

NAVIGATION

- MAIN SITE
 - » Home
 - » Forum
 - » Affiliate
 - » About us
 - » TREZ History
 - » TREZ Topsites
 - » TREZ Toolbar
 - » TREZ Advertisements
- HACKING GUIDES
 - » Editing Overworld Messages (EXE6)
 - » Editing In-battle "L" Message
 - » Palette Hacking Guide
 - » Text Hacking Guide
 - » Sprite Hacking Guide
 - » Cheats
 - » MMBN1-5 Hacking Guide
 - » MMBN6 Hacking Guide
- MEDIA
 - » Virus Battler
 - » Hacked Battles
 - » TREZ Gallery
 - » User Made Patches
 - » Killerman Kill Them All
 - » Starbord:The First Front
 - » Downloads
- GUIDES
 - » Megaman Battle Network 6
 - » Megaman Starforce 2

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CONTENT

Hello and welcome to this site's very own unique MMBN6 Hacking Guide, images included. The main purpose of this guide is to lead more people to hack battles, in an easy way. One year has passed since the founding of the first Hacking Guide, and within that year, I have gotten better at writing guides. Rem guide will cover everything you need to know about hacking a battle to your heart's content. So now, behold the easy to understand, image guide, found on Rockman EXE Zone (<http://rmexe-zone.vndv.com>).

Here is the only thing you will need:

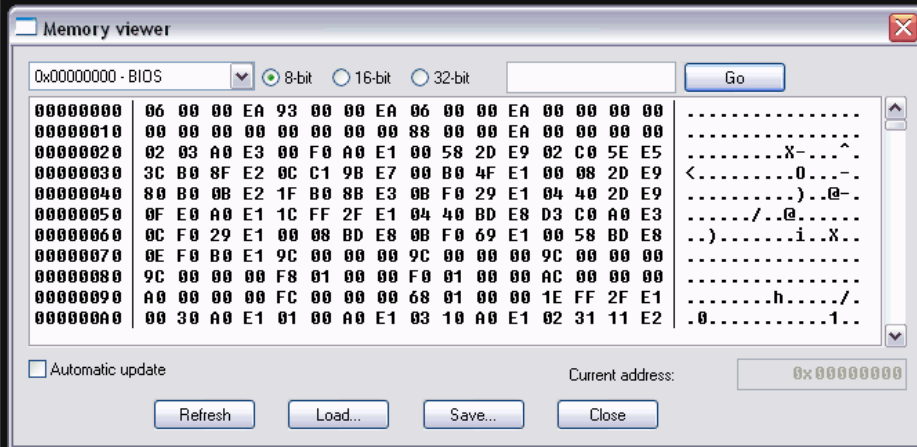
VBA Emulator (comes with a neat skin)

I will not give you links to ROMs. If you are reading this, you already have one. Don't know what a ROM is? [Figure it out here!](#) Also, please give yourself some time on this. You should understand it the first time, but still give yourself an hour or more to get it all down well. If you have hacking or the such, this should take no time at all.

So, now that we got that out of the way, on to the instructions. Run VBA and load your game. I suggest you use state saves if you haven't already. You may n When your game is loaded, head on over to ACDC HP, you know the squirrel statue. Got there? Good, you're still on track.



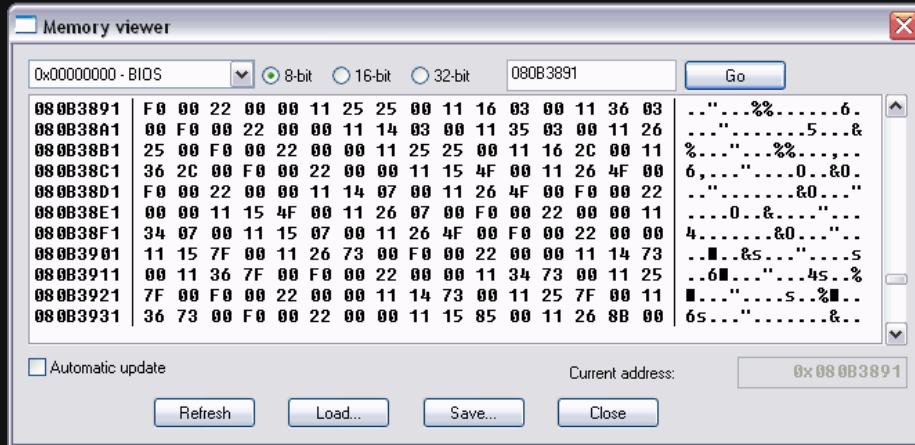
Now open up VBA's Memory Viewer. Go there by clicking on "Tools" and select "Memory Viewer" from the dropdown list. There! Your screen should look lik



Now, I don't expect you to know what everything on that window means, so just do what I say. Depending on what version of the game you have, you will copy down the address that may be your version of the game.

- Faltzer Version (English) = 080B3891
- Faltzer Version (Japanese) = 080B5CB5
- Grega Version (English) = 080B5101
- Grega Version (Japanese) = 080B7515

Make your pick. Copy that address into the address box in the upper right of the memory viewer. I am using **Faltzer Version (English)**, so if you are using that one, copy that address. Once it's in, hit "Go". This is what your screen should look like.



Before I go on, you need to know a few things. This is the ROM memory of the game. The game reads the data you see there to present the battle you will be asking you only to look at the top row of data (values). Don't start changing things just yet. If this is your first time hacking, pay attention to the next part. If you think you know already, skip the next paragraph.

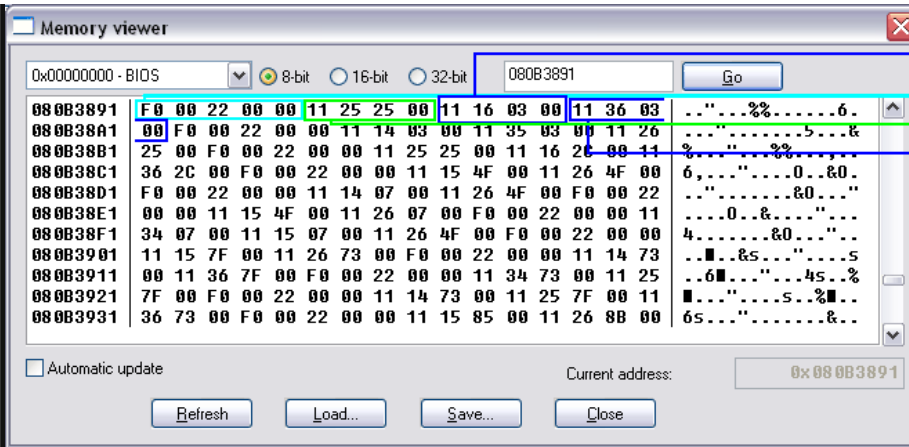
The values you see all represent data that the game will load individually to create the battle. The numbering system being used is in hex. In Hex, you count 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F, 10, 11...

Get the idea? That's all you need to know, I guess.

First, let's find the battle we will hack. Encounter the battle with 1 Catak and 2 Mettaur3s. Here is what the battle looks like.



Take a good look at that, because by the end of this guide, that battle will get a complete make over. How, you ask? Let's begin. Here's a picture of the me



I've highlighted for you, what the data is responsible for. Stay within those boxed areas when editing it.

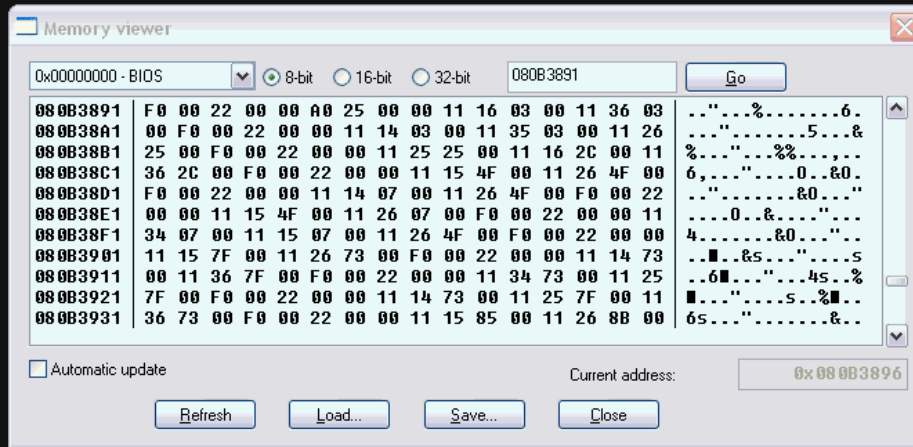
Now lets start changing the values. I'll skip Megaman's data because you may not need this yet.

Start from the 11. This first value is the "Kind Type". (I got the word "Kind" from SSBM's Debug Menu. They used Kind to describe what type of thing someone Lets change this value and see what it does. Here is a list of working values.

Kind List

- 00= Copy Megaman
- 01= Enemy Megaman
- 11= Enemy Team
- 12= Your Ally
- 20= Mystery Data
- 30= Rock
- 70= Flag
- 80= Rock Cube
- 90= Guardian
- A0= Metal Cube
- F0= Cut off (ends the battle at this value)

Here's an example of its effects.



And a quick not on some of the objects. On some occasions, you can use the virus value to set the exact type of object or even HP. You can't seem to make enemy's, so it can only be yours. You cannot have all objects. There must be at least one enemy, Kind value 11, to load the battle, or it will crash.

Enough on the Catack. Lets edit the Mettaur's data now. In his memory box, you now know that the 11 means it's an enemy. So Now let's edit the value 16 y

This value is "Location". Depending on what value this is set to, you can move around the virus; where it starts in battle. Here's the good ol' example I've us beginning.

CODE

```
00 01 02 03 04 05 06 07
10 [11][12][13][14][15][16] 17
20 [21][22][23][24][25][26] 27
30 [31][32][33][34][35][36] 37
40 41 42 43 44 45 46 47
```

Hopefully that little ASCII image helped understand the values. As you can see, 16 is the top back row. Isn't the Mettaur on that panel? Lets see what happens if we change it to 35. It should be in front of the other Mettaur

However, if you put someone on a panel not on the battlefield, it may be difficult for them to get back on the stage. Try to stay within the stage unless you are something sneaky. 🤖

Not too hard, right?

