Taz: Wanted · Trainer & Patcher

✏️ Requirements

✅ Main

- **Taz: Wanted** - installed full **US** game version
- **Microsoft .NET Framework 4.8** - preinstalled with Windows 10 (1903+)

✅ Optional

- **DirectX® End-User Runtime** - for d3d8to9, dgVoodoo2 and dxvk
- **Internet Access** - for custom graphic wrappers and scoreboards

💡 Troubleshooting

📝 Main Issues

- Make sure you have installed **US** version. **Europe** and **Atari** game versions are unsupported. You can replace your `Taz.exe` file from **US** version for compatibility
- **Demo** and **Pre-release** versions are unsupported
- Make sure your registry path is correct: `Settings -> Game Path`
- Make sure you have installed Microsoft .NET Framework 4.8

🎞️ Video Issues

- Make sure your **DirectPlay** component is enabled
- Make sure you have installed **DirectX 9.0c**
- Make sure you have correct device in launcher video settings
- Make sure you have latest video drivers installed
- Try windowed / fullscreen mode
- Try another **GPU** (integrated / discrete graphics)

🎮 Control Issues

- Set **Vanilla** option in **Controls** settings and configure layout manually via `Settings -> Controls`

✅ Specific Issues

- Try compatibility mode with **Windows XP SP3** for **Taz.exe**
- Try graphic wrappers or debug version of wrappers
- Make sure **Taz.exe** process is not already launched

🐞 FPS Bugs

The game is not designed for more than **60 FPS** refresh rate, use **FPS Cap** (F9) to avoid bugs:

- Slow UI animation
- Buggy Gladiatoons
- Broken chili pepper, fireflies, droplets, etc...

Also, you can cause some wall clipping bugs with low refresh rate: **~20 FPS**

🧪 Unstable Features

Some trainer features are unstable and can crash game in specific scenarios, use with caution:

- Alternate Lighting (F10)
- Player (F12 PgUp/PgDn)

📎 Misc Issues

- Game crush on debug cheats menu selection with Russian language - use [Russian language mod](#) with fixed cheat bugs
- Game crash on level leaderboards screen - make sure you have created user on **3rd save slot**
- Unpacking doesn't support **GameCube** (.gc) files - use **QuickBMS** with [blitz_games.bms](#) script
- **dgVoodoo** watermark can be disabled with: `...\Taz Wanted\Wrappers\dgVoodoo2\dgVoodooCpl.exe`
- You can create batch or shortcut for custom game launchers: `Taz.exe Launched`

🔨 Patches

⭐ Buttons

- **Patch & Play** - start game with selected patches
- **Patch game** - apply patches without starting game
- **Restore patches** - reset all patches

⚠️ General

- **NoCD** - remove CD check during startup
- **Skip Ads** - skip intro logos and warning banner
- **Mods** - load custom paks from `Mods` folder
- **4Gb Ram** - extend available memory ([source](#))
- **Cutscene Subtitles** - show subtitles for game cutscenes
- **Advanced Cheats** - enable specific patches for **Player** trainer cheat (`F12` `PgUp` `PgDn`) and unlocks all cheats in debug menu (console)
- **Speedrun Mode** - lock trainer features and some patches
- **Controls** - preset button layout for:
  - Vanilla - default behaviour
  - XInput - **Xbox** controllers

- DualSense - **DualShock/DualSense** controllers
- **Language** - set game language to:
  - English - default behaviour
  - Français - French
  - Deutsch - German
  - Italiano - Italian
  - Español - Spanish
- **Scoreboard** - download level scoreboards from [speedrun.com](#) to game save file:
  - None - default behaviour
  - Clean - reset all scoreboards
  - Any% - sync with [Any%](#) category
  - 100% - sync with [100%](#) category
  - Pure Any% - sync with [Pure Any%](#) category
  - Perfect Any% - sync with [Perfect Any%](#) category
- **Start Level** - load specific level on game startup:
  - Main Intro - default behaviour
  - Front End - Taz's Island
  - Zoo-Hub - Yosemite Zoo
  - Ice Kingdome - Ice Burg
  - Safari - Zooney Tunes
  - Aqua - Looney Lagoon
  - City-Hub - Sam Francisco
  - Dept Store - Looningdale's
  - Museum - Samsonian Museum
  - Construct - Bank of Samerica
  - West-Hub - Wile E. West
  - Ghost Town - Taz: Haunted
  - Gold Mine - Cartoon Strip-Mine
  - Grand Canyon - Granny Canyon
  - Tazmania - Tazland A-maze-ment Park
  - Random - random playable level

