Thank you for you was using my Tools ^^ This tool using net framework 4.

**What is AIGT ?**

AIGT (A-In Game Trade Editor) is a tools to able edit in-game trade on pokemon BW and BW2 more efficient and better since is will automatic named every byte is known. Since Alpha build 20 AIGT was support a bit HGSS and DPPt in-game trade file. Current in game trade editor is just supported Diamond and Pearl /Platinum only but is not fully editing and not user friendly, and also is not really complete to edit that file (since gen 4 is using PID).

Well that reason I made this tools available ^^, not only is editing BW BW2, but also HGSS and DPPt for fixing current editor.

AIGT support BW and BW 2 in game trade editing, support :

* Main Pokemon stat data like forme, pokemon id, level, nature, ability, gender and hold item.
* IV and contest stat.
* Pokemon request (pokemon id and gender request)
* OT info (TID, SID, OT gender, and OT country)

AIGT support HGSS and DPPt in game trade editing, support :

* Some pokemon stat (IV , contest stat).
* Since gen 4 is using pid, so you need generate pid for get right forme, nature, ability, gender.
* Pokemon request.
* OT info (TID, SID, OT gender, and OT country)

**Is still beta state?**

Yes, in future I will added some feature in it. Well this beta state is stable I think.

**Every pokemon games , in game trade is used different format or same?**

Actually is still used same format, 4 byte (32 bit), but each generation is used different data

80 byte for DPPt, 84 for HGSS, and 108 for BWBW2.

**What different AIGT from other in game trade editor?**

1. Well in size of this program, is huge than other xD
2. Aigt is more friendly GUI, since is show pokemon sprite and item sprite so is made you easy to remember these item/pokemon.
3. This tools can edit IV and contest stat!
4. This tools is can edit everything and not hide unknown byte (some I disable it)!
5. Is All in one editor for in game trade (support all ds main pokemon game)!
6. Is can extract current selected in game trade data into file.
7. Other tools is not shown hex view, because that tools is for newbie user, but AIGT is for all user, newbie and advanced user who need know what hex value for these.

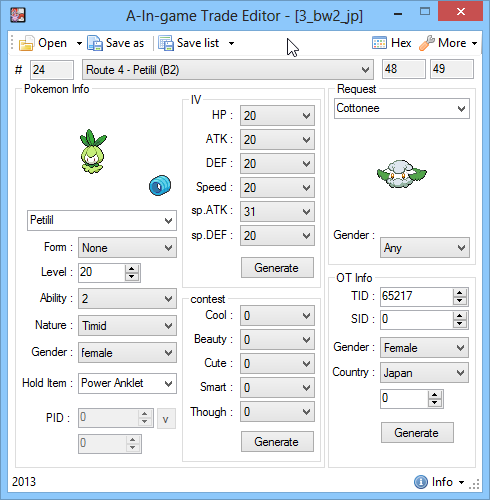
**AIGT appereance**

**1**

**4**

**3**

**2**



**6**

**5**

**5**

***1*** is title of program, will show title + filename

***2*** open button for open narc file

***3*** more… button, is containing config, about and exit button

***4*** list name of data

***5*** main gui editor

***6*** info, is containing some data.

**In game trade ds pokemon games format**

List of narc location :

BW : a/1/6/5

BW2 : a/1/6/3

HGSS : a/1/1/2

DPPt : /fielddata/pokemon\_trade/fld\_trade.narc

Since DPPt using same data , the format is :

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **00** | **01** | **02** | **03** | **04** | **05** | **06** | **07** | **08** | **09** | **0A** | **0B** | **0C** | **0D** | **0E** | **0F** |
| **00** | **Pokemon id** | | | | **IV HP** | | | | **IV ATK** | | | | **IV DEF** | | | |
| **10** | **IV Speed** | | | | **IV Sp.ATK** | | | | **IV Sp.DEF** | | | | **1?** | | | |
| **20** | **TID** | | **SID** | | **Cool** | | | | **Beauty** | | | | **Cute** | | | |
| **30** | **Smart** | | | | **Thought** | | | | **PID** | | | | **Hold item** | | | |
| **40** | **Gender OT** | | | | **???** | | | | **Country** | | | | **Pokemon request id** | | | |