Alright, next! Now let's use the third enemy, the second Mettaur. Now we will change the 03 at the end of the row. This is the "Virus Value". All the enemies can be accessed through this value, well, almost any enemy. So here's the list of all VIRUSES in the game.

Virus List

```
00= TestVirus (not normally encountered)
01= Mettaur
02= Mettaur2
03= Mettaur3
04= MettaurSP
05= RareMettaur
06= RareMettaur2
07= Piranha
08= Piranha2
09= Piranha3
0A= PiranhaSP
0B= RarePiranha
0C= RarePiranha2
0D= HeadyA
0E= HeadyH
0F= HeadyW
10= HeadyE
11= RareHeady
12= RareHeady2
13= Swordy
14= Swordy2
15= Swordy3
16= SwordySP
17= RareSwordy
18= RareSwordy2
19= KillerEye
1A= DemonEye
1B= JokersEye
1C= KillerEyeSP
1D= RareKillerEye
1E= RareKillerEye2
1F= Quaker
20= Shaker
21= Breaker
22= QuakerSP
23= RareQuaker
24= RareQuaker2
25= Catack
26= Cateen
27= Catapult
28= CatackSP
29= RareCatack
2A= RareCatack2
2B= Champy
2C= Chumpy
2D= Chimp
2E= ChampySP
2F= RareChampy
30= RareChampy2
31= WindBox
32= VacuumFan
33= WindBox2
34= VacuumFan2
35= RareBox
36= RareFan (not normally encountered)
37= Trumpy
38= Tuby
39= Tromby
3A= MuteAnt
3B= Xylos
3C= TrumpySP
3D= OldStove
3E= OldStove2
3F= OldStove3
40= OldStoveSP
41= RareOldStove
42= RareOldStove2
43= HauntedCandle
44= HauntedCandle2
45= HauntedCandle3
46= HauntedCandleSP
```

46= HauntedCandle
47= RareHauntedCandle
48= RareHauntedCandle2
49= Kettle (only hurt by fire)
4A= Kettle
4B= SuperKettle
4C= KettleDX
4D= KettleSP (black)
4E= Kettle (not normally encountered)
4F= Puffy
50= Puffy2
51= Puffy3
52= PuffySP
53= RarePuffy
54= RarePuffy2
55= StarFish
56= StarFish2
57= StarFish3
58= StarFishSP
59= RareStarFish
5A= RareStarFish2
5B= EarthDragon
5C= ThunderDragon
5D= WaterDragon
5E= WoodDragon
5F= WhiteDragon
60= BlackDragon
61= ScareCrow
62= ScareCrow2
63= ScareCrow3
64= ScareCrowSP
65= RareScareCrow
66= RareScareCrow2
67= PulseBulb
68= PulseBulb2
69= PulseBulb3
6A= PulseBulbSP
6B= RarePulseBulb
6C= RarePulseBulb2
6D= BigHat
6E= BigHat2
6F= BigHat3
70= BigHatSP
71= RareBigHat
72= RareBigHat2
73= BombCorn
74= MegaCorn
75= GigaCorn
76= BombCornSP
77= RareBombCorn
78= RareBombCorn2
79= Shrubby
7A= Shrubby2
7B= Shrubby3
7C= ShrubbySP
7D= RareShrubby
7E= RareShrubby2
7F= HoneyBomber
80= HoneyBomber2
81= HoneyBomber3
82= HoneyBomberSP
83= RareHoneyBomber
84= RareHoneyBomber2
85= Gunner
86= Shooter
87= Sniper
88= GunnerSP
89= RareGunner
8A= RareGunner2
8B= FighterPlane
8C= FighterPlane2
8D= FighterPlane3
8E= FighterPlaneSP
8F= RareFighterPlane
90= RareFighterPlane2
91= DarkMech
92= ElecMech
93= DoomMech
94= DarkMechSP
95= RareDarkMech
96= RareDarkMech2
97= SnakeArm
98= SnakeArm2
99= SnakeArm3
9A= SnakeArmSP
9B= RareSnakeArm
9C= RareSnakeArm2
9D= Armadill
9E= Armadill2
9F= Armadill3
A0= ArmadillSP
A1= RareArmadill
A2= RareArmadill2

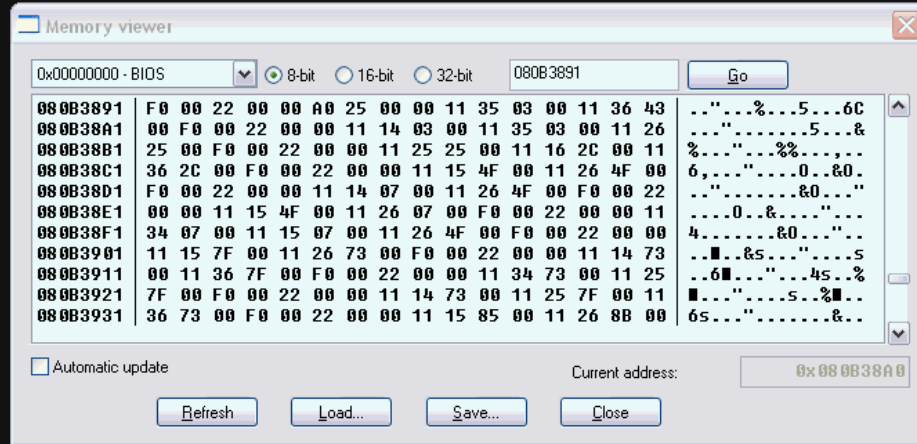
A3= Cragger
A4= MetalCragger
A5= BigCragger
A6= CraggerSP
A7= RareCragger
A8= RareCragger2
A9= Nightmare
AA= BlackMare
AB= DarkMare
AC= NightmareSP
AD= RareNightmare
AE= RareNightmare2
AF= Dustman Mini-Game 1
B0= Dustman Mini-Game 2
B1= Dustman Mini-Game 3
B2= *CRASHES GAME*
B3= *CRASHES GAME*
B4= One Trash flies at the enemy.
B5= Tomahawkman Mini-Game 1
B6= Tomahawkman Mini-Game 2
B7= Tomahawkman Mini-Game 3
B8= Tomahawkman Mini-Game 4 (glitched)
B9= Tomahawkman Mini-Game 5 (glitched)
BA= Tomahawkman Mini-Game 6 (glitched)
BB= No Name Mettaur
BC= No Name Mettaur2
BD= No Name Mettaur3
BE= No Name MettaurSP
BF= No Name RareMettaur
C0= No Name RareMettaur2

As far as I know, all viruses work with each other in the same battle. What a wide variety to choose from! However, there are more values to choose from. T enemies, but names of objects from BN5's Operation Battle.

C1= Mettaur1
C2= Mettaur1EX
C3= Mettaur2
C4= Mettaur2EX
C5= Mettaur3
C6= Mettaur3EX
C7= Tuby
C8= TubyEX
C9= Tuby2
CA= Tuby2EX
CB= Tuby3
CC= Tuby3EX
CD= Flag
CE= Rock
CF= Otenko
D0= RockCube
D1= IceCube
D2= NO NAME
D3= NO NAME
D4= BombCube
D5= BlackBomb
D6= Wind
D7= Fan
D8= TimeBomb
D9= TimeBomb+
DA= NO NAME
DB= Anubis
DC= PoisonPharoah
DD= Fanfare
DE= Discord
DF= Timpani
E0= Silence
E1= DarkSonic
E2= VDoll
E3= Guradian
E4= Voltz
E5= AirSpin
E6= ChaosLord
E7= RedFruit
E8= ChemicalFlash
E9= ModMegaman
EA= BassCrossMegaman
EB= BLANK NAME
EC= BLANK NAME ("EX" in JP version)
ED= BLANK NAME
EE= BLANK NAME
EF= *CRASHES GAME*
F0= *CRASHES GAME*
F1= *CRASHES GAME*
F2= *CRASHES GAME*
F3= *CRASHES GAME*
F4= *CRASHES GAME*
F5= *CRASHES GAME*
F6= *CRASHES GAME*
F7= *CRASHES GAME*
F8= *CRASHES GAME*
F9= BLANK NAME
FA= BLANK NAME
FB= *CRASHES GAME*

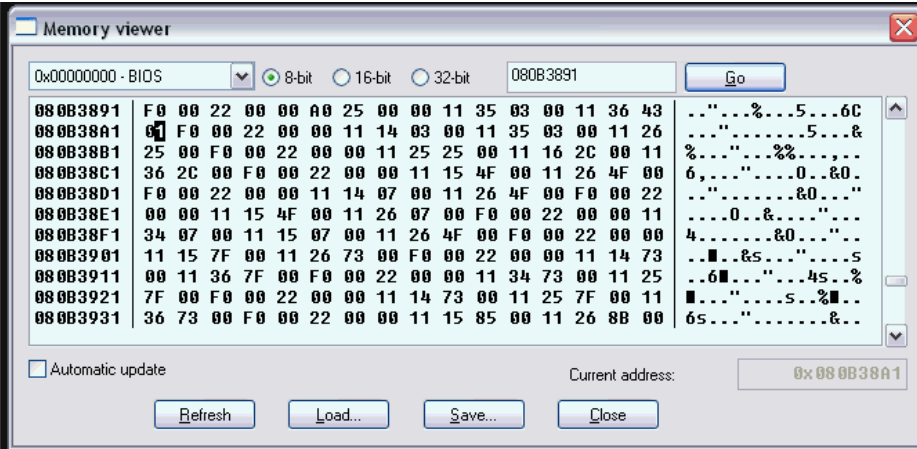
FC= *CRASHES GAME*
FD= *CRASHES GAME*
FE= *CRASHES GAME*

These work with the "Name Mod" cheat mentioned at the end of the guide.
Here's what your battle may look like.



So far everything has been changed from what we started with.

Hold on, we're not done yet. One last thing. What about Navis? Well? Lets use that Haunted Candle (or whatever you chose as an enemy) and turn it into a ends on the second row. That 00 means something. This is basically a yes or no question. Is it a Navi? 00 is no, 01 is yes. Change it to a 01, will ya. And Viola! You have a Navi in that battle!



But what about other Navis? Well, it all goes in order. According to the game, Grega version came before Faltzer, so its Navis come first. Here is a list of Vir outcomes.