📺 Graphics

- **API** - download and replace graphic API with custom wrapper:
  - d3d8 - default **DirectX 8.1** API
  - d3d9 - **DirectX 9** wrapper [d3d8to9](#)
  - d3d11 - **DirectX 11** wrapper [dgVoodoo2](#), unavailable with **Speedrun Mode**
  - vulkan - **Vulkan** wrapper [dxvk](#), unavailable with **Speedrun Mode**
- **Res** - video resolution, prefilled with system defaults
- **Aspect** - aspect ratio, prefilled with calculated resolution proportions, with **Speedrun Mode** can be only `4:3` or `16:9`
- **Windowed** - set windowed mode with selected resolution and aspect ratio
- **Voodoo** - simplified graphics mode, incompatible with windowed mode
- **Lighting** - enable cartoon lighting
- **Outlines** - enable cartoon outlines
- **Frame Limiter** - enable **FPS** cap (`*` `/` - adjust in-game)

- **Field of View** - override default **FoV** (`Num+` `Num-` - adjust in-game)

- **Point Texture Sampling** - set nearest-neighbour filtering for magnified textures

- **Unlimited Draw Distance** - deactivate draw distance limitations

- **Fog** - set fog density as for console versions:
    - None - default behaviour (no fog)
    - Normal - **Xbox** and **GameCube**
    - Thick - **PlayStation 2**

🏛️ Trainer

While game is running, use the specified keys to activate/deactivate hacks:

☣️ Cheats

- `F1` **Invisibility Mode** - toggle test tube effect
- `F2` **Rant Hack Mode** - toggle burp soda can effect
- `F3` **Jump Hack Mode** - hold jump to move up
- `F4` **Freeze Timers & Boxes** - freeze all level timers and Whack-in-the-boxes
- `-` `=` **Change Game Speed** - decrease/increase in-game time speed; can be adjusted via **Settings** tab
- `BkSp` **Spin Hack Mode** - toggle spin movement acceleration hack

💻 Hacks

- `F5` **Debug Menu (Console)** - toggle developer debug menu (console)

- `Num0` **Photo Mode** - toggle free look camera:
    - `Movement` - move camera
    - `Camera ←/→` - strafe camera
    - `Bite` - teleport Taz to the camera position

- `Num1` `Num3` **Save/Load Taz Position** - store/restore current Taz position; can be adjusted via **Settings** tab

- `Num5` **Fly Mode** - toggle fly mode:
    - `Num4` `Num6` - move by **X** coordinates
    - `Num2` `Num8` - move by **Z** coordinates
    - `Num7` `Num9` - move by **Y** coordinates

- `PrtSc` **Screenshot** - take and save screenshot to the game folder as a **bmp** file

👀 Graphics

- `F6` **Inf. Draw Distance** - toggle draw distance limitations

- `F7` **Texture Filtering** - toggle Nearest-Neighbour/Bilinear texture filtering

- `F8` **Show Alpha Textures** - toggle alpha textures visibility

- `F9` **FPS Cap** - toggle FPS limit; can be adjusted via **Patches** tab
    - `*` `/` - increase/decrease max FPS value

- `F10` **Alternate Lighting** - toggle smooth lighting feature for characters

- `Num+` `Num-` **Field of View** - increase/decrease FoV angle; can be adjusted via **Patches** tab

🎮 Gameplay

- `F11` **No Jumps Mode** - toggle jump ability
- `F12` **Player** - change playable character/costume; requieres **Advanced Cheats** patch
  - `PgUp` `PgDn` - next/prev character/costume; can be adjusted via **Advanced** tab
- `Ins` **Show Debug Info** - show Taz angle, position and game tick rate
- `Home` **No Destructions** - indestructible world mode
- `End` **Bulldozer Mode** - one touch destructions mode
- `Del` **Unsinkability** - toggle water collisions

🔋 Advanced

While game is running, press `F12` `PgUp` `PgDn` - to change playable character/costume:

☎️ ACME Costumes

- 🕵️ **Agent** - `agenthat.obe` `agentshades.obe` `agentwatch.obe`
- 👤 **Bandit** - `cowboybelt.obe` `cowboyhat.obe` `cowboymask.obe` `cowboymoustache.obe` `tazstubblecowboy.obe`
- 🛠️ **Construction Worker** - `constructionbelt.obe` `constructionhat.obe`
- 🔍 **Explorer** - `explorerbackpack.obe` `explorerbelt.obe` `explorerhat.obe` `explorermachete.obe` `explorermonacle.obe` `explorertaz.obe`
- 🤠 **Indy** - `indyhat.obe` `indywhip.obe`
- ⛏️ **Miner** - `minerbelt.obe` `minerhelmet.obe` `minerpickaxe.obe`
- 🥷 **Ninja** - `bandana.obe` `ninjabelt.obe` `ninjakatana.obe` `tazninja.obe`
- 🎧 **Rappa** - `baseballcap.obe` `dex.obe` `tazrappa.obe`
- 🦌 **Reindeer** - `iceantlers.obe` `icerednose.obe`
- 🛹 **Skater** - `skaterbaseballcap.obe` `skaterelbowpadl.obe` `skaterelbowpadr.obe` `skaterskateboard.obe` `tazskater.obe`
- 🏂 **Snowboarder** - `snowball.obe` `snowboard.obe` `snowboardgoggles.obe` `snowboardhat.obe` `tazsnowboarder.obe`
- 🚑 **Stuntman** - `crashhelmet.obe` `elbowpadl.obe` `elbowpadr.obe`
- 🏄 **Surfer** - `aquashades.obe` `aquasurfboard.obe` `tazaquasurfer.obe`
- 🧀 **SWAT** - `swatbackpack.obe` `swatcap.obe` `swatcheesegun.obe` `swatelbowpadl.obe` `swatelbowpadr.obe` `swatshades.obe` `swattaz.obe`
- 🌴 **Tarzan** - `elephant.obe` `taztarzan.obe`
- 🐞 **Trippy** - `taztrippy.obe` `trippyshades.obe`
- 🐺 **Werewolf** - `tazwerewolf.obe`

☢️ Characters

- 🐊 **Alligator** - `alligator.obe`
- 🏴‍☠️ **Ape Pirate** - `pirateape.obe`
- 🤠 **Bandit Cowboy** - `bjshellac.obe`
- 👷 **Bandit Miner** - `bjscargill.obe`
- 🦅 **Beaky Buzzard** - `beaky.obe`
- 🦜 **Beaky Parrot** - `parrot.obe`
- 🐻 **Bear Brown** - `browbear.obe`

- 🐻‍❄️ **Bear Polar** - `polarbear.obe`
- 🧱 **Bot Builder** - `construction bot.obe`
- ⛏️ **Bot Miner** - `minerbot.obe`
- 🤖 **Bot Security** - `security bot.obe`
- 👷 **Builder** - `construction worker.obe`
- 👮 **Catcher** - `keeper.obe`
- 🦆 **Daffy Duck** - `daft.obe`
- 🐶 **Dog Monster** - `demondog.obe`
- 🐕 **Dog Security** - `doggy.obe`
- 🐘 **Elephant** - `elephant.obe`
- 🗯️ **Elmer Fudd** - `mrfudd.obe`
- 🏀 **Glover Ball** - `ball.obe`
- ❤️ **Gossamer** - `gossamer.obe`
- 🟢 **Guard Green** - `greenguard.obe`
- 🔴 **Guard Red** - `guard.obe`
- 💅 **Monkey** - `irrepresible.obe`
- 🐁 **Mouse** - `mouse.obe`
- 🌵 **Nasty Canasta** - `nastycan.obe`
- 🦈 **Shark** - `shark.obe`
- 🎀 **Shedevil** - `shedevil.obe` `shedevilbowtie.obe`
- 😺 **Sylvester the Cat** - `sylvester.obe`
- 🤪 **Taz** - `tazdevil.obe`
- 🥬 **Tribal Chief** - `tribalchief.obe`
- 🐤 **Tweety** - `tweety.obe`
- 🐥 **Tweety Mecha** - `mechatweety.obe`
- 🎈 **Whack-in-a-Box** - `secbox.obe`
- 🐺 **Wile E. Coyote** - `coyote.obe`
- 🎣 **Yosemite Sam** - `yosemite.obe`
- 👔 **Yosemite Sam Tycoon** - `tycoon.obe`

