGE 2: Problems caused by the P2 processor (spacies?) Getting stuck in performing techies actions need to be fixed. So do things like March practice against spacies should be much better. This can fix the problem of dodging the air processor as well (????). I haven't tested these changes on the console, so I'm Feedback. Redd and T.I. Eye CHANGE 3: I also changed the random DI and technology. I don't know if this will change anything to be better, but just did it after the Hectohertz board mentioned a few posts before. Again, we need feedback. Green for waiting states is very interesting though, since it is frequent and distracting, it can work well as a standalone color option. So: Off, On, and On-Green. I'm not too familiar with the air problem that spacies have, but I just saw Falco airdodge while recovering backstage a few times at Transformless Stadium. I think he was too far away to make it back though. (Edit: No, it really air dodging when high and above the stage, or just a little bit toward the stage) Guessing it's because of you, calling it a testing build, but a lot of custom visual effects seem to be missing/drunk up. (Alt stages in Japanese, debugging menu label mode is still called tournament mode, etc.) The short laser hop mode with Falco is awesome, but is there any way to make it vary in height? They all seem to be on the same level. I am in love with these color fashions; hitstun and missed L-cancel ones are invaluable. Some other really useful ones are invaluable. Some other really useful ones are invaluable. Some other really useful ones might be: Turn the color during frames when you could ting, but not even try. Turn on the color when you might be jumping out of your glitter, but you don't. Flash the color on the frame where you have to enter the next A when trying to gentleman. Turn on the color while invulnerable/or/intangible. In fact, to avoid creating a lot of custom ones, maybe something like an input spam method can be used? The player presses a combination of buttons and keeps the character in the state. They choose color, and every time someone is in that state in the future, they turn that color. You'll need a frame in advance, though, and an indicator of the character's condition. Last edited: June 13, 2014 cool method for performing glitter oos, are there any cool unused animation states? You can assign these state animation directions to the Dpad and give the characters a few ridicules, like in a fight. Is it possible? It's actually a very interesting idea.... I'm definitely going to have to be exhausted. My friend and I played around with the male Wireframe and it seems that if P2 chooses Wireframe, then changes the color it will set the image of Yoshi and breeze the P2 controller until it is off and back. At some point we got CSS, show question marks for most characters on CSS, but I wasn't able to repeat it, so I'm not quite sure how it happened. What are the details of the IE state hack action? I should know that the last edited: June 13, 2014 2014 Green is a great inclusion, and the hitlag of glitter would be very useful. Achilles, what do you think about the possibility of using free space from non-share files such as shared DAT files? Has much research been done in this yet? There is so much space in these files that can be cropped when you look at trophies and videos etc. Turn on the color when you could jump out of your glitter, but you don't. Not bad. Invulnerable ... Last edited: June 13, 2014 So you use Dios Mios Booter, right? Try using CFG Loader. I just tried it on my broken card that was having the same problem as you (Dios Mios Booter not recognizing ISO) and it works. My map was reformatted as FAT32 with 32kb clusters. Here's a link to download for my CFG Loader files. Place the usb-loader folder on the root of your SD card and your USBLoader folder in your app folder. I got the CFG installed on my card now. I use d2x iso with it which was recommended. HORRIBLE download time - More than 45 seconds to download the music keeps messing! CSS is not loaded what it is! Last edited: June 13, 2014 Having some bad storms here 30, but I'll update tonight and check it all out. Thank you! I got the CFG installed on my card now. I use d2x iso with it which was recommended. HORRIBLE download time - More than 45 seconds to download the main menu and the music keeps messing! CSS is not loaded what it is! The class of your SD/SDHC card is probably low. Buy a Class 10 SD/SDHC card. Page 23 is a cool method for this OOS brilliance, are there any cool unused animation states you know? Just thinking about something, are the win screen animations of the same type of animation states? You can assign these state animation directions to the Dpad and give the characters a few ridicules, like in a fight. Is it possible though. What are the details of the IE state hack action? I should know that it's not very commented on, but here were the notes he gave me. It was the old code he wrote, so it was originally made to play the action. I converted it into a Gecko code format and then typed it into DOL etc. Forcing certain states of action leads to the freezing of the game - hence why Save State codes freeze when certain states of action are downloaded. Last edited: June 13, 2014 I'd say the DI processor on foxs uairs is really weird. They SDI down on every kick. I understand if it's hard to program DI for specific moves though! Hi Achilles, I just tried this hack package today, it was However, I am having some problems with CPU di; most remarkable, whenever I (March) juggle a CPU fox with air, it doesn't di at all. I got the CFG installed on my card now. I use d2x iso with it which was recommended. Game Game ONCE HORRIBLE - More than 45 seconds to download the main menu and the music keeps messing! CSS is not loaded what it is! The size of the cluster on your map is probably 64KB. Make the cluster size is 64KB or less for SD cards, 32KB or less for USB sticks. Last edited: June 14, 2014 Fast Feedback: I absolutely hate how easily the Big Easter Egg Gun is activated not only by pressing the A-word, but also by pressing A for a long time (which I tend to do after years of surry). Please consider making activating the Big Gun Easer Egg a little harder so it doesn't cause so easily. Just my 2 cents and keep a good job of the second time. Basically one would only need a Jigglypuff doublejump buffer after uthrow since the time is quite only. Last edited: June 14, 2014 I had a strange problem with dios mios: I downloaded Project M through homegrown earlier. After that, when trying to use this hackpack dios mios has ceased to function, and when I click to start on the channel, it just goes back to the Wii menu. Is this a known problem? Last edited: June 14, 2014, when I enter the debugging menu, my game continues to play the music menu. Is this a known problem? Last edited: June 14, 2014, when I enter the debugging menu, my game continues to play the music menu. Is this a known problem? Last edited: June 14, 2014, when I enter the debugging menu. Last edited: June 14, 2014 Now that we officially DOL modders, can we have another game ID? It would be nice to be able to have a melee vanilla