

HOW TO: USE MY RE5 TRAINER

For:

Resident Evil 5 v1.1 Steamworks Edition (Gold
and Standard)

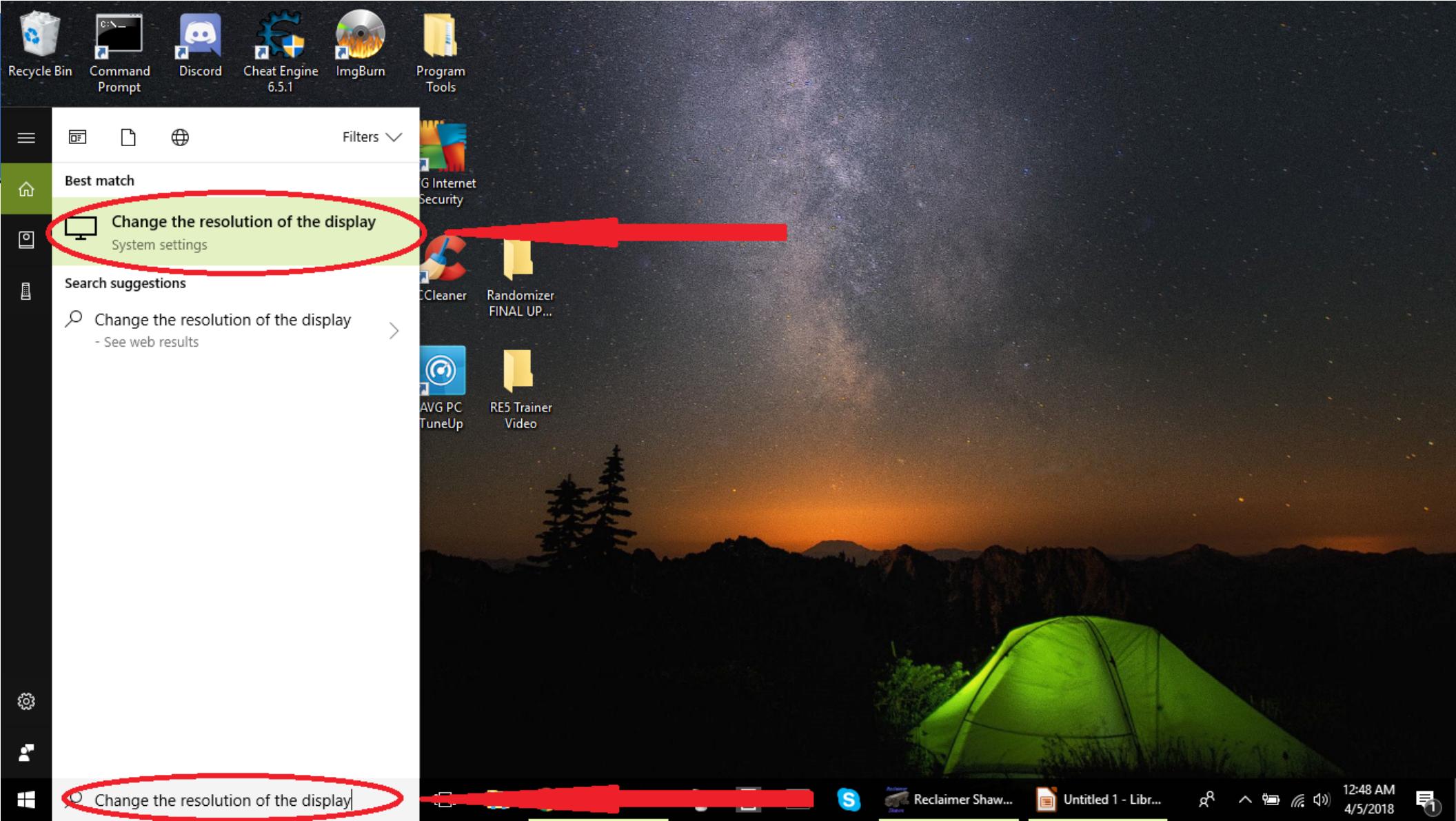
Works For:

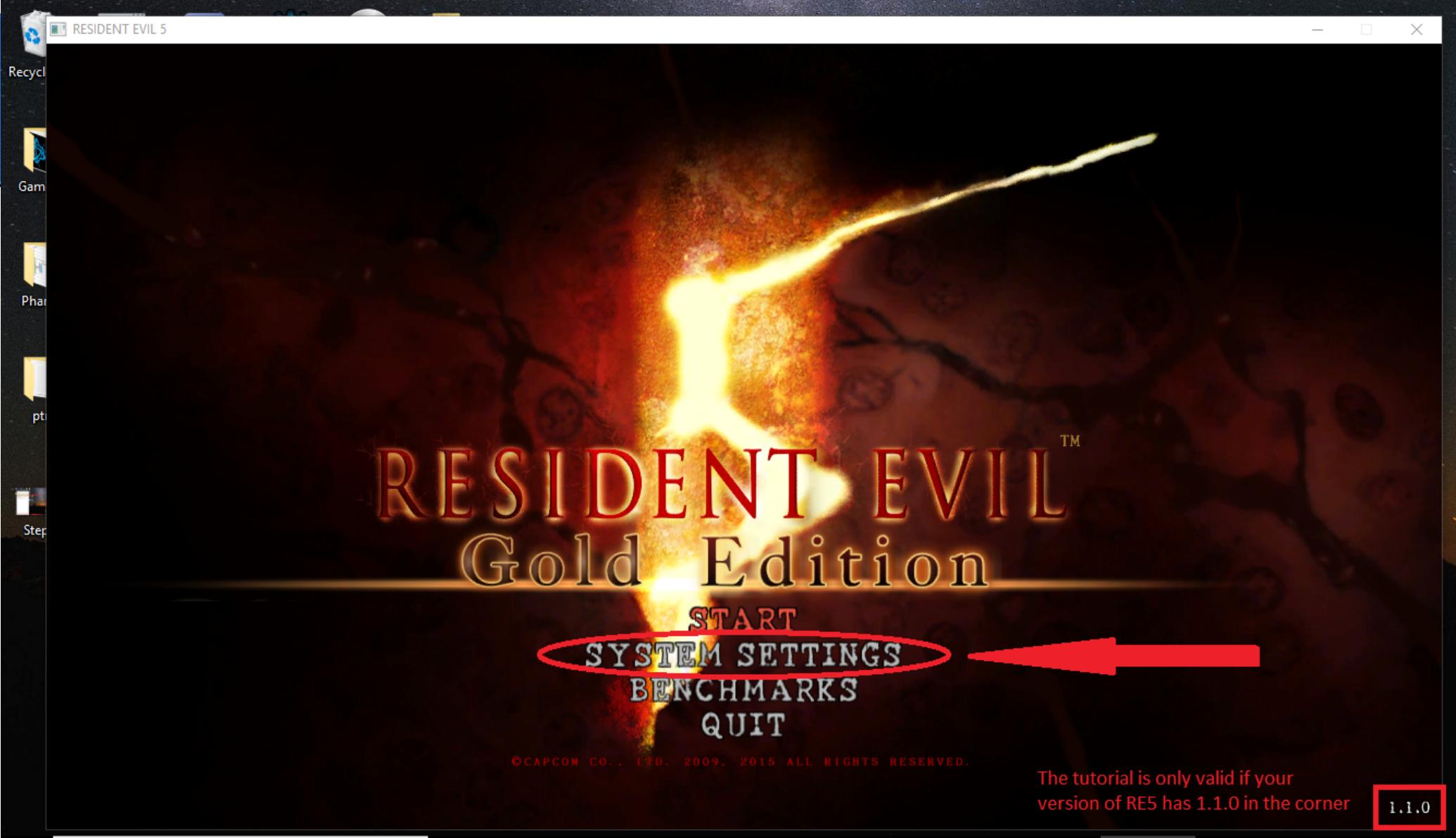
Windows 10 (Intel Processors)

BY: RECLAIMER SHAWN

Step 1: Change RE5 Settings

- First off, find your computer's screen resolution by searching for “Change the resolution of the display.”
- Whenever your Display settings pop up, look at the box labeled resolution. This is your current screen resolution.
- Open Resident Evil 5 via Steam.
- Get to RE5’s title screen and then go into “System Settings.”
- Find your screen resolution in the “Screen Resolution” setting, and then go one to two places left on the setting. Choose this as the “Screen Resolution.”
- Change the “Display Mode” to “Window.”
- Save your settings.
- This will be visually demonstrated in the next few slides/pages.