⚙️ Settings

🗺️ Game path

You can select game path manually by **Browse** and **Apply** buttons; It changes Windows registry value with Taz path

🛠️ Trainer/Patcher options

- **Auto save config on exit** - auto save app settings to `Patcher.xml` file on exit
- **In-game text messages** - show/hide in-game trainer messages
- **Screenshot sound** - play sound on screenshot take
- **Trainer key sound** - play sound on trainer key press
- **Camera speed:** - camera speed value for **Photo Mode** (Default = `2000.0`)
- **Fly mode step:** - step value for fly mode movement (Default = `5000.0`)
- **Max time scale:** - set max in-game speed (Default = `2.0`)

🧭 Saved Taz coords

- **x/y/z** - saved x/y/z Taz coordinates (Default = `0.0`/`0.0`/`0.0`)

🏌️ Shortcuts

- **Play** - start game (`Taz.exe Launched`)
- **Launcher** - open native Taz: Wanted launcher (`TazLauncher.exe Forced`)
- **Explorer** - open game folder in Windows explorer

🪓 Settings

- **Video** - open native video setup (`config.exe graphics 0`)
- **Audio** - open native audio setup (`config.exe sound 0`)
- **Controls** - open native controls setup (`config.exe control 0`)

📄 Config

- **Save** - save app settings to `Patcher.xml` file
- **Reset** - delete `Patcher.xml` file and restart app with default settings
- **Proc. Kill** - terminate game process (hooked as `Alt+F4` in game)

💾 Savegame

- **Clean** - delete `TazWanted.sav` file
- **Savefiles** - link to Save Files
- **Template** - link to Binary Templates

🖇️ Misc

- **Update API's** - download latest graphics API wrappers to the game folder (D3D9, D3D11 and Vulkan)
- **In-game Cheats** - link to Cheat Codes
- **Speedrun Autosplitter** - link to Autosplitter

🌍 Links

- **Discord** - link to Taz: Wanted Preservation Community
- **GitHub** - link to Taz: Wanted · Trainer & Patcher project
- **Mods** - link to Taz: Wanted Mods

🎲 Repacking

📤 Unpacking

0. Make sure you have at least **1 GB** free memory space if you want unpack all files
1. Press **Unpack game resources**
2. Choose Taz **Pak** files (`.pc`, `.xpb`, `.ps2`) in the first file dialog
3. Choose output folder in the second file dialog
4. Multiple files unpacking can take much time. It's Ok if app looks like not responding
5. Use specific tools for opening and editing unpacked media files (**Audacity**, **Foobar2000**+**vgmstream**, **Bitmap/Hex editors**...)

📥 Repacking

0. It's recommended to make backup of original **Pak** files
1. Press **Repack game resources**
2. Choose folder with unpacked resources in the first file dialog
3. Choose output file in the second file dialog

🎨 Modding

Game mods can be found here: https://gamebanana.com/mods/games/21253

🧩 Example

As a mod example, you can add motion bike to the level:

1. Unpack any `.pc` file with `.lom` file
2. Add **motion** object to the `.lom` file:

```
Level
{
    ...
    Object
    {
        Name = "MOTION"
        SPECIALTYPE = "VEHICLE"
        TYPE = "ROCKETBIKE"

        Instance
        {
            Name = "MOTION00"
            PosX = 0.000
            PosY = 0.000
            PosZ = 0.000
            RotX = 0.000
            RotY = 0.000
            RotZ = 0.000
            RotW = -1.000
            SclX = 1.000
            SclY = 1.000
            SclZ = 1.000
        }
    }
    ...
}
```

3. Replace **PosX/Y/Z** with **STARTPOSITION** (or any other) values
4. Copy `\objects\motion.obe` from `vrgrandc.pc` to your unpacked `objects` folder
5. Repack results back as `.pc` file to the `Mods` folder

📝 Credits

👍 Used Projects

- [d3d8to9](#)
- [dgVoodoo2](#)
- [DXVK](#)
- [ExtractTarGz](#)
- [FormSerialisor](#)
- [GlobalKeyboardHook](#)
- [markdown-only](#)

❤️ Special Thanks

- [MilkGames](#)
- [CycloneFN](#)
- [MrPinball64](#)
- [Preservation Community](#)
- [Speedrunning Community](#)