and 20XX Hack Pack on the same drive. I hate to ask such a seemingly basic question, but I can't find information on how to make 8-character tags. The first page says - Added the ability to make 8 character name tags (see feature list below). But I've read the feature list a few times through now, tried to search for it w/ctrl f, Googled it and I'm still clueless. Would someone please let me know? Edit: Thank you to everyone involved for your hard work. It's dope. But where can I work on my RPS meta games skills? I want to be prepared... Lol. Last edited: June 15, 2014 I hate to ask such a seemingly basic question, but I can't find information on how to make 8-character tags. The first page says - Added the ability to make 8 character tags. The first page says - Added the ability to make 8 character tags. Thank you to everyone involved for your hard work. It's dope. But where can I work on my RPS meta games skills? I want to be ready... Lol. It's in the Character Select Screen Toggles section. Now that we officially DOL modders, can we have a different game ID? It would be nice to be able to have a melee vanilla and 20XX Hack Pack on the same drive. I believe Beanwolf is doing this in its tutorial for the zlt;3/gt; this is what I'm bound for the main post. Until now, I've never understood how Force Cpu Action works. Hit L'R-PAD Up-gt; P2 processor will color toned within 3 seconds - P2 will spam any button and joystick input that P1 does at the very moment three seconds expired. I'll answer more questions and stuff later - If it were a long weekend. Last edited: June 15, 2014 and Achilles1515 just wanted to jump back again and thank you very much for the work you're doing with this hack package. It's absolutely amazing to learn, especially the color additions you've made lately! Looks like you'd changed the 2.07 pretest did the job as far as the teching issue went! It's so exciting. I'll keep on it and update later. Is there a way to disable the save/download state? If you try to load the state without saving first it drops the game... Also, it makes it hard to make state without saving first it drops the game... Also, it makes it hard to make Samus Grapple Beam extend! At the moment, no. If you mean 100% remove it from the hack package??? Are you using the old version? I just tried to start the game and immediately boot the state and it didn't freeze. I fixed this problem some time ago. I had a strange problem with dios mios: I downloaded Project M through homegrown earlier. After that, when trying to use this hackpack dios mios has ceased to function, and when I click to start on the channel, it just goes back to the Wii menu. Is this a known problem? Are you talking about Dios Mios Buter? I've never heard of this issue. I'd like to try using a CFG Loader if you haven't gotten it to work. I think you can use custom CPU actions to make puff spam jump. The processor won't DI if you do that. But yes, they will jump immediately. Fast feedback: I absolutely hate how easily the Big Gun Easter Egg is activated not only by pressing the A-word, but also by pressing A for a long time (which I tend to do after years of surry). Please consider making activating the Big Gun Easter Egg a little harder so it doesn't cause so easily. Just my 2 cents and keep a good job of the second time. Basically one would only need a Jigglypuff doublejump buffer after uthrow since the time is quite only. Looks like you haven't upgraded to the latest version. It is activated only with the ABB now. To practice U-throw ----u-air on Jiggs, - Turn ON COLORS, so you can say for more However, I am having some problems with CPU di; most remarkable, whenever I (March) juggle a CPU fox with air, it doesn't di at all. At the time of writing P2 DI and technical code, I do not know where the address of memory that shows whether the character is in hitstun. Because of this and a few other things, I need some way to find out when to turn the P2 back into a processor. One of these checks is whether or not the processor used 2 or more jumps. So I think if the spacie you're juggling has already used this air jump, then it won't di. I would rewrite some of my code at some point... I read the OP, but I didn't read any of the answers. If this has been answered somewhere already or I missed it in the OP, please let me know. Are there any plans to improve AI recovery (especially mixing recovery and sweetspotting ledge)? The package is already very useful for solo training, but I think adding this will make it even better. and it's awesome. To update the version, I just have to change the .dol file? It's cool! One thing I find quite annoying though is that casual music is the default thing. Or is it possible to keep the changes you're making in debugging mode, so you don't have to switch it every time you start the game? It's cool! One thing I find quite annoying though is that casual music is the default thing. Or is it possible to keep the changes you're making in debugging mode, so you don't have to switch it every time you start the game? You can modding DOL. Read the previous messages in the Stream Achilles, on the press launch screen he has to tell the 20XX version number to hack the package so people know what version they are working on. It seems that this was a problem more than one would expect. Also, dig logos like MLG/EVO/ETC. Maybe next time if they get permission from Nintendo they could rock that. Last edited: June 16, 2014 A couple of things. Here's my most up-to-date DOL file. 20XX 2.07 PRETEST.dol First, THANK YOU. I really appreciate your thoughtfulness. I tried to build and I am very pleased. While it definitely helps us get the best time on links and traffic in general, it's hard to tell if I'm really frame perfect. If my character flashed green for 1 frame would I have noticed? From the way it looks, I think I seem to be more frame perfect than I think I am. Another mod associated with time that I'm not sure it might be possible to indicate something if you fall quickly The first frame that you can practice frame is the perfect shifts and stuff. Not sure what it will mean a change of color when you slowly fall (because there are times when you want to fall slowly), or a brief flash if you go from going up to a rapid fall without a slow fall, or maybe sound to point it out. Either way, the tools you've already provided will take me a long way I can throw a guick unofficial official game ID for 20XX if the general population so desires. Please, please do this. I think it will help the Dolphin recognize that they are separate games. Now when I click right on a normal melee to hold a netplay game with a hack iso pack. It will also allow someone to turn on the codes for a normal melee without codes having an adverse effect on the hack package. How can I go about updating their ISO? Also, is an ISO previously extracted required (with many different .dol files)? - I ended up deleting that after creating the 20XX V 2.05. So with the current version of the hackpack you made it so that the name on the list changed to Achilles. This re-recorded my own name tag, which was previously 'TJ'. Could you point me in the direction of the addresses you