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The tutorial is only valid if your
version of RE5 has 1.1.0 in the corner

1.1.0

SYSTEM SETTINGS

My screen resolution is 1366x768,
so I set the game resolution to 1280x720.

Screen Resolution

1280x720

Display Mode

WINDOW

Refresh Rate

60Hz

Vertical Sync

OFF

Framerate

UNLOCKED

Anti-Aliasing

OFF

Motion Blur

OFF

Set the display resolution.

Z Restore to default

OK

Esc Back

Step 2: Apply Patches to RE5

- Download Raz0r's trainer patch here:
- https://drive.google.com/file/d/0Bx_P6mciVztPSnFHUzJtWm9nQVE/view
- Download Raz0r's LTD Patch here:
- https://drive.google.com/open?id=0Bx_P6mciVztPNk40VjdJcDRTVTg
- Extract the files from these folders using a program like WinRAR/7-Zip
- Navigate to this directory:
- <YourMainDrive>:\Program Files (x86)\Steam\steamapps\common\Resident Evil 5
- Go into the nativePC folder (if you have it), then drag and drop the Trainer patch into this folder. Then drag and drop the LTD Patch into this folder.
- Go into the nativePC_MT folder (if you have it), then drag and drop the Trainer patch into this folder. Then drag and drop the LTD Patch into this folder.
- This will be visually demonstrated in the next few slides/pages.

Resident Evil 5

File Home Share View

Pin to Quick access Copy Paste Move to ▾ Cut Copy path Paste shortcut New item ▾ New folder New Open ▾ Properties Select all Organize Rename New folder Easy access ▾ Open Edit History Select Invert selection

C:\Program Files (x86)\Steam\steamapps\common\Resident Evil 5 Directory to Navigate to Search Resident Evil 5

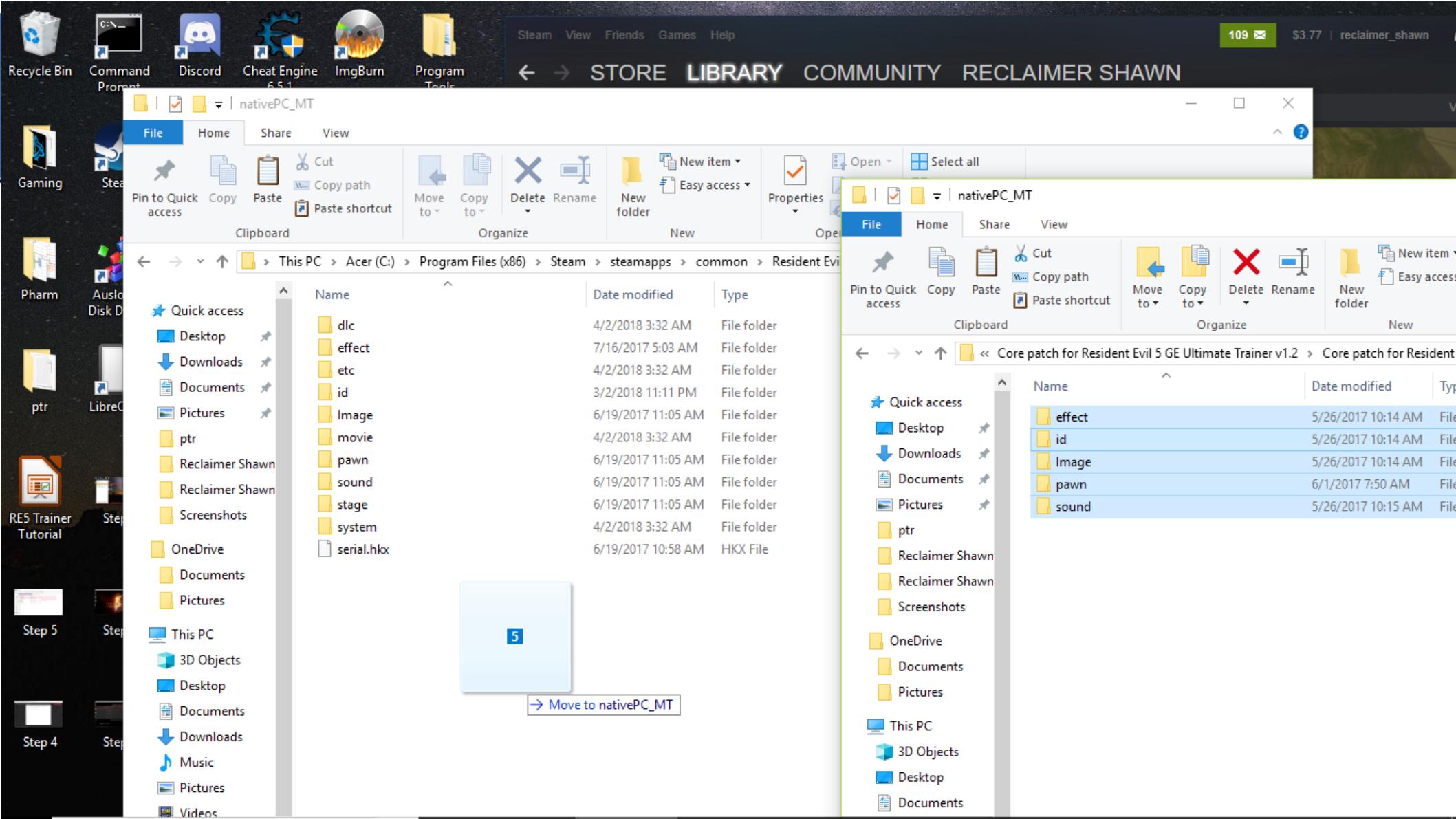
Quick access Desktop Downloads Documents Pictures ptr Reclaimer Shawn Reclaimer Shawn Screenshots OneDrive Documents Pictures This PC 3D Objects Desktop Documents Downloads Music Pictures Videos Acer (C:) DVD RW Drive (D)