Navi List

CODE

- 00= Test Virus = Megaman
- 01= Mettaur = Heatman
- 07= Piranha = Elecman
- 0D= Heady = Slashman
- 13= Swordy = Killerman
- 19= KillerEye = Chargeman
- 1F= Quaker = Aquaman
- 25= Catack = Tomahawkman
- 2B= Champy = Tenguman
- 31= Windbox = Groundman
- 37= Trumpy = Dustman
- 3D= OldStove = Protoman
- 43= HauntedCandle = Blastman
- 49= Kettle = Diveman
- 4F= Puffy = Circusman
- 55= Starfish = Judgeman
- 5B= EarthDragon = Elementman
- 61= Scarecrow = Hakushaku (Japanese version only, otherwise it does nothing)
- 67= Pulsebulb = Colonel
- 6D= BigHat = Bass
- 73= BombCorn = Grega (Grega version only)
- 79= Shrubby = Faltzer (Faltzer version only)
- 7F= HoneyBomber= Crossover Hakushaku (Japanese version only)
- 85= Gunner = Grega Beast Out
- 8B= HoneyBomber= Faltzer Beast Out
- 91= DarkMech = Megaman
- 97= SnakeArm = Megaman
- 9D= Armadill = Playable Navi Names
- A3= Cragger = Megaman
- A9= Nightmare = Crashes game

There's more. You can access higher versions of Navis by picking the next version of a virus from the value list. All versions are sorted in a similar order. T true for most Navi outcomes.

Version Outcomes

- V1 = V1
- V2 = EX
- V3 = SP
- SP = RV

R1 = BX
R2 = __

Well that should cover the basics on hacking the enemies. Now that you know what all the value spot mean, you can freely edit an enemy in battle. Just re simple phrase, sentence, thing, that easily explains what all 4 values mean for an enemy.

Kind - Location - Virus -Navi

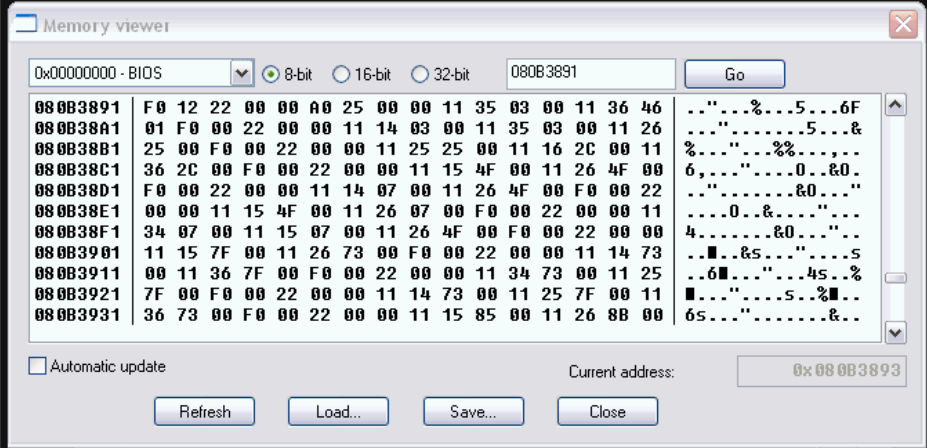
You can use this to self correct yourself in case you get lost.

So now lets go back to trying to editing Megaman.

The first value, F0 is from the previous battle. It separates the two. The 00s might get a bit confusing, but remember the phrase. If you remember from the Megaman, the one you control. This will automatically override the virus value, remember that.

22, that's easy to spot. That's his location. You start on the middle panel, so 22 is the middle panel. The ASCII diagram should help you pick out a value in want him to start there.

These next values won't change anything unless you change the Kind value. So, lets try it out. Lets change his kind to 12, ally.



This is what you should have gotten. Now that Megaman is an automated intelligent enemy (A.I.) you have no control over him. The HP and emotion windo bother now. There are cheats in the cheats section in the bottom that clears this up.

The virus value is 00 and there is no Navi trigger, so right now, you have a Test Virus on your side. Change the values to what you want right now, so if that want, leave it like that.

So far, you can let an enemy play for you. Some restrictions apply, though. Always remember this note when creating a battle:

- Megaman and Viruses can attack anyone
- Navis can only attack Megaman.

If any of these are not in your battle, that enemy won't function properly. We can fix that later.

But for now, you may be thinking, "How do I actually control a Navi?" Well, there is a cheat for that, and I'll explain how to do that now. I'll use Bass as an ex follow along.

Memory viewer

0x00000000 - BIOS 8-bit 16-bit 32-bit 080B3891 Go

080B3891	F0 12 22 6D 01 A0 25 00 00 11 35 03 00 11 36 46	..''m..%...5...6F
080B38A1	01 F0 00 22 00 00 11 14 03 00 11 35 03 00 11 265...&
080B38B1	25 00 F0 00 22 00 00 11 25 25 00 11 16 2C 00 11	%.....%.....
080B38C1	36 2C 00 F0 00 22 00 00 11 15 4F 00 11 26 4F 00	6,.....0...&0.
080B38D1	F0 00 22 00 00 11 14 07 00 11 26 4F 00 F0 00 22&0....''
080B38E1	00 00 11 15 4F 00 11 26 07 00 F0 00 22 00 00 110...&.....''
080B38F1	34 07 00 11 15 07 00 11 26 4F 00 F0 00 22 00 00	4.....&0.....''
080B3901	11 15 7F 00 11 26 73 00 F0 00 22 00 00 11 14 73	..■...&s.....'s
080B3911	00 11 36 7F 00 F0 00 22 00 00 11 34 73 00 11 25	..6■.....4s...%
080B3921	7F 00 F0 00 22 00 00 11 14 73 00 11 25 7F 00 11	■.....s...%■..
080B3931	36 73 00 F0 00 22 00 00 11 15 85 00 11 26 8B 00	6s.....&..

Automatic update Current address: 0x080B3896

Refresh Load... Save... Close



So far, you've got just plain ol' Bass right there fighting for you. Now, use this cheat.

82034080 0002
8203A9D8 01A0

To use cheats, go to "Cheats" and select "Cheat List". A window should pop up. Click on "Code Breaker" located near the bottom. Copy the cheat into that

Now, back to the battle. The screen should look different now.

Memory viewer

0x00000000 - BIOS 8-bit 16-bit 32-bit 080B3891 Go

080B3891	F0 12 22 6D 01 A0 25 00 00 11 35 03 00 11 36 46	.. "m. %... 5... 6F
080B38A1	01 F0 00 22 00 00 11 14 03 00 11 35 03 00 11 26	... "..... 5... &
080B38B1	25 00 F0 00 22 00 00 11 25 25 00 11 16 2C 00 11	%..... %.....
080B38C1	36 2C 00 F0 00 22 00 00 11 15 4F 00 11 26 4F 00	6,..... 0... &0.
080B38D1	F0 00 22 00 00 11 14 07 00 11 26 4F 00 F0 00 22	... "..... &0.....
080B38E1	00 00 11 15 4F 00 11 26 07 00 F0 00 22 00 00 11	... 0... &.....
080B38F1	34 07 00 11 15 07 00 11 26 4F 00 F0 00 22 00 00	4..... &0.....
080B3901	11 15 7F 00 11 26 73 00 F0 00 22 00 00 11 14 73	.. █... &s..... %
080B3911	00 11 36 7F 00 F0 00 22 00 00 11 34 73 00 11 25	.. 6█..... 4s... %
080B3921	7F 00 F0 00 22 00 00 11 14 73 00 11 25 7F 00 11	█..... s... %█..
080B3931	36 73 00 F0 00 22 00 00 11 15 85 00 11 26 8B 00	6s..... "..... &..

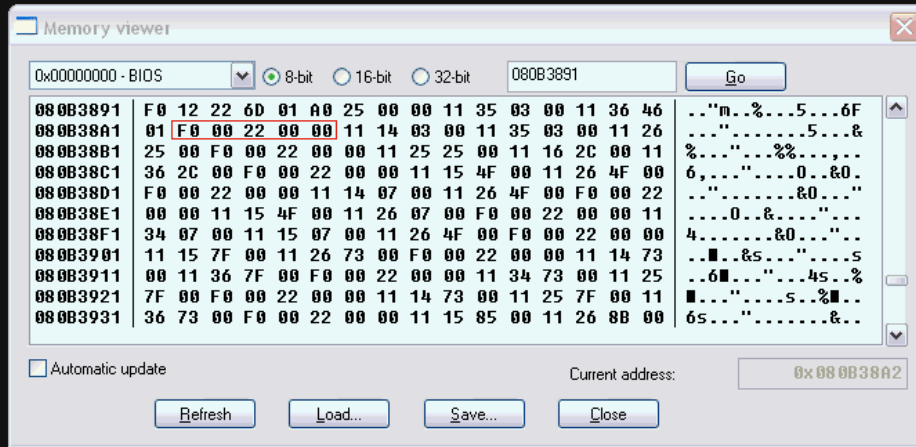
Automatic update Current address: 0x080B3896

Refresh Load... Save... Close



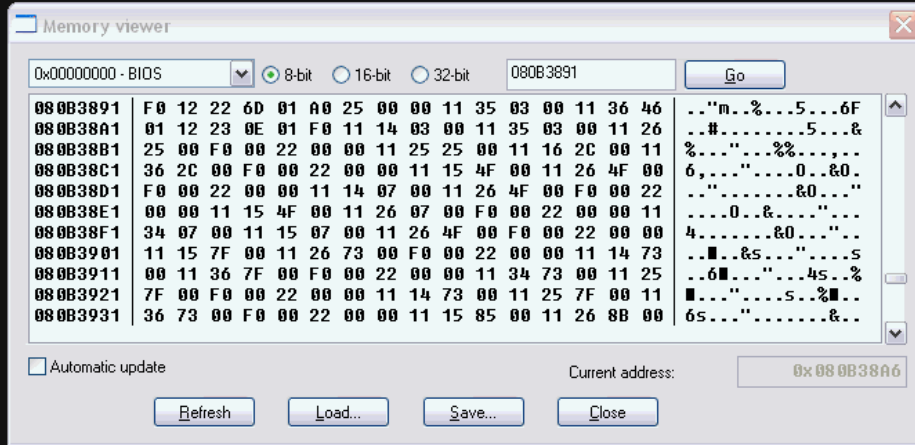
The HP and emotion window are accurate now. Try to play the battle. You are in complete control over Bass now. Move, attack! Well, that's all there is to it. a catch. What the cheat does is just put back a playable Megaman in your place. You have Bass' abilities, (Float Shoes, element, etc.) but you can't use his still Megaman! Still, it looks cool, and the fact that YOU make the moves, is close enough. Buster mods will get you similar moves, but NEVER his real mov

Now, what about the **number of enemies**? This questions has come up some handful of times with the previous guide. Luckily, I will cover it right here, rig Take a look at this picture.