changed to get him to say his name? I think if I'm going to change it I might as well change it to Terry. Note, the change has affected the retention of my memory card, so if I use this memory card on the unmodded Gamecube I can play with name tags longer than the 4 characters that rad. Page 24 Is there anything like that for P.M.? Thank you, Dr. Kirby! So no one else makes the same stupid mistakes I made, make sure you copy the ISO.hdr file into the s ststemdata folder and opening.bnr into a regular root folder. To add a save go to the tools - the manager of memcard in the dolphin, view the memory card file (MemoryCardA.USA.raw or any similar file you use) which should be in the GC folder in the user's dolphin catalog. Then click on the gci import and review the A-XE0J.gci file. I downloaded the opening.bnr file myself that changes the name as DocK does, but it also changes the banner to add a green '20XX' over the front. Unfortunately, I can't link it because I don't have 10 posts yet. but if someone wants them/can post them for me I can send them a message I guess. How can this be downloaded directly to the character selection screen? Mostly I'm just tired of being asked if I want to continue with out saving when I'm not using a memory card so a workaround for that would be just as good. How can this be downloaded directly to the character selection was a memory card so a workaround for that would be just as good. Boot to CSS was removed because random stage selection was unavailable until you returned to the main launch menu, and the striking scene code was also messed up with the default stages at the random stage to access the random stage to choose)... so I just deleted the code completely. Is there anything like that for P.M.? Not that I know. Last edited: 17, 2014 Nice, Achilles have you started the code for intelligent CPU action was unavailable until you returned to the main launch menu, and the striking scene code also messed with the default stages at the random selection stage and will make them all available despite the default settings (until you return to the main launch page to access the random stage pick)... so I just deleted the code completely. Not that I know. Hi Achilles, Ato made the perfect Unlock random stage and will make them all available despite the default settings (until you return to the main launch page to access the random stage pick)... so I just deleted the code completely. Not that I know. Hi Achilles, Ato made the perfect Unlock random stage pick)... so I just deleted the code completely. to the menu and with the message appear when using Boot to CSS anymore!! at the bottom of this page. @15AFAC 380,000E This is for v1.00 Last edited: June 17, 2014 Is there any way to get it to remember your stages at random? I feel like the new fourside is pretty neutral and would like not to have to turn it on every time. And the same goes not I cancel and hit / shield stun. Is there a way to make him remember your stages at random? I feel like the new fourside is pretty neutral and would like not to have to turn it on every time. And the same goes not I cancel and hit / shield stun. Uhh, if you activate the alternative stages of the new legal come out in the random of the zgt. and Achilles1515 I'm showing Jake a new image you sent. The person who is so sick, thanks for head up, sending it along to see if we can somehow get approval .. Request feature: Things to help in the practice of ledgedashing. I practice ledgedashing with hitbubbles on, and its pretty terrific. but actually go 20XX, I need information that I currently don't have. way to find out: - If I have dead shots between grabbing a ledge and dropping (perhaps making a neutral hang with a ledge animation flash of color) - what angle I airdodged in the scene (perhaps it can be easily done by simply doing air-neutral color flash animation) and there is a way to make it and remember your stages on random?' i'm feel like the new fourside is pretty neutral and would be like you've not had to't work on it every time.' The same thing goes for no q l' cancel and q hit/shield' stun.' if you're able to activate the alternate stages and the new legal ones' come out in random. what you mean, Gun. Fourside gets stopped from the random switching stage. It's just a mistake on my part - it should be there. Thanks for pointing this out. 20XX 2.07 Pretest-3.dol - Download in CSS is added back in! Compatibility is fixed by a random choice/stage, and now it can be zlt;/3/gt; Immediately. Thank you Ku - Fourside was added to the occasional stage pick after toggling on the hacked stages. - Had to do some tinkering to save the Double 1v1 default ON ... and now it is still the default ON. This new build is usually cut when I start a multiplayer match. Melee Boots CSS, then I choose the character, then I choose a computer like P2, choose a computer like P2, choose a random stage and it falls when we start fighting. Ok. I'll probably just take that download link until I can check it out at home. Sigh... Thanks for the feedback. Hi Achilles, Ato made the perfect Unlock random stage appear when using Boot to CSS anymore!! at the bottom of this page. @15AFAC 380,000E Is for v1.00 not reading this code as a valid format? would love to have the CSS download finally run at 1.00 though. Is this a format?: Downloading on CSS, then I choose the character, then I choose a computer like P2, choose a random stage and it falls when we start fighting. Ok. I'll probably just take that download link until I can check it out at home. Sigh... Thanks for the feedback. Having Dual 1v1s (Friendly Fire ON) and proper steps have not been taken to customize the match. Just having it off by default will

ease the problem. I see what you mean, Gong. Fourside gets stopped from the random switching stage. It's just a mistake on my part - it should be there. Thanks for pointing this out. No, thank you very much Veru! The hack is absolutely amazing and my brother and I are really enjoying it! And, is there a way to do this so he remembers debugging the switches because they also like the flash on the missed I cancels as well as the shield/hit to stun the colors. It's also an idea that might be a good thing. An option like a salty runback feture except that it will accidentally load another stage so it misses the need to go through CSS and sss if you just want to play on another scene without changing the characters. I dknt even know if it would be possible or how hard it would be to do, but I think it would be awesome. Hi Achilles, Ato made the perfect Unlock random stage select to use the boot to CSS anymore!! at the bottom Page. @15AFAC 380,000E This is for v1.00 a minor update on this Kou. I don't understand Gecko codes or Japanese, but I just tried to replace each 8 character sequence in the old 1.00 download download choose the code with the sequence you pointed out in your friends blog. didn't get any results though: I got lost. Last edited: June 17, 2014 Also an idea that might be a good thing. An option like a salty runback feture except that it will accidentally load another stage so it misses the need to go through CSS and sss if you just want to play on another