Name Date modified Type Size

Name	Date modified	Type	Size
_CommonRedist	6/19/2017 11:04 AM	File folder	
nativePC	7/25/2011 1:28 AM	File folder	
nativePC_MT	4/2/2018 3:32 AM	File folder	
redis	4/2/2018 3:32 AM	File folder	
BH5AE_install.vdf	6/19/2017 9:19 AM	VDF File	1 KB
Launcher	6/19/2017 9:19 AM	Application	7 KB
re5dx9	3/2/2018 11:11 PM	Application	14,694 KB
re5dx9.exe	6/19/2017 11:01 AM	Security Catalog	94 KB
re5dx9.exe.CFG	3/2/2018 11:11 PM	CFG File	1 KB
steam_api.dll	6/19/2017 10:42 AM	Application extens...	140 KB

Go into both of these folders (if you have both) and then drop all patch files into these folders. If you don't have one of these folders, don't worry. The patch will still work. If you do not have both of these folders, then I wouldn't recommend using characters below Josh in the character editor of the tool.

10 items



Step 3: Hook The Game

- Launch Resident Evil 5 and get to the title screen
- Press “Open Game” on my trainer
- This will be visually demonstrated on the next slide/page.

Chris

Inventory Editor Help

1st Row Left	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Right	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
Knife Slot	Infinite Ammo	Damage Mod	Rapid Fire

Character Change

Character

Charcter Costume

Open Game

LIN/DEC Insane Weapons

Fireable LTD

Max Money

Lots of Exchange Points

 Invincibility LTD Insta-Recharge

Character Change Help

Character Change

Character

Character Costume

1st Row Left	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Right	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
Knife Slot	Infinite Ammo	Damage Mod	Rapid Fire

Sheva

Reset All Weapon Attributes

START
SYSTEM SETTINGS
BENCHMARKS
QUIT

Step 4: Modding Your Inventory

- Go to the “ITEM MANAGEMENT” screen in-game.
- The tool has several buttons and drop-down boxes regarding this section. Choose an item that you want to go in which slot via the drop-down boxes.
- Press “Move” on the gun slot item you want to change.
- If you want to, click the “Infinite Ammo”, “Damage Mod”, and/or “Rapid Fire” buttons.
- “Infinite Ammo” gives your guns permanently infinite bullets. Not 999 Ammo, but an infinity symbol for ammo in-game.
- “Damage Mod” changes the damage output of weapons. It makes the Hydra do a ridiculous amount of damage, but makes almost every other gun do no damage save for headshots.
- “Rapid Fire” makes the selected gun fire faster than the fastest machine gun in this game.
- If you want to apply multiple of these hacks, do it in this order: Rapid Fire→Damage Mod→ Infinite Ammo → Damage Mod. For any of these you don’t want, simply ignore their step.
- Click A/Enter key on the gun and move it to the same slot as it was in the tool. You should see the ammo counter change white, and the gun’s image should change based on what you selected in the inventory editor.
- Click “Ready” and then say “Yes” to exit.
- Go into the game after editing your inventory items.
- The inventory editor can cause crashes if used in-game. I recommend restarting the tool after you’ve made your edits.
- If you want to undo anything, click “Reset All Weapon Attributes and move your gun like stated above. This will remove any mod you have on every gun.
- This will be visually demonstrated on the next few slides/pages.