I've highlighted, in red, the area that you can edit to add more enemies or objects. If you remember from the Kind list, F0 is the divider. This ends the battle next. So to make the battle longer, we'll add a valid enemy to the field. Lets change F0 to 12, an ally. You can't stop there, though. Remember the order that the data is read in. After the Kind value, you need the location. Since this will be your ally, pick a reason. We'll make him start in front of you, so it's 23. And now, the virus value. I'll use Slashman EX, so the virus value is 0E. He's a Navi, so 01 on the last value. Got lost? Always remember that when adding new enemies, and such, ask yourself these questions for the values. "What will it be? Where will it go? Who is it? Is it a Navi?"

Remember that when you are done adding enemies, you need to add F0 right after the Navi Trigger, the last value we changed. If you did it right, the battle should look like this.



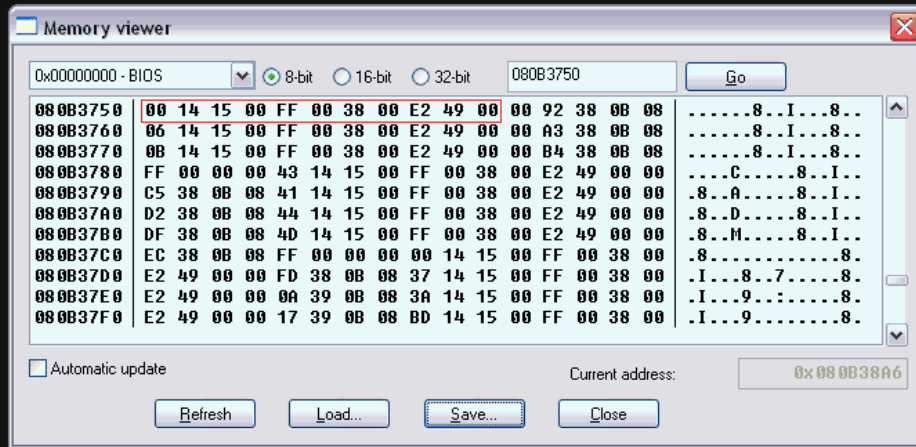
If you know what you are doing, you should be able to reduce the number of enemies by changing their Kind value to F0 and cutting off that battle from that always need one to make the battle work. Maximum 4 enemies on each side.

Well, that's about it! The choice of enemies for that battle is all in your hands! But don't stop there! You can do more!!

Now, we go up a little. To a place that lets us change other aspects of the battle. First, copy the address of your game to follow along.

Faltzer Version (English) = 080B3750
Faltzer Version (Japanese) = 080B5B74
Grega Version (English) = 080B4FC0
Grega Version (Japanese) = 080B73D4

This is what the screen looks like here.



I highlighted the area that you are supposed to change in this area. Don't bother changing anything outside of it. Just follow directions.

First off, **Panel Setup**. This value starts at 00. Value 00 is a blank stage. I swear, about 98% of battles recorded never change the stage. If you need a variety stage.

Each value brings up a different stage. Since there are so many, sets, I saved some results in a folder. Download them here!

That's all there is to panel sets. You can find some more if you'd like, but anything past about B0 are corrupt.

Next up, 14. Sorry, I honestly have no idea what this is. As far as I know, it's functionless.

So forget about 14, now you've got 15. This is an important value. It is the music. 15 is Virus Battle. Here is the list of music values.

Music List

- 00= No Music
- 01= Main Theme
- 02= WWW Theme
- 03= Cyber City Theme
- 04= Indoors Theme
- 05= School Theme
- 06= Seaside Town Theme
- 07= Sky Town Theme
- 08= Green Town Theme
- 09= Graveyard Area Theme
- 0A= Mr. Weather Comp Theme
- 0B= Event Occurance
- 0C= Crisis Theme
- 0D= Sad Theme
- 0E= Hero Theme
- 0F= Jack In!
- 10= Robo Control Comp
- 11= Aquarium Comp
- 12= Judge Tree Comp
- 13= Network Theme
- 14= Undernet Theme
- 15= Virus Battle
- 16= Boss Battle
- 17= CyberBeast Battle
- 18= Pavilion Theme
- 19= Results
- 1A= Loser
- 1B= Game Over
- 1C= Boss Encounter Theme
- 1D= Credits
- 1E= Navi Customizer Theme
- 1F= Results (short version)

- 20= Pavilion Comp
- 21= Theme of the CyberBeasts
- 22= Crossover Battle Theme
- 23= Panic Theme
- 24= ACDC Town
- 25= Expo Theme
- 26~60= Blank

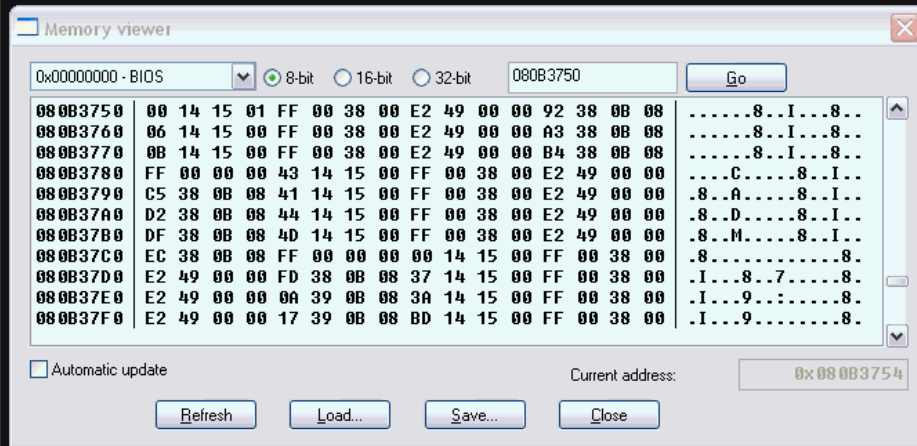
Values around 60 and up are sounds. I don't think you want a sound as your music, since it only plays once. There is an upside to having no music. If you recording a battle, no music is helpful. Here's why.
When the music is blank, you can take the movie file and add music of your choice. It's really fun. Lots of people have done that.

This next value is 00. It's still important, but optional. This changes the "Battle Type". Different types of battles exist, and can be played by this value. Here's planning on changing it.

Battle Type List

- 00= Normal Battle
- 01= Crossover Battle (does not work in Japanese version)
- 02= Battle Tutorial 1
- 03= Battle Tutorial 2
- 04= Battle Tutorial 3
- 05= Beast Out Tutorial
- 06= Virus Battler (will freeze if you add more than 4 enemies)
- 07= Tomahawkman in Mini Game mode (B will be for Tomahawk Swing)
- 08= Cross Tutorial
- 09= Dustman in Mini Game mode (A will be for Sucking in and B will be for Dust Break)
- 0A= Hakushaku's Invincible Mode (wait 4 turns to initiate Django Scene) (does not work in US version)
- 0B= Hakushaku's Defeat (Django and Megaman finish off Hakushaku; does not work in the US version)
- 0C=below = Game crashes

Some of these give you preloaded folders, and some will not, allowing you to not go on. Another value helps you fix this. Here's a picture with a battle type a



Well that's done. Up next, you have a value FF. This value is **Background**, and luckily, is easy to spot. FF simply means it's adaptive to the background of the map. But since we can't switch the background on the map, we must change it in battle. Here is the list of available backgrounds.

Background List

- 00= Lan's PC BG
- 01= ACDC HP BG
- 02= Extra Area BG (freezes)
- 03= Seaside HP
- 04= Sky HP
- 05= Green HP
- 06= RoboControl BG
- 07= Regular Comp BG
- 08= Link Navi HP BG

- 08= Link Navitrip BG
- 09= Central Area BG
- 0A= Aquarium Comp BG
- 0B= Seaside Area BG
- 0C= Judgement Tree BG
- 0D= Green Area BG
- 0E= Sky Area BG
- 0F= Undernet BG
- 10= Mr. Weather Comp BG
- 11= Underground BG
- 12= CyberBeast Comp BG
- 13= ACDC Area BG
- 14= Graveyard Area BG
- 15= Stormy Mr. Weather Comp BG
- 16 and below crash game

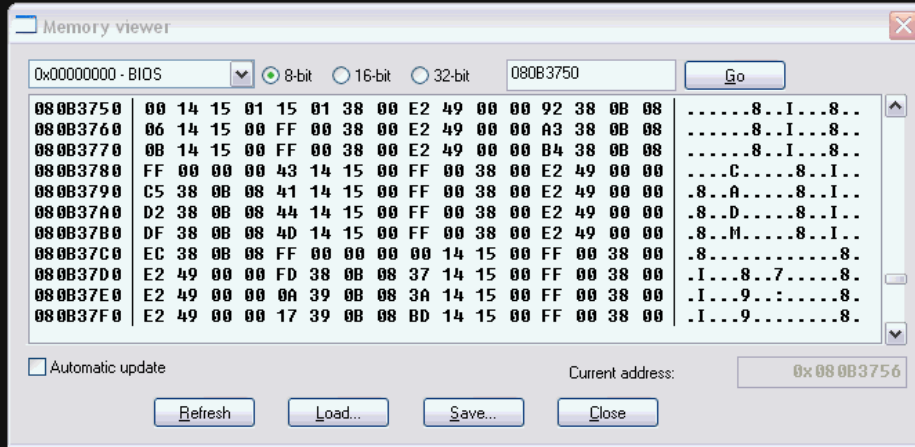
Only one background doesn't work. It's an unfinished BG for an incomplete HP called "Extra". Anyways, all these bring up the corresponding background. It's an embarrassment on my part when I see a video with this background unchanged. Please make it something else!

Memory viewer window showing memory addresses and data. The address range is 0x00000000 - BIOS, and the current address is 080B3750. The data is displayed in hex and ASCII format.