scene without changing the characters. I dknt even know if it would be to do, but I think it would be awesome. Yes! Wait, I just got a better idea (probably not the best, but pretty cool) you know the hud screen pause? The one no one pays attention to? Put the inputs there. I know it can be a bit of a job, but it's better than constantly referencing the table to know what to do when. Just a suggestion, not sure if it's possible. That would be very helpful. So I'm getting around to try out the Dual 1v1. My game freezes every time I make a neutral B.... or hmm, maybe its just shells. well, so even the usual code makes the game freeze. It's just not on Dolphin? You have to hate it when it happens. Last edited: June 17, 2014 Can a minimalist ISO be made? As a game that has all one player removed and only the menu is left against the mode and normal melee. And then when choosing a character there is no way to switch the rules, 4 sotck 8 minutes is just permanent. And there will be only six legal stages at the selection stage. Is something like this possible? I think it might be cool. Diana's Safe Landing Said: Can A Minimalist ISO Be Made? As a game that has all one player removed and only the menu is left against the mode and normal melee. And then when choosing a character there is no way to switch the rules, 4 sotck 8 minutes is just permanent. And there will be only six legal stages at the selection stage. Is something like this possible? I think it might be cool. You can delete all the scenic files that are not legitimate, and their songs too, and all the other files that are not used in the competitive game, and then recompile ISO, this will save a lot of space. I wonder if you could also rewrite the code in .dol for single player modes and stuff, and create space for custom codes. Last edited: June 18, 2014 with a minor update on this Kou. I don't understand Gecko codes or Japanese, but I just tried to replace each 8 character sequence in the old 1.00 character download select code with the sequence you pointed out in your friends blog. didn't get any results though: I got lost. It's a mod, not a Gekko code. Finally got the brainwave BobbyTheBrokeMonarch said: Having Dual 1v1s (Friendly Fire ON) and proper steps were not to create a match. Just having it off by default will ease the problem. It's not that. It's just writing value in the wrong place, leading to the game crashing. I think I fixed it. Just Just go home to check it out on the console. Didn't work.... Why. It's so hard to fix things when it works for a dolphin, but not on the Wii... You can delete all the scenic files that are not legitimate, and their songs too, and all the other files that are not used in the competitive game, and then recompile ISO, this will save a lot of space. I wonder if you could also rewrite the code in .dol for single player modes and stuff, and create space for custom codes. How do you recompile ISO? And is it really as simple as just deleting files? Is there a guide for modding scenes select screen? Diane Safe Landing said: Is there a guide to modding scenes to choose a screen? I started doing a guide for this the other day, but never finished it. I'll try to get around it this weekend. It's not that hard. That's what I'd like, too. I'm really only interested in colored boundaries for my tournament setup. Everything else is kinda outsider to me... If you only want a stage to choose the screen that I did, take the MnSIMap.usd file out of the package and use it to replace the original with another ISO. You can use GCR for this. 20XX 2.07 Preliminary Test - 3.dol - Fixed an error that will cause the P2 to hold the joystick direction and the button after exiting the CPU match that starts idle on the launch screen - Boot to Character Select Screen has been added back and the random Stage Select is now available immediately after that. - Fourside was added to the random Select stage after toggling on the hacked stages (D-Pad Down on CSS). - Added debugging switch menu for DUAL 1v1 - Freezing issues have been fixed! 1 - Double 1v1 OFF 2 - Double 1v1 ON (default) DOUBLE 1v1 mode notes - Double 1v1 from Sauron: This code allows you to play 1v1 matches at the same time. All 4 players can not directly interfere in another fight (for things like messing around with the camera or the edges of hogging). To use: Make sure that the debugging menu switch for DUAL 1V1 is set at 2 (ON), which is currently the default setting. Turn Friendly Fire to OFF. Switch to Team mode and set the team color. Players will only be able to harm other players who will have the same color. (Optional) Turn off the team mode so players can switch to any suit they want. Start match with Noc: However, I couldn't convert the last 11 lines of code that allow the winner of each 1v1 to fight each other at the end.... So once every 1v1 is over, you have to pause and reset to get out of the match. I plan to fix this and add to the new feature in the near future To clarify when the Dual 1v1 is off (1) of the debugging menu, friendly fire being off works as it usually would (can't hit teammates). Last edited: June 19, 2014 Just posting to say how grateful I am that you continue to improve your already great contribution in What's the easiest way to upgrade to a new version without having to start all over again with your original ISO melee? Page 25 What's the easiest way to upgrade to a new version without having to start all over again with your original ISO melee? Since the initial release of 2.0, The only files that have changed in the updates since then have been: - Start.dol (file DOL, main code) - GmTtAll.usd (20XX Start Screen Texture) is two files inside the download package All you need to do to update from the previous version to download the last package and then replace only these two files (and if you already have a 20XX Screen Screen, then don't worry about that file). I have a guide on the homepage to replace only the DOL file using GCR. The same steps can be applied to replace any single file. So download the latest DOL testing from my post above and then use GCR to replace the current DOL in your ISO with this file. Just posting to say how grateful I am that you continue to improve your already great contribution to hand-to-hand combat. Thank you! I can't go out to tournaments a lot and don't really have the funds for a tournament or anything, so I'm doing my best to help grow and support the community. I started doing a guide for this the other day, but never finished it. I'll try to get around it this weekend. It's not that hard. If you only want a stage to choose the screen that I did, take the MnSIMap.usd file out of the package and use it to replace the original with another ISO. You can use GCR for this. Oh, that's amazing. Thank you! Another question now. How could you go about editing the main menu? As such, to fit the custom theme one has for CSS. I have no idea. I've never done any texture editing in the main menu. You probably need to reset the texture as you play it on the dolphin, convert them into TPL files, and then use this Debug Menu file texture hack was in. I started doing a guide for this the other day, but never