

MegaTrainer

The part MD-Trainers of MegaDev only deals with developing of gametrainers. In detail, that are the MegaTrainer XL (MTXL), the MegaTrainer XE (MTXE) and the MegaTrainer eXperience (MT-X). In opposition to normal cheats, which are direktly supported by games and therefor are implementet by the game-developer from the beginning, gametrainer are working by changing the RAM of the games to achiev the desired effect. The special feature of the MegaTrainers are that they don't support only one game like ordinary (game-)trainer but support a lot of games. Which they are in detail you can find in the trainers-overview.If you are not familiar with gametrainers or want get an overview of a MegaTrainer you should read the corresponding FAQ.

The ending respectively the last development for the MegaTrainer XL was a code-generator to get directly MTXL-sourcecode and concurrently this was the starting signal for the MT-X. Due to the fact that it should be possible to extend the MegaTrainer eXperience in future by more than one person a the same time, what was impossible with the MTXL, we needed to source out the supported games to DLL-files. In most cases it should be possible to get the code for the DLLs from a newer, revised version of the mentioned code-generator and thus it should be possible for MegaDev-members without programming-experiences in C++ and C# to make updates for the trainer as well. In addition the well known hotkey-problem was solved at the beginning of the trainer development including first successful tests in games. One last problem was with the "useraccountcontrol" of Vista, which have to be solved befor the release of a first beta-version.

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Need for Speed - Hot Pursuit (2010)

1.0.3.0

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Addressing: CCJ39, HWFlo

<http://www.megadev.info>

<http://www.md-trainers.info>



General

This trainer was created with and for the original version of Need for Speed Hot Pursuit (released 2010). The supported gameversion is shown in the trainer. If a patch will be released which isn't listed in the trainer yet, we will try to make an update for this as soon as possible, because patches generally change the memory addresses and therefore the trainer does not work for other versions than indicated.

Important

All cheats were tested with the listed gameversions in the Standard and Limited Edition.

Key	ID	Cheat / Value hotkey	Value	Description
[L]Alt + F2	1	Unlimited nitro	-	If you enable this cheat during the race, you'll get unlimited nitro.
[L]Alt + F3	9	Car-Godmode	-	Activate this cheat in race to heal your car and become invulnerable.
[L]Ctrl + F2	2	Racer Bounty +5.000	+5.000	With this cheat you can increase your bounty by 5.000 as racer in the career-menu.
[L]Ctrl + F3	3	Cop Bounty +5.000	+5.000	With this cheat you can increase your bounty as cop by 5.000 in the career-menu.
[L]Ctrl + F4	4	Unlimited Weapons	-	If you activate this cheat during a race, all your weapons will be frozen, so you can use them for free.
[L]Ctrl + F5	5	Freeze Timer	-	Activate this cheat e.g. in a time-race to freeze the timer until you disable the cheat.
[L]Ctrl + F6	6	No Time-Penalty	-	With this cheat you can disable the penalties in the cop-time-races. No matter if guardrail or other traffic, you won't get any penalty.
[L]Ctrl + F7	7	Stop Opponents	-	<p>With this cheat you can force all near opponents to stop immediatly. No matter if racer or cop, they will brake down to zero immediatly as long as this cheat is active.</p> <p>If an opponent is to far away (approx. more than 5 sec) the cheat won't affect him until you're close enough. If you drive forward the catchup-function of the game will forward the AI too, so the opponents will follow 1-3 sec behind you and adjust their speed to yours.</p>
[L]Ctrl + F8	7	Very slow opponents	-	<p>With this cheat you can force all near opponents to slow down to a very slow speed immediatly. No matter if racer or cop, they will brake down immediatly as long as this cheat is active.</p> <p>If an opponent is to far away (approx. more than 5 sec) the cheat won't affect him until you're close enough. If you drive forward the catchup-function of the game will forward the AI too, so the opponents will follow 1-3 sec behind you and adjust their speed to yours.</p>

[L]Ctrl + F9	7	Slow opponents	-	<p>With this cheat you can force all near opponents to slow down to a slow speed immediatly. No matter if racer or cop, they will brake down immediatly as long as this cheat is active.</p> <p>If an opponent is to far away (approx. more than 5 sec) the cheat won't affect him until you're close enough. If you drive forward the catchup-function of the game will forward the AI too, so the opponents will follow 1-3 sec behind you and adjust their speed to yours.</p>
[L]Ctrl + F10	7	Slowed Opponents	-	<p>With this cheat you can force all near opponents to slow down to a bit slower speed immediatly. No matter if racer or cop, they will brake down immediatly to the new maximum speed as long as this cheat is active.</p> <p>If an opponent is to far away (approx. more than 5 sec) the cheat won't affect him until you're close enough. If you drive forward the catchup-function of the game will forward the AI too, so the opponents will follow 1-3 sec behind you and adjust their speed to yours.</p>
[L]Ctrl + F11	8	Set all cop-weapons	5	<p>If you activate this cheat during a race, all your weapons as cop will permanently be set to 5 until you disable the cheat. In addition the weapons for the AI will be set to 0, so all opponents won't use any weapons.</p>
[L]Ctrl + F12	8	Set all racer-weapons	5	<p>If you activate this cheat during a race, all your weapons as racer will permanently be set to 5 until you disable the cheat. In addition the weapons for the AI will be set to 0, so all opponents won't use any weapons.</p>
Alt + X		Disable (all)	-	<p>Disables the freezing option of all cheats, but the value will remain until the game changes them now.</p>