080B3750	00 14 15 01 15 00 38 00 E2 49 00 00 92 38 0B 088..I...8..
080B3760	06 14 15 00 FF 00 38 00 E2 49 00 00 A3 38 0B 088..I...8..
080B3770	0B 14 15 00 FF 00 38 00 E2 49 00 00 B4 38 0B 088..I...8..
080B3780	FF 00 00 00 43 14 15 00 FF 00 38 00 E2 49 00 00	...C.....8..I..
080B3790	C5 38 0B 08 41 14 15 00 FF 00 38 00 E2 49 00 00	.8..A.....8..I..
080B37A0	D2 38 0B 08 44 14 15 00 FF 00 38 00 E2 49 00 00	.8..D.....8..I..
080B37B0	DF 38 0B 08 4D 14 15 00 FF 00 38 00 E2 49 00 00	.8..M.....8..I..
080B37C0	EC 38 0B 08 FF 00 00 00 00 14 15 00 FF 00 38 00	.8.....8.....8..
080B37D0	E2 49 00 00 FD 38 0B 08 37 14 15 00 FF 00 38 00	.I...8..7.....8..
080B37E0	E2 49 00 00 0A 39 0B 08 3A 14 15 00 FF 00 38 00	.I...9.....8.....
080B37F0	E2 49 00 00 17 39 0B 08 BD 14 15 00 FF 00 38 00	.I...9.....8.....

Game interface showing a battle menu. The menu includes a character selection screen with a 'CHIP SELECT' section and a 'BATTLE CHIP' section. The 'BATTLE CHIP' section shows 'BatCan3' with a health bar of 48. The 'CHIP SELECT' section shows 'L', 'A', 'B', 'C', 'R' buttons. The 'BATTLE CHIP' section also shows 'Mettaur3' with a health bar of 1800 and 'BlastMn' with a health bar of 2000. There are 'OK' and 'BLOCK' buttons at the bottom.

Next value you will find is 00. This is the **number of the battle**. For most battles, it is set to 00, so nothing different will happen. However, if you change it to will load with an extra message saying, "Battle 1 Start". See for yourself.



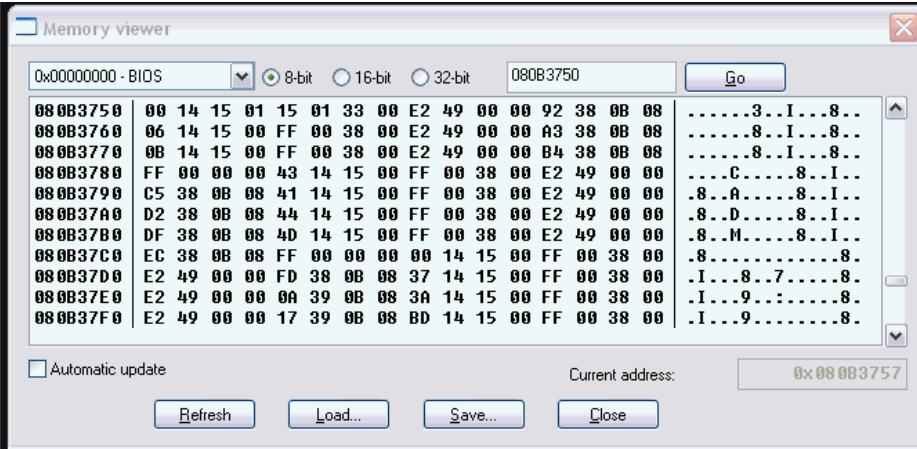
So if you put 02, it will say "Battle 2 Start". So on until 9. Remember hex? That means 0A will be 10. Use Windows Calculator if you need to.

Going on. There is a value, 38 next to the one we just edited. This one is the **Battlefield Modifier**.

If any of you have played MMBN5, you may remember "Liberation Battles". In these modes, the battlefield may have been different. There are tons of random sets, but there are only a few important ones.

- 00= You own all the area
- 30= You are one column closer to your enemy's side.
- 33= You are pincered
- 3C= Your enemy is one column closer to your side.
- 47= Blue and Red areas are swapped
- 5E= Big area belonging to you in the middle
- 4C= Pincered enemy
- FF= The enemy owns all the area

Remember a couple of things, though. This is basically Liberation mode reused and modified. These are used in Tomahawkman's mini game simply to open. In any set that you are pincered, or similar, L and R cause you to turn around so you can attack the enemies behind you. Because of that, you have to use a cheat (mentioned in the cheats section of the guide) to enter the Custom screen by pushing L and R at the same time, or once the gauge is full. Also, since enemies are no longer programmed to turn around and attack you, they end up attacking in the wrong direction. You can fix this problem, in a way. Kind value? If you add 2 to it, they will flip around while maintaining their team value. (friend or foe)



Though that battle may not be correct anymore, you can easily go back and change it using the first address mentioned at the top. For Kind, if I wanted Blastman to face the right direction, instead of having a value of 11, it would be 13. Same for Slashman. If you want him turned around, value being 12, it would be 14.

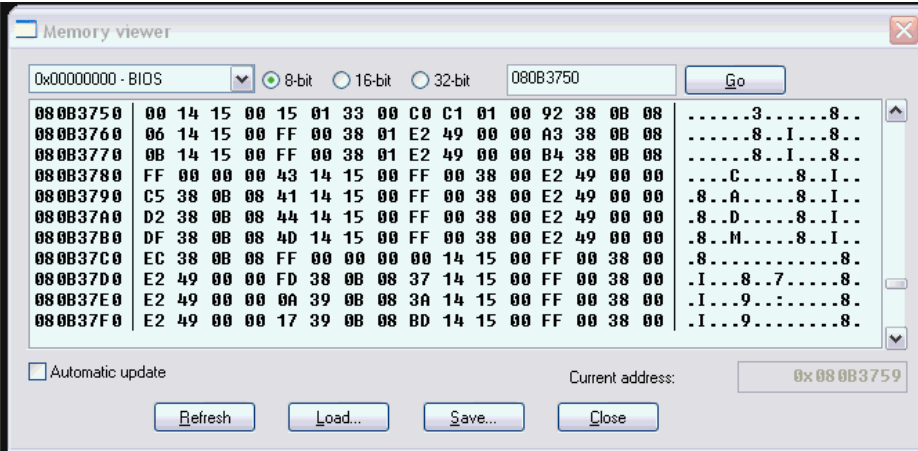
Remember that you can only move in the red area. If you are surrounded by blue panels, you won't be able to go anywhere. For columns, you cannot jump in areas. So only the areas around you can be reached. But at least your ally can use them.

Almost there. This is another important value. The 00 next to the value we just edited and E2 is some sort of **value of rarity**. I really have no idea how it really works. If you put a 01 in it, you won't be able to find that battle. Now, don't be silly. Only make the values above and below, a 01. This means the hacked battle is the one you will find. Really helpful! Just don't forget to scroll back to the line you are editing, or you will be lost.

Finally, you've reached the end, E2. This final value is **chip start modifier**. I don't have a clue how this works. 00 makes your folder come in order, so it's kind of useful. Change the E2 to E1 and the 00 one value over to a 01 and you can skip the results screen.. Whether it is useful to you or not, you don't have to use it. It is recommended for chained battles (numbered battles).

Also, you can change it to C0 to make you unable to run away. This has very selective purpose since you won't have to push R. But for text hackers, this is a useful feature.

Phew! That's it! You've finished. You've turned an ordinary battle into an impossible-to-exist **hacked battle!**



Now, the rest is entirely optional but...

You can still do much more. Maybe a year ago, this was the best it was going to get. But now, there are cheats that can make the battle better in many ways. Don't think of cheats as bad. There are good cheats, as well as stupid ones.

When I mean cheats, don't think about those "Infinite HP" cheats or "Always 9999 damage". These cheats change specific aspects of the battle that would be useless to a non battle hacker. First, I would like to introduce the **Slot Modifiers**. This is a set of cheats that modify only the enemy in that slot.

If you remember earlier, slots are the enemies you entered while making the battle. So Megaman will be 0th slot, because it will almost always be occupied. It isn't added to the enemy list on the upper right corner of the screen.

I will be using different battles to explain these cheats, just to show their effect.

0th Slot Cheats

Name ID Modifier
8203A9D8 0YXX

HP Modifier
D0000020 0004
8203A9D4 XXXX

Levitate Yourself
8203A9EE XXXX

Color Modifier
3203AA44 00XX

AI Modifier
82034080 XX0Y

Level Enhancer
32034096 00XX

1st Slot Cheats

Name ID Modifier
8203AAB0 0YXX

HP Modifier
D0000020 0004
8203AAAC XXXX

Number of Chips Held
D0000020 0004
3203AAA2 00XX

Chip Modifier
8203AAB2 XXXX

Levitate Enemy
8203AAC6 XXXX

Color Modifier
3203AB1C 00XX

AI Modifier
82034180 XX0Y

Level Enhancer
32034196 00XX

2nd Slot Cheats

Name ID Modifier
8203AB88 0YXX

HP Modifier
D0000020 0004
8203AB84 XXXX

Number of Chips Held
D0000020 0004
3203AB7A XXXX

Chip Modifier
8203AB8A 00XX

Levitate Enemy
8203AB9E XXXX

Color Modifier
3203ABF4 00XX

AI Modifier
82034280 XX0Y

Level Enhancer
32034296 00XX

3rd Slot Cheats

Name ID Modifier
8203AC60 0YXX

HP Modifier
D0000020 0004
8203AC5C XXXX

Number of Chips Held
D0000020 0004
3203AC52 00XX

Chip Modifier
8203AC62 XXXX

Levitate Enemy
8203AC76 XXXX

Color Modifier
3203ACCC 00XX

AI Modifier
82034380 XX0Y

Level Enhancer
32034396 00XX

Now, what do these cheats do? I'll explain all of them, and what values to put as well as an example.

Name ID Modifier

Ex.



In this picture, I used the 1st Slot cheat. I am battling Circusman, but the name being shown is Protoman (the name that appears when you play as him). The value you use here is exactly the same as the virus values you used to create the battle, only backwards. Y will be 01 if it is a Navi, and 00 if it isn't. XX is a value. Here's when you can actually use the BN5 names.

Alternatively, you can **text hack** a name, then use this to get the name to show up in battle.