Since HGSS still used same format but added 4 byte extra actually is unused , the format is :

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **00** | **01** | | **02** | **03** | **04** | **05** | **06** | **07** | **08** | **09** | **0A** | **0B** | **0C** | **0D** | **0E** | **0F** |
| **00** | **Pokemon id** | | | | | **IV HP** | | | | **IV ATK** | | | | **IV DEF** | | | |
| **10** | **IV Speed** | | | | | **IV Sp.ATK** | | | | **IV Sp.DEF** | | | | **1?** | | | |
| **20** | **TID** | | **SID** | | | **Cool** | | | | **Beauty** | | | | **Cute** | | | |
| **30** | **Smart** | | | | | **Thought** | | | | **PID** | | | | **Hold item** | | | |
| **40** | **Gender OT** | | | | | **???** | | | | **Country** | | | | **Pokemon request id** | | | |
| **50** | **Gender request (unused)** | | | | |  | | | | | | | | | | | |

And last BW and BW2 format :

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **00** | **01** | **02** | **03** | **04** | **05** | **06** | **07** | **08** | **09** | **0A** | **0B** | **0C** | **0D** | **0E** | **0F** |
| **00** | **Index#** | | | | **Pokemon id** | | | | **Forme id** | | | | **Level pokemon** | | | |
| **10** | **IV -HP** | | | | **IV-ATK** | | | | **IV-DEF** | | | | **IV-Speed** | | | |
| **20** | **IV-sp.atk** | | | | **IV-sp.DEF** | | | | **Ability** | | | | **Nature** | | | |
| **30** | **Gender pokemon** | | | | **TID** | | **SID** | | **Cool** | | | | **Beauty** | | | |
| **40** | **Cute** | | | | **Smart** | | | | **Tought** | | | | **Hold item id** | | | |
| **50** | **Gender OT** | | | | **???** | | | | **Country** | | | | **Pokemon request id** | | | |
| **60** | **Gender request** | | | | **Index1#** | | | | **Index2#** | | | |  | | | |

**Index#, Index1#, Index2# BW BW2**

Currently is unknown usage for what… but after see all file on BW and BW2 is seems index of data. Maybe is used on bw and bw2 script.

**Pokemon id BW BW2 HGSS DPPT**

Is just standart pokemon id, flipped.

**Forme id BW BW2**

Is forme of pokemon.

**Level pokemon BW BW2**

Is level of pokemon.

**IV BW BW2 HGSS DPPT**

IV of pokemon.

**Ability BW BW2**

Ability of pokemon

00 --> 1

01 --> 2

02 --> hidden

03 = rand(0,1)

04 = rand(all)

**Nature BW BW2**

Nature of pokemon.

0 – 24 for nature

FF for random

**Gender Pokemon BW BW2**

Gender of pokemon

00 --> male

01 --> female

02 --> genderless

FF --> random

**TID and SID BW BW2 HGSS DPPT**

Is TID and SID, on gen4 SID is always 0 since is used PID.

**Contest Stat BW BW2 HGSS DPPT**

Is contest stat pokemon, on BW/BW2 is useless since is not have pokemon contest.

**Hold item BW BW2 HGSS DPPT**

Is item hold by pokemon.

**Country BW BW2 HGSS DPPT**

Country of pokemon come from…

01 : japan

02 : US

03 : France

04 : Italy

05 : German

06 : South Korean

07 : Spain

**Pokemon Request BW BW2 HGSS DPPT**

Pokemon id request from trainer

**Gender request BW BW2 HGSS\*\***

Request specific gender of pokemon

00 : male

01 : female

**PID HGSS DPPT**

PID of pokemon.

\*\* unused (maybe xp)