Recycl

Gar

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RE5 T
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Organize

Chris



Sheva



Esc Back

Recycle

Games

Phar

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RES Tr
Tutor

Step

Step

Organize

Move the item back to the slot you moved it from and modified in the tool



M92F (HG)



Chris

[Inventory Editor Help](#)[Reset All Weapon Attributes](#)

1st Row Left	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
1st Row Middle	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
1st Row Right	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
2nd Row Left	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
2nd Row Middle	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
2nd Row Right	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
Grenade Launcher	<input checked="" type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
3rd Row Left	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
3rd Row Middle	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
3rd Row Right	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>
Knife Slot	<input type="button" value="Infinite Ammo"/>	<input type="button" value="Damage Mod"/>	<input type="button" value="Rapid Fire"/>

Character Change

Character

Charcter Costume

[LIN/DEC Insane Weapons](#)[Fireable LTD](#)[Max Money](#)[Lots of Exchange Points](#) Invincibility LTD Insta-Recharge[Character Change Help](#)[Esc Back](#)

Organize

Chris



Sheva



Grenade launcher



Z Move

X Details

C Sell

V Upgrade



Step 5: Modding Your Character

- First, start a level.
- Then, go down to the “Character Change” area.
- Set your “Character” to whatever you wish, then set your “Character Skin” based on what skins are available for your character. Most of the skins are for Chris and for Sheva, so don’t choose them for a character like Wesker. When in doubt, choose “Default.”
- Click “RESTART” in the game, and then go back into the level. Do this until your character is the one you selected.
- Do NOT choose characters other than Jill, Wesker, Chris, Sheva, or Josh if you do not have the Gold Edition of the tool. You WILL crash.
- If a person joins your game whenever you have Characters Mods enabled, and they do not have the trainer patch, that person’s game will crash. Please don’t do this to other people. Also, there’s a chance the Inventory Editor can affect the other player’s inventory. Don’t edit settings for their character unless they ask you to! I’m not responsible for anything malicious you might do with this tool!
- Character modding will be demonstrated in the next few slides/pages.

PAUSED

MENU

RESUME

RESTART

OPTIONS

QUIT

Restart game from last checkpoint.

Esc Back

A large red arrow points to the "RESTART" option in the menu, which is highlighted with a red oval.

Chris

Inventory Editor Help

1st Row Left	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Right	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
Knife Slot	Infinite Ammo	Damage Mod	Rapid Fire

Reset All Weapon Attributes

About

Open Game

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RESIDENT EVIL

LIN/DEC Insane Weapons

Fireable LTD

Max Money

Lots of Exchange Points

 Invincibility LTD Insta-Recharge

Character Change Help

Character Change

Character Wekser

Character Costume Default

Character C

Character Jill

Character Costume Wesker STARS/Battle



Sheva

1st Row Left	Infinite Ammo	Damage
1st Row Middle	Infinite Ammo	Damage
1st Row Right	Infinite Ammo	Damage
2nd Row Left	Infinite Ammo	Damage
2nd Row Middle	Infinite Ammo	Damage
2nd Row Right	Infinite Ammo	Damage
3rd Row Left	Infinite Ammo	Damage
3rd Row Middle	Infinite Ammo	Damage
3rd Row Right	Infinite Ammo	Damage
Knife Slot	Infinite Ammo	Damage

Character Change Help

RESIDENT EVIL 5



Step 6: Modding in Lost In Nightmares/Desperate Escape

- Go to the game mode you want to mod in.
- Go to the character select screen. Select Chris/Josh depending your mode. If you don't like the character layout, change it via the tool.
- Click on the button that says "LIN/DEC Insane Weapon" while in-game.
- Click on the button that says "Enable LTD."
- Go in-game. If you don't have a LTD and a Lightning Hawk, repeatedly click "RESTART" in the game option menu until you do have them.
- You should now have a rapid fire LTD and rapid fire Lightning Hawk with Infinite Ammo!
- Optionally, you can also click the LTD "Insta-Recharge" option and you'll have an LTD that fires like a machine gun.
- After you get out of LIN/DEC, press "LIN/DEC Insane Weapons" again. This will disable the cheat. Now you can go into the story mode without your own weapons being replaced.
- If it doesn't work or removes all of your weapons, disable the cheat by clicking "LIN/DEC Insane Weapons", click it again, and then restart LIN/DEC. Should work fine then.
- All of this will be demonstrated in the next few slides/pages.