This cheat has been used as a fix when you are using other Navis, but not controlling them. By adding this line in front of the cheat:

CODE

D0000020 0001

The name will change to that what you specified when you push A. Now, your Navi will have an enemy to hit while battling. There is one downside though. work on the first enemy. So what I did there is correct if I am letting another Navi play for me.

The "target" names are always the Navis you play as, and they have a specific value you can use. Here is a list, if you actually want to use them:

Target Name List

- 01A0= MegaMan
- 01A1= HeatMan
- 01A2= ElecMan
- 01A3= SlashMan
- 01A4= KillerMan
- 01A5= ChargeMan
- 01A6= AquaMan
- 01A7= TomahawkMan
- 01A8= TenguMan
- 01A9= GroundMan
- 01AA= DustMan
- 01AB= ProtoMan
-

HP Modifier

Ex.



Sounds simple enough. You can change their HP. I am using it for the 2nd Slot this time.

The XXXX is what you replace for a hex value to get that HP. I gave the 2nd virus 9999 HP. So to get that in hex, open up Windows Calculator. Make sure you in "Scientific Mode". Write down the amount of HP you want it to have, and when you're done, click on the "Hex" circle. Now you should have your value in hex that in for the Xs and when you push Select in battle, the virus gains HP! easy, right?

Number of Chips Held, Chip Held

Ex.



Woah! Look at that! That Puffy virus has a GolemHit1 chip, and 3 of them!

This is what you do to make this possible. The first cheat is **Number of chips held**. Simple enough. You change XX to a hex number from 0-10. Any more, a (not to mention dumb-looking)

The next cheat, **Chip Held**, determines what chip the virus will hold. It's all in values, so make your pick from the master list.

Chip List

Now you can combine the cheats and use them. In battle, push Select, and the virus will hold that many of that chip. However, if you are not satisfied with that have to push, refer to this page.

GBA Jokers (button values)

One more thing. Only some viruses are programmed to use chips. So if you are planning on using these, stick to viruses who can actually use them.

Chip-Using Virus List

- Mettaur
- Piranha
- Swordy
- KillerEye
- Quaker
- Catack
- Champy
- OldStove
- HauntedCandle
- Puffy
- BombCorn
- Shrubby
- Gunner

Alright? Got that? No Navis!

Levitate Enemy

Ex.



I used all 3 slot cheats this time. Remember this: This effect is entirely cosmetic. Eye candy. Cool-looking. It doesn't affect the actual battle in any way. Just remember that.

Change XXXX to a small value, like 10, or 20. You can levitate so much, you'll go off the screen.

However, this won't work on playable Names/Navis (Megaman, Heatman, Elecman, etc.) so stick to enemies.

Color Modifier

Ex.



Basically, it is a visual effect. It might look like I'm battling different Mettaurs, but I really just changed the color, and only the color.

The values you use are usually small, like 01, or 02. This will usually get the color of the next version of the virus, or shades it might use. Again, it is purely visual and make any other difference than that.

AI Modifier

Ex.



I bet you don't even know what this cheat is supposed to do, huh?

It's an "AI Modifier" because it changes the "Automated Intelligence" used. Basically the way an enemy plays out. You have control over which one is used for here. But wait, now the values you have to put in.

Y is the Navi trigger you've grown familiar to. Change it 01 to make it a Navi. XX values are different. Rather than keep different values for different levels of difficulty, they have been cut down to one value per Virus/Navi. Here is the list, that happens to be true for some other things in the game as well.

Enemy Value List V2

- 01= Heatman
- 02= Elecman
- 03= Slashman
- 04= Killerman
- 05= Chargeman
- 06= Aquaman
- 07= Tomahawkman
- 08= Tenguman
- 09= Groundman
- 0A= Dustman
- 0B= Protoman
- 0C= Blastman
- 0D= Diveman
- 0E= Circusman
- 0F= Judgeman
- 10= Elementman
- 11= Hakushaku (this does not work in the US version)
- 12= Colonel
- 13= Bass
- 14= Grega (this does not work)
- 15= Faltzer (same as above)
- 16= Crossover Hakushaku (doesn't work)
- 17= GBeast
- 18= FBeast

The Navi's equivalent virus is still the same, so Faltzer would be Shrubby without the Navi Trigger on.

In the picture, Slashman is acting as Bass. This looks exciting, but there are limitations.

Since it is only sprites and sprites have values for moves, attack animations are limited to value. You can't do much about it, but at least most moves will play. For example, Circusman's attacks may have a high sprite value. Something someone such as Blastman may not have. Watch them play, and see if they're cool.

Level Enhancer

Ex.



That seems impossible, right? Protoman's attack just did 9999 damage and Uninstalled most of my NaviCust programs, and paralyzed me. He is also moving at incredible speeds. This cheat basically requires you to choose a value, 00-04 for legitimate versions, and above values for random gamble. In the picture, I

CODE

32034196 0054

Try it out. It works.

But of course, that is a lucky value. Making a full list of "good values" would take a long time. That was just luck. You can try too! it's wild!!

That ends the slot cheats. Seems to be enough for a single enemy. And yet, there are more! This part, again, is optional. But if you like to try new things, go ahead and classified as Miscellaneous cheats. Behold.

Misc. Cheats

No Emotion Window

32035292 00F0

Ex.



You don't have an emotion window. However, the cheat can't keep up when you open the custom screen, so you see the emotion window for a bit.

L+R for Custom Screen

74000130 00FF

320348B2 0013

You will need this when you are in any pincer stage setup.

No Time Freeze

720348B2 0005

320348B2 0001

Ex.



This neat little cheat lets you play during time freezing moves. okay if you prefer a battle to keep on going instead of stopping. Note though that Navi chips tend to flinch, flinch on every attack, so rapid hits may not be as good, like Groundman. Still fun though.

Custom Screen Auto-Opens

720348B2 0003

320348B2 0013

Just like in Liberation Missions! You enter the Custom Screen the instant the Custom Gauge is full. You must be very skilled if you want to use this. It is also a substitute for the L+R for Custom Screen cheat.

Start+R for Soul Unison

74000130 02F7

320364C1 0024

Ex.



Can you believe it? Soul Unison, (or Double Soul, as some of you may recognize it as) is still in this game! Well, you don't become a soul, because obvious exist anymore. Instead, you Beast Out, which is helpful, in case you run out of turns and want one more turn of regular Beast Out, or want to go Beast Over. Fortunately, the system of Soul Unison has been tampered with, so you no longer lose a chip when uniting, but rather, can't select it for that turn. You can unite times, but can't use the chips you united with. As glitchy as it may be, you can Beast Out, and unite at the same time!

L or R for flip

D0000020 0200
320340C5 0002
D0000020 0100
320340C5 0003

This lets you turn around even in a normal battle. I don't see how this could help, but it's worth playing with, right?

Fast Background

3204A881 0019

Ex.



This is one strange cheat. By combining certain layers, the speed of the background in battle goes up. The background will always go to the bottom right. However, as you can see in the picture, maps will scatter like the background and it seems impossible to navigate. This also goes for menus. But, hey, this is battles only.

Hold Background Direction

x-axis 82049690 XXXX
y-axis 82049694 YYYY

So basically this cheat holds the background and stops it from moving. Since backgrounds all move at different speeds and directions, you have to make up which one to stop. So for ACDC HP's background, XXXX can be replaced for any value to hold it at a certain direction, so it would move from up to down. A good cheat if you like difference. This cheat is rarely used, so show everyone how fun it can be.

Push Select for Minor Shake

D0000002 0004
8204998C 0100

All this does is, when you push Select, the screen shakes a bit. I have no idea when you'd like to use it, but if you put modify the cheat just right, it will make attacks more interesting. But at the moment, it seems like I'm the only one that can do that. 🤖

Net Battle Style

720348DC 001F
820348BC XXXX

Ex.



This is personally my favorite cheat. It adds the aspects of a real Net Battle in an ordinary in game battle. This makes the game just a tad harder, like it should enjoy Net Battles with real people. (Greiga Master and I battled often) So what gets added is the ability to get countered, which is fun, by the way. You get into Angry emotion more often. And, you get a high level reward at the e WINNER screen, too.

Downside is that in normal play, this cheat won't work on battles you manually accept, like freebattles, Link Navis, etc. To actually make it work, replace XXXX for the value mention under the version of your game.

US Faltzer
5E44

US Grega
5EE4

JP Faltzer
5F60

JP Grega
5E54

When your HP hits red, the music will speed up, panic style, until you go back to normal. Really fun. Have fun Net Battling!

Shadow Mode

33006184 0000

Ex.



This cheat is one of it's kind, unique! All objects turn black, so everyone is a "shadow". That's all there is to it, I guess.

Still Background

3200A88A 0001

Should hold most backgrounds still, but you may have difficulty entering battles. Let me know if there are any problems.

Black Background

8200AC40 7D60

Ex.



This cheat hides the background so it is black. Dunno if you'll find some use for it, but it's worth trying. However, in overworld, everything is black.

No Stage

8200AC46 1D02

Ex.



Almost the same as the previous one, only there is no stage. Odd cheat, but worth trying, okay.

Music Speed Modifier

823508B0 XXXX

By replacing XXXX, you can change the speed of the music. Most music goes at about 80. Depending on what value you put, some music will sound fast, a Values too high may cause the game to crash. But hey, some music sounds good fast, or slow. Experiment with that. I betcha nobody else has. 🤖

Start with Cross Modifier

320047E3 00XX

Yay! You can start with a cross. Some people may want to do that. Here's the list.