finished it. I'll try to get around it this weekend. It's not that hard. If you only want a stage to choose the screen that I did, take the MnSIMap.usd file out of the package and use it to replace the original with another ISO. You can use GCR for this. I'm having some minor conflicts in the code I use, particularly the P2 hold the shield and the occasional Tech/DI. I use .gct though because you don't have random technology/diing. The problem is that P2 is not start automatically after the end of the match. I also use Melee SD, which I believe makes some serious adjustments to the core .dol. I'm wondering if I could somehow use your changes in the .dol file and change them Modded characters still work), when using .gct to introduce random technology/DI. I suppose de-bugging random technologies/DI or P2 keep shielding things will also work. could there be less work too? idk LOL. I hope I've given you all the information you need to give me an answer. I'm having some minor conflicts in the code I use, particularly the P2 hold the shield and the occasional Tech/DI. I use .gct though because you don't have random technology/diing. The problem is that P2 does not automatically press the start after the end of the match. I also use Melee SD, which I believe makes some serious adjustments to the core .dol. I'm wondering if I could somehow use your changes to the .dol file and change them (so modded characters still work) when using .gct to inject random technology/DI. I suppose de-bugging random technologies/DI or P2 keep shielding things will also work. could there be less work too? idk LOL. I hope I've given you all the information you need to give me an answer. As stated in the main post, it is for 1.02. Not at 1.00. Lame. Do you know if there is in any way a port of March sword color or platform colors up to 1.00? sorry I'm a llama asking for 1.00 gct codes in a 1.02 .dol thread. Hey, Achilles! I've been following this guide for a while now, working with .gct and .dol hacks that you have provided. Two big things that made me use this hackpack are the collision boxes and bobomb-rain. Unfortunately, I never got to use this particular method of practice, and I think it would be a lot of fun! Is there an easy way to add a switch for this? I am currently running 2.06 .dol with everything running normally! Thank you for all the hard work! I tried a new update. Yoshis down-b freezes the game every time. Also, putting a double 1v1 on 1 without turning off. the colors. Lame. Do you know if there is in any way a port of March sword color or platform colors up to 1.00? sorry I'm a llama asking for 1.00 gct codes in a 1.02 .dol thread. Yes, it can be done. I can make a sword swing color for you this weekend. The colors of the platform have several more offsets and will require more work in its current state. I would like to convert it to the ASM code soon, however. Once I do that, I can make a 1.00 version for you. Hey, Achilles! I've been following this guide for a while now, working with .gct and .dol hacks that you have provided. Two big things that made me use this hackpack are the collision boxes and bobomb-rain. Unfortunately, I never got to use this particular method of practice, and I think it would be a lot of fun! Is there an easy way to add a switch for this? I am currently running 2.06 .dol with everything running normally! Thank you for all the hard work! You can try working codes on top of the package. I am... I think... They To work. Maybe not all. As a general note on the project - in my experiment with Dual 1v1, I seem to have found a few more space in DOL. Not 100% sure how much, but it looks essential. All the updates from 2.0 so far have been bug fixes and fewer tweaks - partly because it just needs to be done. So now that I have more lines, I plan to add some great things - the Dual 1v1 is one of them. I worked on this code a bit more tonight and added to the feature that the last two players (winners of each 1v1) get to attack each other to finish the game every time. Also, putting a double 1v1 on 1 without turning off the colors. Thanks for the feedback. I'll try to take a look at this. What do you mean without turning off the colors? Last edited: June 20, 2014 Characters on the screen have no details and just solid green. I assumed that this solid green color was used for a double 1v1 hack, but maybe it's just a bug or something. Maybe I put it wrong? All I did was replace the beginning, do the file with gcr. Achilles, when I switch INGAMEOFF to the debugging menu, it doesn't work! D: 20XX employee pack: Could you guys please include an option in the menu somewhere to go to SD Remix? that would be amazing... Last edited: June 20, 2014 and 20XX employee pack: Could you guys please include an option in the menu somewhere to go to SD Remix? that would be amazing... He said he would investigate if one could have SD Remix characters togglable (?). ... Like 'Keep R to choose SDR Roy'. Awesome! I also find that since the update to 2.06 I haven't been able to use the d-pad down to switch to the fixing stages. Maybe it's just mine, but I wanted to know the load of the states have been moved to the D pad on the left and the endless shield is now the DPad down. This is to avoid accidentally saving/loading when you do something different. Why isn't it sticky? This is probably the most important Melee mod ever. Why isn't it sticky? This is probably the most important Melee mod ever. Yes, I believe the 20xx hack package will just become a standard melee mod that will include all the important codes in the future. Especially if Achilles or someone figure out how to combine it with a melee SD remix. Last edited: June 23, 2014 so after tinkering with v2.07 pretest 3 runs on the Wii, I believe that freezing glitch varieties occurs when the characters go on capture. I can do this consistently with all the characters l've tried by clicking z or doing a type B move capture ganondorf or captain of the falcon up-b Yoshi's or Kirby neutral-b). I also say varieties because it freezes, but if you wait long enough, it will skip forward a few frames, freeze again, skip forward a few frames, and so on until grab animation ends. I wasn't able to reproduce the XxGUN'xX problem Yoshi down-b. that worked well for me. can anyone repeat my problem? Not sure if anyone else mentioned it, but I ran into a glitch. Playing as a Falco vs. Fox processor that was installed on the shieldgrab, I practiced drill shines and very rarely after I landed and beamed I would disappear as soon as I beamed and get KOed. Very strange, and I'm not sure how to accurately reproduce it, except to keep the drills shining until it happens running at 2.06, but also happened at 2.05 last edited: June 23, 2014 Not sure if anyone else mentioned it, but I ran into a glitch. Playing as a Falco vs. Fox processor that was installed on the shieldgrab, I practiced drill shines and very rarely after I landed and beamed I would disappear as soon as I beamed and get KOed. Very strange, and I'm not sure how to accurately reproduce it, except to keep the drills shining until it happens running at 2.06, but also happened at 2.05 It's really weird. I've never seen that happen. So after tinkering with v2.07 pretest 3 running on the Wii, I find that freezes, but if you wait freezes, but if you wait to characters go on grabs. I can do this consistently with all the characters go on grabs. I can do this consistently with all the characters l've tried by clicking z or doing a type B move (e.g. ganondorf or captain falcon up-b yoshi's or Kirby neutral-b). I also say varieties because it freezes, but if you wait long enough, it will skip forward a few frames, freeze again, skip forward a few frames, and so on until grab animation ends. I wasn't able to reproduce the XxGUN'xX problem? Yes. I've noticed that. I think I've installed that and everything else and now there's a completed Dual 1v1 code that is reliable. I will highlight it later today for you guys to experience. I have code written for the last section that adds to the feature, I just need to insert it into THE DOL now. It won't take long. Can do it during lunch break today. I only had this going into training mode. I'll try the standard vs mode and see if I can repeat it there Edit: Yes happens there too last edit: June 23, 2014 I think you'll need to write the CPU commands in such a way that CatchWait (or equivalent action; I don't remember sub-action (in this case the shield). If the forced team had been directed, the throw would have simply happened instead. KO appears because the grip has been interrupted without going into CatchCut (throw a break). 20XX 2.07 Pretest - 4.dol The only changes were made to the Dual 1v1 code. Two additional features have been added, both of which are controlled by the menu switch Debugging Toggle Value: 1 - Everything is perfectly normal and friendly fire being off acts just as it would in vanilla. 2 - Double 1v1 ON. The moment both set 1v1 ends, the game's friendly fire value switches so that these winners can attack each other and finish the match. 3 default - Double 1v1 ON. Moment Moment Set Ends 1v1: The game's friendly fire value switches so that these winners can attack each other and finish the match. 3 default - Double 1v1 ON. to 0 and the shares are set at 2. I spent a lot of time debugging the code this weekend, so I hope I've fixed all the freezing problems. Please check and let me know if you find a problem. Btw, even if double 1v1 OFF into a debugging menu. So dual 1v1 only affects if a) debugging switch for it on b) The match started with a friendly fire off last edited: June 23, 2014 Can I have a version made that does not replace the first nametag on the list with Achilles? I totally understand and appreciate that you want your name on the hackpack, but this is the only feature that causes problems when rewriting my memory card. Every time I use a hack pack it removes another name from the top of my list! As I switch between versions on my SD card between versions change this, that would be very appreciated! Thank you again for all your hard work! Keep going! Hey, I just came across a mistake. Clicking on while either the color or the flash red 2 will cause the game to hang on for a while. It doesn't fall, but it freezes. Hacked Wii using 2.07 pretest 3 Edit: Oh, and it doesn't go away until you reboot. Even if you turn any option back to 1. It's kind of weird really. Edit 2: Oh yes. Preliminary 4 works. Thank you. Last edited: June 25, 2014 Hey, they're having some problems, I hope you can help me with. Menu debugging started to freeze every time, the same thing is that I used this feature for a week, but suddenly it started to fail. Any ideas? Thx advance, and thx for great work with the hack. just wanted to report that v2.07 pretest 4 seems to be a fixed freeze on the capture issue from pretest 3 on the initial test. Thank you again! Good feature ! Achilles, instead of trying to recode for PAL/1.00, will it be easier to simply use the switch and other character values to match PAL/NTSC/1.00? I'm new to the Melee community, but I love the 20xx so far. My one question is, should I be running it on CRT if I downloaded the game on my Wii via SD? I'm new to the Melee community, but I love the 20xx so far. My one question is, should I be running it on CRT if I downloaded the game on my Wii via SD? via SD? Yes! CRT is the way to go combat, regardless of USB/SD download. It's amazing, thank you. Now to see if I can find anything under 32 inches on Craigslist. Uh. Just a hawk free section, they pop up all the time. Another route I got my my CRT with component in/headphone jack as \$8-10 for goodwill. Also, you can get this or that and play on the HDMI monitor. I can vouch for the first one. It's no delay. Just trying to spread the word without delay HD Melee. Future. Raleigh, right? I would like to have another HD installation in the state. See you later. You have to check out the facebook group and hang out with Raleigh PPL, there are many. Last edited: June 24, 2014 Do I just want to download what is in the link to the download? He says his 1.02 20xx replacement file, which makes me wonder, what else do I need? Edit: Also, how can I figure out which version of the melee ISO download, where can I get one? it keeps saying download bug Where can I find out more about the melee game on hdtv I can't get a melee ISO download where can I get one? it keeps saying download error because it's kinda illegal to distribute game images anyway, I or anyone else on Smashboards can't give you one without getting into big big trouble. But I can give you this: www.google.com 26 Do I just want to download what is in the link to the download? He says his 1.02 20xx replacement file, which makes me wonder, what else do I need? Edit: Also, how can I figure out which version of the melee should I make sure it's 1.02? You need to have a game image file (ISO) and a program called GCR (GameCube Rebuilder). To check which version of your melee image file, you can use the melee tool (search on this forum). I mention doing this in instructions within the download link. Good feature ! Achilles, instead of trying to recode for PAL/1.00, will it be easier to simply use the switch and other character values to match PAL/1.00, will it be easier to simply use the switch and play on the HDMI monitor. I can vouch for the first one. It's no delay. Just trying to spread the word without delay HD Melee. Future. Raleigh, right? I would like to have another HD installation in the state. See you later. You have to check out the facebook group and hang out with Raleigh PPL, there are many. I can vouch for Sewell. They are identical in terms of performance and you will be waiting on Neoya to come at least a month due to air navigation. The great thing though is that you have a good game monitors may work, but we currently don't have a standardized method of testing them (Fizzi is working on this I believe). Last edited: June 25, 2014 OK, I just followed the guide about how to do it and I extracted the final iso to become a GALE folder. How should I run the game for sure. I'm trying to figure out if it would be easier to just burn the disk iso because it's not working on homegrown at the moment. All right all right just follow Beanwolf's guide on how to do it and I extracted the final iso to become a GALE folder. How