LOST IN NIGHTMARES

START

LEADERBOARDS

Esc Back



CHARACTER SELECT



Chris Redfield

Age: 32

Height: 185cm

Weight: 98kg

Sex: Male

Affiliation: BSAA North American Branch

Select a character.

Esc Back

Reclaimer Shawn's Resident Evil 5 Trainer v2

Chris

1st Row Left	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Right	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
Knife Slot	Infinite Ammo	Damage Mod	Rapid Fire

Character Change

Character

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Sheva

1st Row Left	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
1st Row Right	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
2nd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Left	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Middle	Infinite Ammo	Damage Mod	Rapid Fire
3rd Row Right	Infinite Ammo	Damage Mod	Rapid Fire
Knife Slot	Infinite Ammo	Damage Mod	Rapid Fire

Character Change

Character

Character Costume

Esc Back

Control scheme changed to keyboard/mouse.

Recycl

Gam

Phar

pt

RE5 Tra
Tuto



Other Hacks

- If you want to use the LTD Mod, click “Enable LTD.” If you want to have it infinitely recharge and act like a machine gun, click “LTD Insta-Recharge.”
- If you want both players to have God Mode, check the “Invincibility” checkbox.
- Pressing the “Max Money” button gives you \$9,999,999 in-game.
- Pressing the “Lots of Exchange Points” button gives you 9,999,999 exchange points.
- These hacks will be demonstrated on the next few slides/pages.

RES Trainer Tutorial.pptx - LibreOffice Impress

File RESIDENT EVIL 5

Slides

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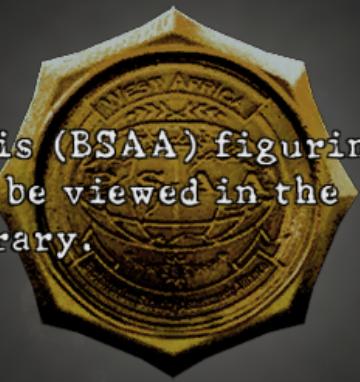
26

27

Slide 2

BONUS FEATURES

Chris (BSAA)



Chris (BSAA) figurine can be viewed in the Library.

Exchange Points 9,999,999 Pts.

