

Action Replay Loader Code list How To

Introduction:

The X9TF AR Loader Will use A Single cheat file for each Different game . it's name must be 1234XXXX.CHT , the 1234 is the rom number , and the XXXX is the rom ID.

For example : 0662 Digimon World DS

This rom number is 0662 , and it's rom ID is ADNE , therefore it's cheat file name is 0662ADNE.CHT

Download the new loader Pack and transfer it to your card **(BE SURE TO BACKUP EVERY THING BEFORE PROCEEDING)** . You also may need to format your TF Card

To create the cheat file we will do the following. **(BE SURE TO READ CAREFULLY AND DO IT EXACTLY AS DESCRIBED FAILURE TO DO SO WILL CAUSE THE CHEAT FILE NOT TO WORK OR THE LOADER TO FREEZE AT THE LOADING SAVE SCREEN)**

STEP1:

NOTE: The X9TF cheat code file can currently only Use the notepad to write , once you completed the Provision of the cheat code , please save it as *.CHT (utf-8) .

Production Of The *.CHT File

1. We found the cheat codes from codejunkies.com or other Action Replay sites on the internet , also you can view the usrcheat.dat of the R4 (use the R4 Cheat Code Editor) .
2. Open your notepad.exe in windows(in XP under START/ALL PROGRAMS/ACCESSORIES/) to create a new txt file , below is the format of the X9TF Cheat Code : (For example : 0626)

Digimon World DS

Game ID: ADNE-6da6f484

```
..Max/Infinite Money
021db7e8 000f423f
..Max/Infinite Food
021db7ec 0001869f
..Low Game Time
021db7f0 00000400
..Digimon Gallery Complete
121e045e 0000ffff
021e0460 ffffffff
021e0464 ffffffff
021e0468 ffffffff
021e046c ffffffff
021e0470 ffffffff
021e0474 ffffffff
021e0478 ffffffff
021e047c ffffffff
021e0480 ffffffff
121e0484 0000ffff
..Press Select: All Digimon Scan
94000130 000003fb
d5000000 3e700000
c0000000 0000013c
d6000000 021e0498
d2000000 00000000
..No Random Battles
221abc59 00000000
..Hold L For Random Battle
```

```

94000130 fdff0000
221abc59 000000ff
.\1ST CREATED DIGIMON CODES
.;Max/Full HP
021db868 0000270f
021db86c 0000270f
.;Max/Full MP
121db870 0000270f
121db872 0000270f
.;Quick Level Up
021db8c8 00000001
.;Max Attack
121db874 000003e7
.;Max Defense
121db876 000003e7
.;Max Spirit
121db878 000003e7
.;Max Speed
121db87a 000003e7
.;Max Aptitude
121db87e 000003e7
.;Max DRA
021db8a4 0000270f
.;No DRA
021db8a4 00000000
.;Max BST
021db8a8 0000270f
.;No BST
021db8a8 00000000
.;Max AQU
021db8ac 0000270f
.;No AQU
021db8ac 00000000
.;Max BRD
021db8b0 0000270f
.;No BRD
021db8b0 00000000
.;Max INS
021db8b4 0000270f
.;No INS
021db8b4 00000000
.;Max MAC
021db8b8 0000270f
.;No MAC
021db8b8 00000000
.;Max DAR
021db8bc 0000270f
.;No DAR
021db8bc 00000000
.;Max HOL
021db8c0 0000270f
.;No HOL
021db8c0 00000000
--END--

```

Explanation:

Standard Code Entry.

For standard codes not under a folder you would enter as follows

Say the code is

Max/Infinite Money


021db7e8 000f423f


you would enter it like this using **..** before the code name


..Max/Infinite Money

021db7e8 000f423f

The Use Of Folders And Hot One Codes:

(Cheat code folder , =  on codejunkies.com) on the X9TF a folder is symbolized with **.** followed by the folder name (i.e. .\1ST CREATED DIGIMON CODES) and the code names entered under that folder would have this **.;**

if you see , this means within these codes you can only select one cheat function in this section , on R4 Cheat Code Editor , it's name is "One Hot"

 = one code at a time ONLY in the X9TF a Hot One code folder is symbolized with **./** followed by the folder name. The code names under that folder would have this **.;**

OTHER NOTES:

Game ID

the Game ID you can find on codejunkies.com , or use the R4 Cheat Code Editor to get it (Cheat Code Editor > Tools > get GameID from rom)

so when it is in the X9TF cheat file format is :

Digimon World DS (game name)

Game ID: ADNE-6da6f484 (remember the game ID's must have the "-" Between the ADNE and the 6da6f484)

Using Cheat Code Notes:

Cheat code notes can be used to issue warning about specific flaws or bad interactions with other codes this is symbolized with **.!**

EXAMPLE:

..Max/Infinite Money

.!May cause Freezes

021db7e8 000f423f

The meaning of symbols:

- 1.) **..**
you see the **..** it is used before the cheat name, if it is not in a folder .
- 2.) **.!**
this is used for "Cheat Code notes"
- 3.) **.**
This is used on "Cheat folders" , if this Cheat folder has a few cheat functions , you can select all or any one .
- 4.) **.;**
This is the "Cheat name" when it is under the "Cheat folder" .

5.) **./**

This is used for the hot one cheat folder

6.) **.:**

This is the "Cheat name" when it is under the "Hot one Cheat folder" .remember you can only use one function from the hot one folders at a time .

7.) **--END--**

When you finish the cheat code file , you must use this on the end of the code.

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NOTE:

On the Internet or Codejunkies.com , or other sites where you found the cheat code , it may have some bugs or dose not work , you must test it with your rom again and again .

your Game ID must 100% match the rom , some times some games have a few roms , Or Different versions/Regions the Games ID will be Different , remember it .