should I run the game for sure. I'm trying to figure out if it would be easier to just burn the disk iso because it's not working on homegrown at the moment. He didn't mention in this tutorial that you'll need the latest version of Dios mios 2.9 or 2.10. Also, the USB sD required for the homegrown channel / Wiiflow version of 20xx is Dios Mios the only way for this to be read? And burning a copy in the shape of a disk can not be used? Is Dios Mios the only way for this to be read? And burning a copy in the shape of a disk can not be used? Is Dios Mios the code: In a doubles match, the camera is sometimes increased, causing players to stock icons and percentage to hide the characters as in the image below, as look here My idea is to make a code that displayes stocks all the time as figures as it does when the number of shares is over 5, for example, if you had two shares, it would display X 2 Maybe I'm wrong, but I think it will reduce the stock getting in the way of the players. Also, I played on someones custom ISO and their percentage marks were a bit transparent, although I never saw that texture hack on smashboards. Perhaps we could make a texture hack that also made a percentage less of the same size as 10 in my last picture. I don't run an ISO with CFG before that I have. I put the extracted ISO on THE USB, but it doesn't show up in the usb loader. All I need to go to and download the root folder that I had extracted. When I click the Root-gt; Open in GCRebuilder, the program just closes. Does anyone know what could go wrong? I tinkered with the switch for the pressure or I-cancellation of the flash only works for p1? A small error in Dual 1v1 mode (probably not important): Even if you can't hurt another team, you can still push them (when you go against them) EDIT: I realized that the bigger factor is that your protrusions affect a different color too. Oh, it sounds too much pain to fix at the moment.... It's a lot useful anyway. Probably way down the list of features to set up for now. The big mistake I just found: I go into training mode (after downloading fresh and not touching any tweaks) and can't attack the processor! (my attacks go through it) Last edited: June 26, 2014 A small error in Dual 1v1 mode: Even if you can't hurt another team, you can still them (when you go against them) Big mistake I just found: I go into training mode and can't attack the processor! (my attacks go through it) Turn off the Dual 1v1 and see if it works. Also, you can get this or that and play on the HDMI monitor. I can vouch for the first one. It's no delay. Just trying to spread the word without delay HD Melee. Future. Raleigh, right? I would like to have another HD installation in the state. See you later. You have to check out the facebook group and hang out with Raleigh PPL, there are many. Funny, I actually just started playing because some of my good friends are in the scene and not the other way around. Hope to see you on some things too, dude, I tinkered with the switch for the pressure shield spacies, I had an L-cancel flash code, and the fox/falco would flash red after each air. Is it a lack of shield pressure or I-cancellation of the flash only works for p1? This is because their antennas are not technically I-cancelled. Instead of fiddling with the time I click button, I just hard coded (normal air landing lag divided by 2) in their landing memory lag address. So this I canceled, but not like a flash on the red checks. Goat I actually found some really interesting memory addresses yesterday. These are the ones that control the location of the date on the screen of each individual percentage relative to that datum link. But there can be nothing like a size modifier or anything. I'll respond to more messages from your guys later. I'm on a business trip this week, so I'm very busy. I don't run an ISO with CFG before that I have. I put the extracted ISO on THE USB, but it doesn't show up in the usb loader? Rip your drive Middle Boy with CFG and then replace the ISO with a hard drive with 20XX. You can also tinker with banners and many more things to have like 20XX and vMelee at the same time, but it's a bit advanced. Turn off the Dual 1v1 and see if it works. Even with the dual 1v1 off (or, toggling friendly fire) I still can't attack the CPU in training mode. It's important! Not sitting in workout mode to practice your technology the whole point of this I understand you can sit in a normal match with endless time and practice tough things at slow speed has done wonders for me. edit: Sidenote-why does Fourside get empty when you click Y? It has an orange border, like other legal new stages, but it's the only one that gets empty. IMO is one of the best new stages. Last edited: June 2014 Double Mode is surprisingly fun. It would be great if you could somehow choose which stages could be used for casual music, like Even with the dual 1v1 off (or, toggling friendly fire) I still can't attack the CPU in training mode. It's important! Not sitting in workout mode to practice your technology the whole point of this I understand you can sit in a normal match with endless time and practice tough things at slow speed has done wonders for me. edit: Sidenote-why does Fourside get empty when you click Y? It has an orange border, like other legal new stages, but it's the only one that gets empty. IMO is one of the best new stages. Dang... somehow in reworking the DOL files I used one that doesn't include adding Fourside to random Select. (It bugs me so much because that's what I explicitly stated that I fixed.....). Here's an updated DOL file that includes its default Random Select after toggling at the hacked stages. It's strange that the training mode works this way, even with Friendly Fire enabled. I guess it just defaults it to with playing in exercise mode. The training mode should work as usual if you go to the debugging menu and turn on THE DUAL 1V1 to 1. Thanks for pointing out this stuff, though, I could actually add to the code to automatically make this switch no Double 1v1 once you enter the training mode. And turn it back on when you go out (if it's already been on). But... You know... it's more lines of code that I didn't want to use for non-functions per se. We'll see though. It sucks that you have to go to the debugging menu to use the training mode. Last edited: June 26, 2014 I'm trying to install this on my MacBook... I got to the end of the process where I had to go to and download the root folder that I had extracted. When I click the Root-gt; Open in GCRebuilder, the program just closes. Does anyone know what could go wrong? Do you follow that guide to the main posts for Macs and using Wine, or whatever, to run the program in Windows mode? I don't have a Mac, so I don't really have an answer for you, unfortunately. Last edited: June 26, 2014 Does this 20xxx iso not working as a burnt disc? I know I did it right because it works for a dolphin on my computer. I cannont get a USB loader to download ISO, which is kind of annoying so far. Does this 20xx iso not work like a burnt disk? I know I did it right because it works for a dolphin on my computer. I cannont get a USB loader to download ISO, which is kind of annoying so far. should it work normally like a burnt drive? You've tried it: - making sure you can load vanilla ISO through a forklift (to insure your loader installation works) - running your new 20xx iso in dolphin make sure you've done it right) I'm trying to install this on my MacBook... I got to the end of the process where I had to go to and download the root folder that I had extracted. When I click the Root-gt; Open in GCRebuilder, the program just closes. Does anyone know what could go wrong? GCR not not Under the wine, you will need to use windoze or just grab iso, someone posted a link in the melee social group FB should he work normally as a burned disc? You've tried it: - making sure you can load the vanilla ISO through the loader (to insure your loader setup works) - running your new 20xx iso in the dolphin (to make sure you've done it right) so basically I run Melee off the burnt drive like a normal gamecube game without a homegrown channel. I checked to see if the 20xx iso works on the dolphin, which it does well, which I was relieved. But no, I don't know how to try dios mios. I could actually add to the code to automatically make this switch no Double 1v1 once you enter the training mode. And turn it back on when you go out (if it's already been on). But... You know... it's more lines of code that I didn't want to use the training mode. Is there a hard line of code limit or something like that? Because polish is really good use of lines of code. This makes it less of a hack pack and more of a feature of Rich Melee. There should at least certainly be a check-up for the training mode as the package basically breaks completely when you use it... which is especially strange to see as the overall purpose of this package for learning. It's one of the coolest things ever. I've been playing with this for a few weeks now and it really got me to start practicing myself again. The job kept me on lock, but I really think there will be a smarter recovery. If the fox and falco sometimes used their sideB to restore, that would be enough. I don't know anything about coding and it took me almost 3 hours to install it, but it was worth it! So basically I run Melee off a burnt disk like a normal gamecube game without a homegrown channel. I checked to see if the 20xx iso works on the dolphin, which it does well, which I was relieved. But no, I don't know how to run iso from a usb loader, and I'm not quite sure how to fix it without completely reinstalling it or figuring out how to try dios mios. If you can already run a melee with a burned discs. It should work if you can already run a melee with a burnt the drive and run it through everything you normally use to run burned discs. it should work well my problem is that it doesn't work. The Wii is unable to read the drive, and I know the iso is correct, and I know the iso is correct, and I know the iso is correct, and I know the iso is correct. iso is correct and I tried Twice. So I'm just wondering how to get isos working on my usb loader because right now it doesn't read ISO when it's on usb. Where does the ISO fit on the USB drive? A small error in Dual 1v1 mode (probably not important): Even if you can't hurt another team, you can still push them (when you go against them) EDIT: I realized that the bigger factor is that your protrusions affect a different color too. Oh, it sounds too much pain to fix at the moment.... It's a lot useful anyway. Probably way down the list of features to set up for now. The big mistake I just found: I go into training mode (after downloading the game fresh and not touching any settings) and can't attack the processor! This training error has been corrected. This bug also messed up 1P mode in the same way, so that needs to be fixed as well. After some code addition and restructuring, 20XX 2.07 - Pretest 5.dol - Enemies in game modes outside the mode against no longer have to be intangible (invulnerable). Bonus Adding: (due to the inconvenience of the latest error) - Stock dependent platform colors have been added. Works only in 4 promotions against the match. Doesn't work with processors or human players with controllers off. A permanent addition. No switching to it or anything. I'm kind of limited with the test I can do with this, but let me know if all these issues are truly fixed and also let me know if the colors of the stock platform -- This may be the last preview release before the official release of 2.07. Still want to add a few more things before that though! Last edited: June 28, 2014 Is there a hard line of code limit or something? Because polish is really good use of lines of code. This makes it less of a hack pack and more of a feature depend works of Rich Melee. There should at least certainly be a check-up for the training mode as the package basically breaks completely when you use it... which is especially strange to see as the overall purpose of this package for learning. There is technically a limit, but I just started typing code into parts of DOL that didn't at the beginning. So now I have more lines of code to use than I previously thought were available (view). I agree with you that Polish is good and makes things professional. The only reason I expressed it was not completely broken. You can go to the Debugging menu and fix it - but it's definitely a hassle. Automatic is almost always better than manual Anyway, polish has been achieved. See the post above. Last edited: June 28, 2014 I have a GALE01 Folder in side the game folder. I would also reinstall iOS 236. And if you don't have your ISO in the right format already, (a copy of the Facebook message I sent to someone) download this this it for your computer ISO should be in a certain format on a sd card in order to read it correctly, so what you want to do is drag your .iso file on top of this discex.exe file, and then discEX creates a folder called GALE01 (in the same place on your computer ISO file came from) and then you want to copy this folder GALE01 to your USB card in place: USB: games Finally, it goes without saying at the moment (perhaps) and 100% need to get backups to run USB, make sure you have installed DIOS MIOS. Not DIOS MIOS LITE, but the usual DIOS MIOS. Last edited: June 28, 2014 Idk... Try using my CFG Loader files. Place the usbloader folder on the root of your SD card and your USBLoader folder in your app folder. ect. Okay, I'm going to try it all out. I didn't know at all that dios mios was absolutely necessary, so I'll make sure to get this. I hope it works. Edit: I have it all right, but the last thing to do now is find a place to download DIOS MIOS. Last edited: June 28, 2014 Unfortunately I have to give up the 20xx hack package because I can't get Dios Mios to work because I can't get a WAD manager pop-up on my hombrew channel... At least the dream of having a hack package because I can't get a WAD work because I can't get a WAD manager pop-up on my hombrew channel... At least the dream of having a hack pack was nice. The wad manager didn't work for me either, so I got a wiimod to install the tutu and it worked perfectly last edit: June 28, 2014 2014

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