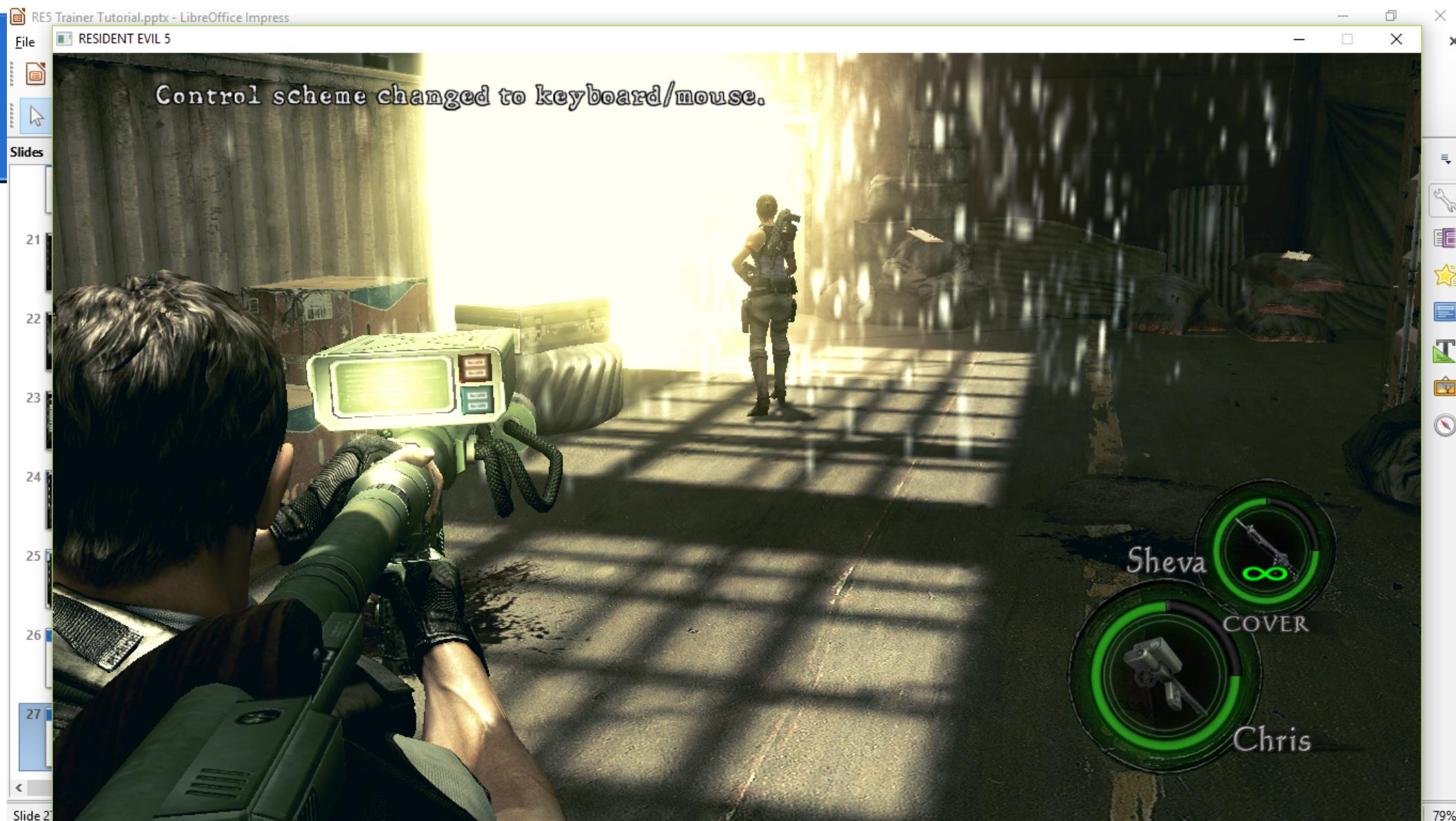
Chris Outfit (Safari)	Purchased
Sheva Outfit (Clubbin')	Purchased
? ? ? ? ?	
? ? ? ? ?	
Filter (Classic Horror)	Purchased
Filter (Retro)	Purchased
Filter (Noise)	Purchased
Chris (BSAA)	Purchased

Select an item to exchange for points.

Esc Back

79%





LTD Hack Usage

- In order for the LTD to work properly, the LTD must be in your bottom row left hand corner slot in story mode. In LIN/DEC, the LTD must be in the middle row left hand slot.
- The LTD has an address that controls a counter for each slot, and I only found valid pointers for the middle and bottom row left hand corner slots for those specific game modes.
- Enabling the LTD was a feature that Raz0r got working on RE5 Gold Edition and a feature that Maluc got working on the Games for Windows Live Edition (GFWL). All credit for this hack goes to them.
- Proper LTD usage slots will be demonstrated in the next two slides/pages.

Control scheme changed to keyboard/mouse.

Chris



Sheva



₩ 9997999

Sheva



LTD goes in this slot in
Story Mode!



L.T.D.



FAQ – Is this a Virus?

- No, my tools are not packed with Malware, Viruses, Bloatware, Trojans, Worms, Rootkits, or anything negative of any kind. These tools are used to hack into the Dolphin Process and employ the same strategies some Trojans do to alter code, but only for the purposes of what we want. Antivirus software uses something called heuristics, that is, if something looks or acts somewhat like a virus, the Antivirus software identifies the program as a virus. I can assure you the software is safe.

Credits

- First and foremost, I'd like to thank both God and his son Jesus Christ for giving me the knowledge and patience to make this trainer.
- Reclaimer Shawn = Programming, Address Finding, Form Creating
- tabbyfight = Beta testing
- Raz0r = For his patch to allow character swapping to work. Also, character IDs and fireable LTD.
- Sectus = Item Indexes
- BlackBlood of RE Modding Boards = Invincibility
- Dark Byte and the Cheat Engine Community = For creating Cheat Engine and helping me to learn along the way.