- 01 Heat Cross
- 02 Elec Cross
- 03 Slash Cross
- 04 Killer Cross
- 05 Charge Cross
- 06 Aqua Cross
- 07 Tomahawk Cross
- 08 Tengu Cross
- 09 Ground Cross
- 0A Dust Cross
- 0B Greiga Beast Out
- 0C Faltzer Beast Out
- 0D Heat Beast
- 0E Elec Beast
- 0F Slash Beast
- 10 Killer Beast
- 11 Charge Beast
- 12 Aqua beast
- 13 Tomahawk Beast
- 14 Tengu Beast
- 15 Ground Beast
- 16 Bust Beast
- 17 Greiga Beast Over
- 18 Faltzer Beast Over

Replace Sound Modifier

7200A49C XXXX
8200A49C XXXX

You can replace music as well as sounds. Sound values start at around 70. I can't help you much here. The first line is the sound you want to replace. Loo

For each hex code, there are 16 hex codes. So you can change the sound of the sound you want to hear. For each hex code, you can change the hex code to the sound you want to hear. The viewer with that address to see what value it is. The second line is the sound you want to hear instead. Again, watch the values to see what sound is what. will be making a list, so you have to be independent. 🤖

Body Type Modifier

320340CA 00XX

01= Virus Body
FF= Shield Body

This changes Megaman's body. The 0th slot. 01 means you won't flinch or become invisible. FF means attacks will not hurt you. StoneBody, man! 🤖

No Custom Gauge and HP Bar

8200AC4A 1F07

I guess you could do the same by pushing Ctrl+4, but this does the same thing. You won't see the top part of the screen. A battle will look really empty when these...

Beast Over AI for 1st Enemy

Ex.



This cheat is still in development. What this does is makes the first enemy shoot and use chips on you. For it to work, you need to have Net Battle Mode on Megaman's AI. I used this cheat, try it for yourself.

CODE

8203CE90 0129
720348DC 001F
820348BC 5E44
82034180 0002

Duplicate Fighters

D0000020 0004
32034883 0000

Ex.



This is one of my newest cheats. To use it correctly, you must hold Select while the enemies are loading. Doing so will make them appear again, and again characters are reloaded. However, you can only have up to 4. Once you hit 4, the game won't let you go on. If you hold it a little, you can duplicate once. Still, it makes are useless unless you Beast Over, I think. That's where the Soul Unison cheat helps. If you have 4 enemies to begin with, this cheat won't work.

So. Now what?

You can do all sorts of changes to battles now, but it would be a pity if you used it just to entertain yourself. Well hacking battles can be used for other things to realize, VBA can record AVI files (I'll cover this in just a sec). With 1 year of hacking history in TREZ, I have noticed a few popular trends you might like.

Challenges

I personally despise buster challenges. Just hate them. 4 minutes of the most boring thing you'll ever see. By hacking, your possibilities of battles to do are endless. No longer are you limited to set encounters to beat. You can make the battle any way you want and take on some of the most difficult challenges, it's skill! And it's really easy too. One might request a difficult 4 on 4 battle. Or they may request a battle against many tough opponents. New possibilities open have found how exciting this can be. You can be one of them.

Mini-Series

This became increasingly popular because battles are the most exciting part of a series. It's a mini-series because you can create your own storylines via Video Maker and add a battle to the video. There are a few true successors out there. Maybe if you use the right elements, you can make the new best mini-series.

For Fun

I am an example of this. Nobody tells me what battle to do. I just come up with an idea, and record it. Some other people do this, and usually something special modification, or appearance of battle. It's been done, and if you feel like just doing it, do it.

I wouldn't exactly make this an option, but some people have actually hacked and recorded scenarios. Certainly add more reason to a For Fun video, and a mini-series either. One day, I'm sure perfect scenario hacking will be possible, so you can actually choose to do so.

Now what about recording? VBA can record AVI, or video files of your gameplay. Sadly, about 80% of recorded videos have bad quality. I'm making it a personal change this. Reason is because I record the best quality than anyone, or most people. You can too.

You will need one thing:

Windows Movie Maker ([download here](#))

Download it and install it. Now get ready for a guide within a guide. 🤖

I suggest everyone to read it.

First, we must record a video. Obviously you want to record a battle. I'll let this battle play on as an example.



I used these cheats, in case you're interested.

CODE

8203AAB0 01AB
8203AB88 01AB
8203AC60 01AB

82034180 0002
82034280 0002
82034380 0002

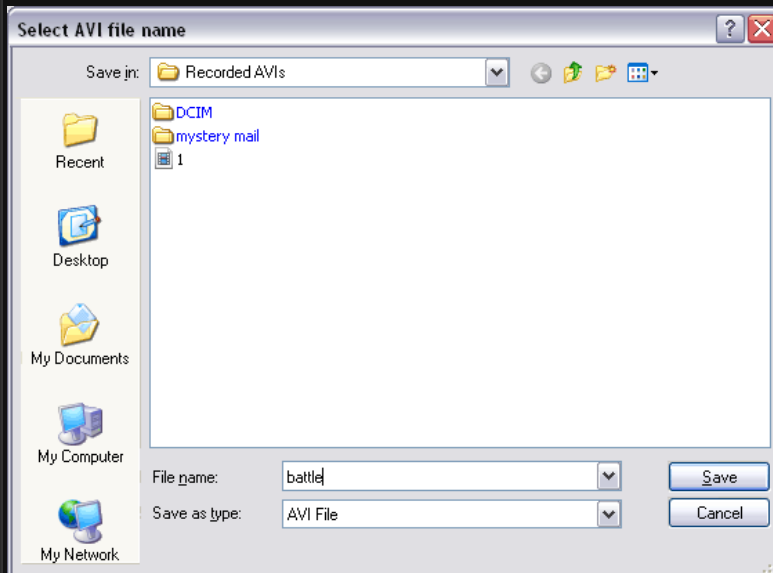
720348DC 001F
820348BC 5E44

8203CE90 0129

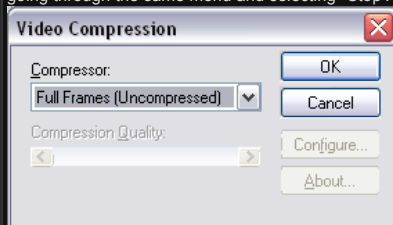
In chunks, cheats are: Protoman ally name. Megaman AI. Net Battle Style. Beast Over AI.

It's best to set the record option as a hot key via Tools>Customize. Or you can just right click if you are using the skin. I'll tell you how to get to the option first. Go to Tools>Record, and click on "Record AVI..."

But first, you must record when the screen is white during the battle encounter. It's best to save crop time, remember that.



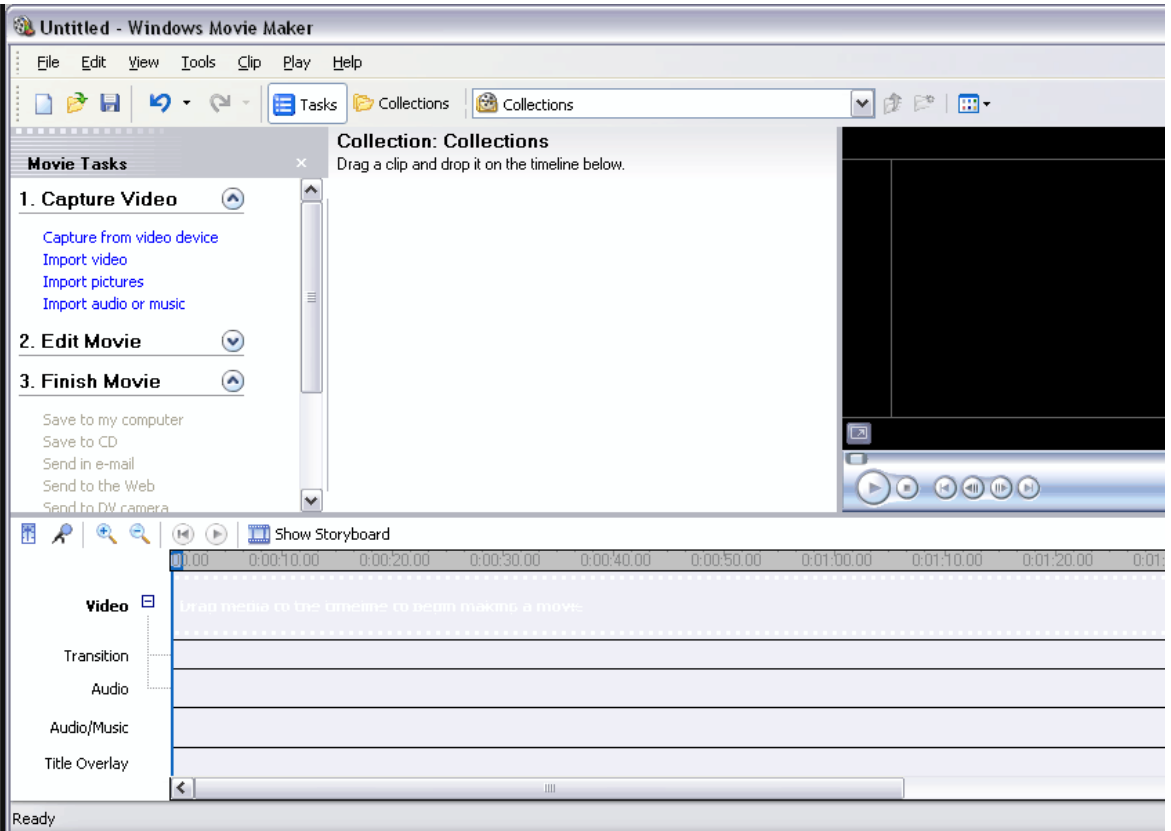
When you click on the Record option, a window will pop up. It will ask you for a file name. You don't have to put much thought into it. I didn't. Also, a little reminder. Make a folder for all your recordings. Your video might get damaged if you save it on the desktop. Also, if you messed up, cancel the recording. Then go through the same menu and selecting "Stop AVI Recording"



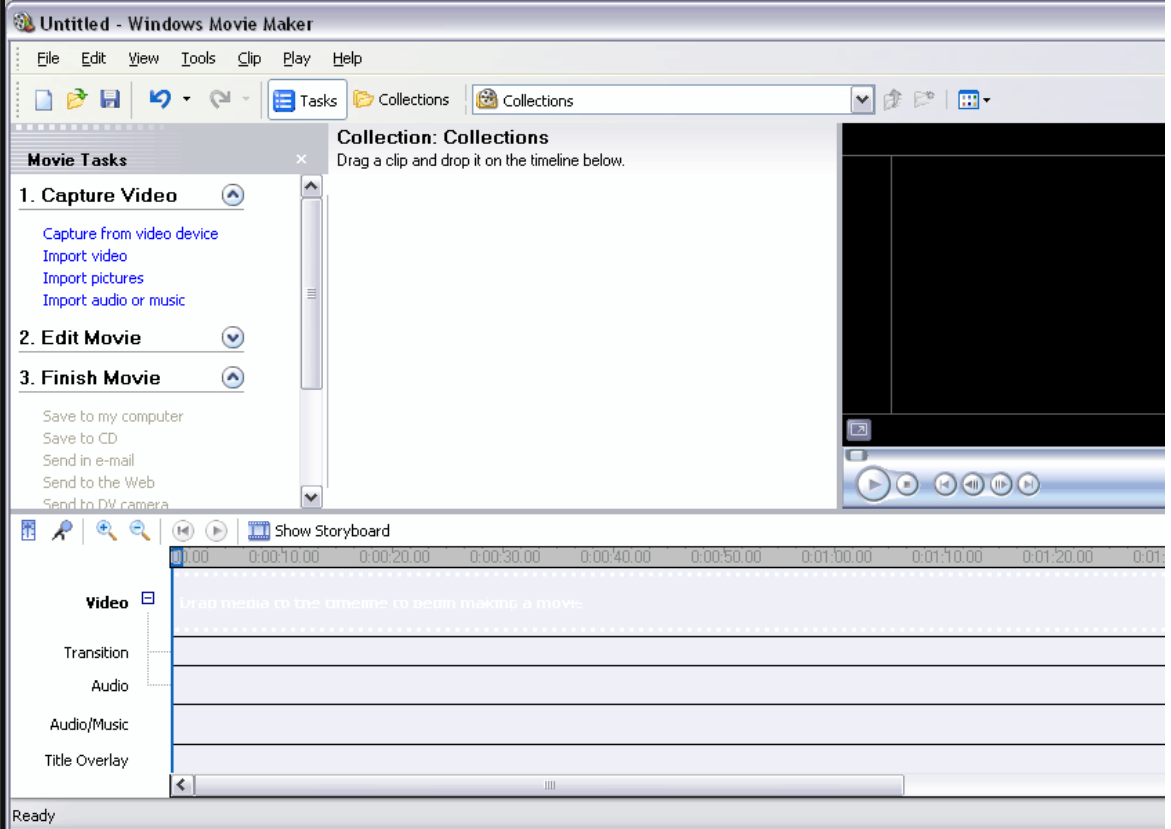
Another window will pop up asking you for video compression. This is the most important step. It starts at "Full Frames (uncompressed)". This means it will record every frame from the recording. This is the perfect video quality. Chunky in size, but we'll worry about that later. Click OK and begin your recording. Depending on your computer processing speed, this may or may not affect the speed of the battle.

....

Done? If you messed up, you can always cancel and replace the bad video. Again on the cropping. End the recording when the screen fades out from the recording. I had an embarrassing moment on my part when the ACDC HP can be seen at the end of the video. That is supposed to be a secret. If you're satisfied with the recording, get ready to open up Windows Movie Maker. There's much more to go.

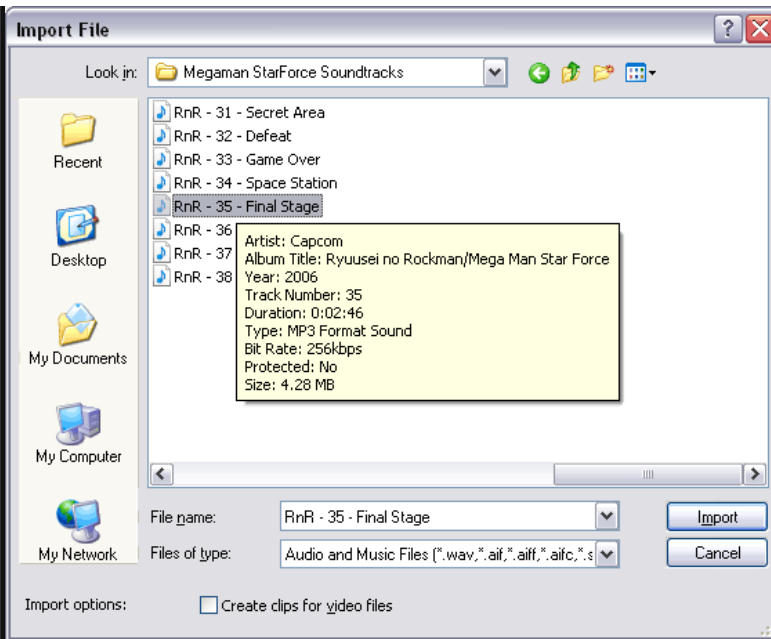


This is what Windows Movie Maker should look like. I made it shorter because I might stretch the page. Start by going to the left menu bar and selecting "1. Capture Video" and it should appear in the Collection.



Select it and drag it onto the timeline below. (if you have "Create Clips for Videos" on, you might have to drag more clips onto the timeline)
 If you recorded with music in the game, you are done. Click on "Save to my Computer".
 If you recorded with no background music, here's how to insert it.

Mine has no music. To import music, go to "Import Audio or Music" on the left list.

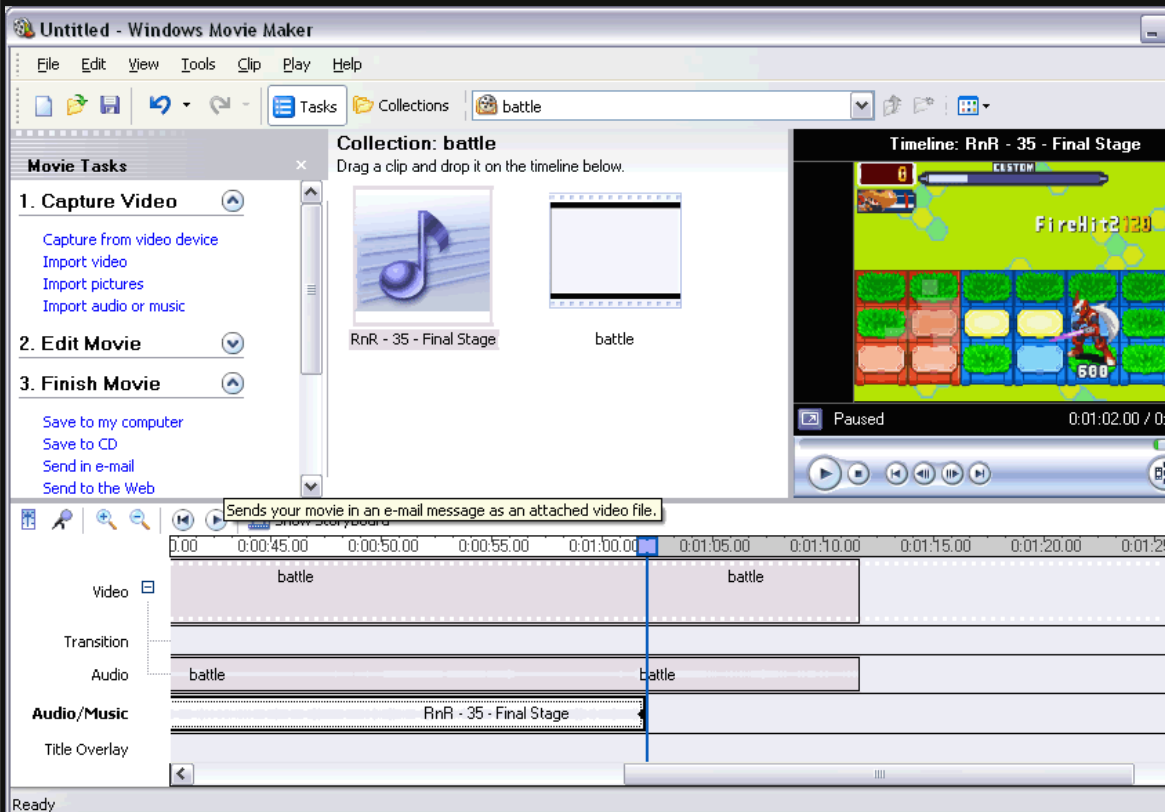


You can select MP3 files of music from other games if you have them.

Drag and drop the file on the timeline. A blue marker will indicate where it will drop.

DON'T DROP IT just anywhere. Zoom in by clicking on the magnifying glass icon and get a good look at the beginning of the battle video. A blue line indicates where the music will drop. Look at the preview on the right. Drop the file when the battle begins to fade in. If you leave the mark there, the music file will attach to the video. Right click on it and select "Volume". Click on the left side of the bar once to reduce the volume slightly and you're okay, otherwise they're too loud.

You're not done yet. WMM makes a mistake when importing MP3 files. Rest your mouse on the clip of the music. For mine, it says it's 4 minutes and 45 seconds long. Look at the other picture. It says it's 2 minutes and 46 seconds long. So now what you must do is shrink the size of the file you dropped on the timeline. If it is too short, copy it over to fill in room. Also, when reducing the time, it tells you how long it has lasted, which lets you know if you are close to the real thing. MP3 files usually have fading. When reducing the time, reduce it about 3 more seconds than how much it really is to get rid of the fading.



Also, the music should end when you defeat the enemy. At the end of the explosions, end the music. ENEMY DELETED should not overlap with your music done, you're ready to save!

First step is asking you to give it a name. Now you can give it a meaningful file name. Then click "Next".

Now it's asking for Movie Settings. Select the bubble "Other Settings".

From the list, select "Video for local playback (2.1Mbps)" This will guarantee the best quality for your video. Then click next. Depending on the size of your video, the process might take longer. Have a snack while it's saving, it takes a long time.

When it's done, you can see that the file size has decreased greatly. Never have I had a video bigger than 100MB, perfect for upload.

Now you can upload the video for others to see. Youtube is recommended. If you don't have an account there yet, make one. If you do, go to the upload screen. Okay, you all know how to upload, right? When you come up with the "Browse" button, select the video you made and wait for it to upload.


Okay, you all know how to upload, right? When you come up with the "Browse" button, select the video you made and wait for it to upload.

ct: BN... YouTube - Broadcast Yourself.

My Account / Edit My Video

Video Info: [close](#)

Video Still: [watch video](#)



The selected still is used to represent your video in search results and other displays. You can choose a different still image by clicking on it. Note: it can take up to 6 hours for your image to be updated.

File: Uploaded on Oct 16, 2007, 09:40 PM as *Hacked Battle Demonstration.wmv*

Title:

Description:

Tags:
Enter one or more tags, separated by spaces.
Tags are keywords used to describe your video.

Video Category:

Embed HTML:

