

# UNKNOWN CHEATS

LEADING THE GAME HACKING SCENE SINCE 2000

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[Tutorial] Cheat Engine - Finding Base Address w/ Pointer Scan

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## Cheat Engine - Finding Base Address w/ Pointer Scan

16th March 2014, 09:21 AM

#1

xenocidewiki  
nyaa is my waifu



Join Date: Nov 2013

Location: Norway

Posts: 3,584

Reputation: 78781

Rep Power: 234



Recognitions

Former Staff

Donator (11)

Gratuity (1)

File Analyzer

Points: 133,269, Level: 52

Level up: 33%, 3,731 Points needed

Activity: 10.0%

Last Achievements



### Cheat Engine - Finding Base Address w/ Pointer Scan

So guys, i bet many of you want to make trainers/cheat tables, but to do it, you need the base address of for example HP... Now you want to know how to find it? Here is a quick tutorial on how to find a base address with pointer scan 😊

1. First Run Cheat Engine And attach the process (i will be using Terraria as an example)

Show Spoiler!

2.

In the game find the value you want to modify, in terraria i would like to hack hp. So scan for the value, wait for it to decrease or increase, and wait till you have like 1-4 addresses left.

Show Spoiler!

3. If you find more than 1 address, then try to edit every single one of them, and find the one that changes the in game value, then remove the others from address list, in my position i do not need to do it, since i have only 1 address.

4. Now it begins, right click your address in the address list, and click "**Pointer Scan For This Address**" Then just click ok, and wait (it takes a bit, depends on your ram). Now what, you get like over 1000000 results.. what to do? its simple, close the game **BUT DO NOT** Close cheat engine.

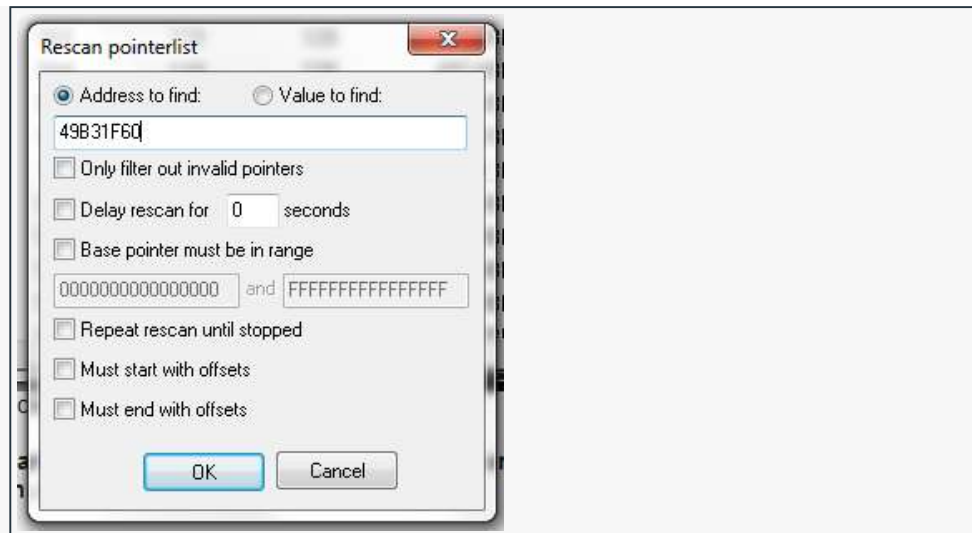
Show Spoiler!

5. Start The Game up again, and attach it to CE, then do the exact same thing, find your value. After you're done, get back to the pointer scanner and click the pointer scanner button in the pointer scanner.

Pointer scanner

6. After that Click rescan memory, and type in the NEW HP or whatever address you got.

Hide Spoiler!



7. Repeat this until you have 100 OR LESS results (its best with under 20)

8. Just double click one of the pointers, close the game, open it again, attach to cheat engine, and check if the pointer points to the right address, (most pointers will do)

9. Now you have successfully found the base address, and you can save everything as a cheat table and share with others 😊

Have Fun!

IT SHOULD WORK MOSTLY OF THE TIME, it might not work sometimes, but im unsure on this, it worked for me each time i tried.

Happy hacking. 😊

-----  
Credits Myself

Rules ~ [UnKnownCheatTs Wiki](#) ~ [UC FAQ](#)



**Adam** Today at 4:07 PM

I AM WOMYN HERE ME ROAR

Last edited by xenocidewiki; 16th March 2014 at 09:49 AM.

xenocidewiki is online  
now

QUOTE

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**Ad Blockers — creating paywalls and destroying free content since 2006**

**We strive to provide all our services for free and not interrupt your visit with intrusive advertisements or restrictions — support us by disabling your ad blocker or whitelisting our site.**

19th March 2014, 05:53 PM

#2

~~Oxe0re~~

Ban reason: Custom / undisclosed

**BANNED**

Join Date: Mar 2014

Location: Homeless ;]


Posts: 11

Reputation: 60  
Rep Power: 0

A very helpful tutorial for beginners like myself.

Thank you.

#### Recognitions

 [Donator](#) (1)

0xc0re is offline

QUOTE 

20th March 2014, 01:06 PM

#3

**xenocidewiki**  
nyaa is my waifu



**Threadstarter**

Join Date: Nov 2013

Location: Norway


Posts: 3,584

Reputation: 78781


Rep Power: 234




#### Recognitions

 [Former Staff](#)

 [Donator](#) (11)

 [Gratuity](#) (1)

 [File Analyzer](#)

Points: 133,269, Level: 52



Level up: 33%, 3,731  
Points needed




Activity: 10.0%

#### Last Achievements



Quote:

Originally Posted by **0xc0re**   
A very helpful tutorial for beginners like myself.

Thank you.

no problem!  
happy hacking

[Rules](#) ~ [UnKnoWnCheaTs Wiki](#) ~ [UC FAQ](#)



**Adam** Today at 4:07 PM

I AM WOMYN HERE ME ROAR

**xenocidewiki is online now**

QUOTE 

26th March 2014, 11:44 AM

#4

**JustBasics**  
Hacker Supreme



Join Date: Dec 2013

Location: Germany

Posts: 239

Reputation: 2099

Rep Power: 122



CE Pointer Scanner is only usefull if you got Multipointers, else find out what writes to is faster 

~ sig too big ~

26th March 2014, 12:15 PM

#5

**Mi4uric3**

Join Date: Sep 2012

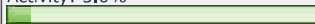
Posts: 941

Reputation: 10516  
Rep Power: 168

Points: 21,391, Level: 20

Level up: 37%, 1,009 Points needed

Activity: 5.0%



Last Achievements

**Mi4uric3 is online now**

Quote:

Originally Posted by **JustBasics***CE Pointer Scanner is only usefull if you got Multipointers, else find out what writes to is faster*

Since CE has no Anti-Debug-Detection functions this often doesn't work out well for beginners, but generally you are right

QUOTE

17th June 2014, 05:54 AM

#6

**jgizle**  
n00bie

Join Date: Jun 2014

Posts: 2

Reputation: 10  
Rep Power: 107

jgizle is offline

Quote:

Originally Posted by **JustBasics***CE Pointer Scanner is only usefull if you got Multipointers, else find out what writes to is faster*

In the game I'm learning how to use CE on, the address I find has nothing that reads or writes to it, yet it is the value that changes what I want in game (in this situation the stat increases dmg, and upon attacking something I notice significant dmg increase, meaning its working).

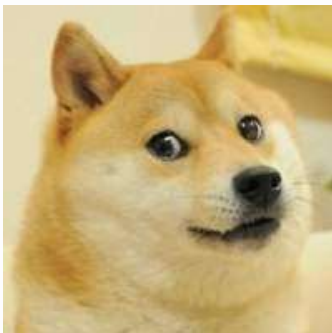
I have been using pointer scanner instead to find the pointer. After about 6 rescans I randomly picked an address left as the amount of addresses was not decreasing any more (over 24k addresses left). Coincidentally it changed the value I wanted correctly to another desired value. I exit game, reload game and log into my character and the assumed pointer turned out to be a correct pointer. I then decided to switch characters to see if it worked for all characters or just that stat on that specific character. It ruined everything, the pointer did not work on another character, and upon switching back to my test character the pointer also did not work.

Any tips? For now I'm going to try to redo this.

QUOTE

17th June 2014, 10:35 AM






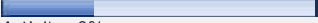

#7





**fredaikis**  
Expert Hacker

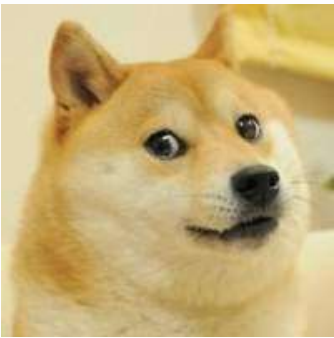



















Join Date: Feb 2013

Location: Wakanda

You dont need to restart the game, just do a pointerscan, and look for a stable one. Win :P

Posts: 4,428 Reputation: 29017 Rep Power: 213 	
Recognitions  <a href="#">Former Staff</a>  <a href="#">Donator</a> (11)  <a href="#">Gratuity</a> (1)	
Points: 96,802, Level: 45  Level up: 27%, 4,198 Points needed  Activity: 0%	
fredaikis is offline	QUOTE 

17th June 2014, 11:05 PM <div> <div>jgizle</div> <div>n00bie</div> <div>☆</div> <div></div> </div> <div>         Join Date: Jun 2014          Posts: 2          Reputation: 10          Rep Power: 107   </div>	<div>#8</div> <div>Quote:</div> <div>Originally Posted by <b>fredaikis</b> </div> <div><i>You don't need to restart the game, just do a pointer scan, and look for a stable one. Win :P</i></div> <div>GI finding a stable pointer when you have over 20m pointers to choose from (10m are only shown at one time)</div>
jgizle is offline	QUOTE 

17th June 2014, 11:35 PM <div> <div>fredaikis</div> <div>Expert Hacker</div> <div></div> </div> <div>         Join Date: Feb 2013          Location: Wakanda          Posts: 4,428          Reputation: 29017          Rep Power: 213   </div> <tr> <td>         Recognitions   <a href="#">Former Staff</a>   <a href="#">Donator</a> (11)   <a href="#">Gratuity</a> (1)       </td> <td> <div>#9</div> <div>Quote:</div> <div>Originally Posted by <b>jgizle</b> </div> <div><i>GI finding a stable pointer when you have over 20m pointers to choose from (10m are only shown at one time)</i></div> <div>           You know you can order them             And its easy to know if its the right one, just check if its offsetting from your playerclass for example.         </div> </td> </tr> <tr> <td>fredaikis is offline</td> <td>QUOTE </td> </tr>	Recognitions  <a href="#">Former Staff</a>  <a href="#">Donator</a> (11)  <a href="#">Gratuity</a> (1)	<div>#9</div> <div>Quote:</div> <div>Originally Posted by <b>jgizle</b> </div> <div><i>GI finding a stable pointer when you have over 20m pointers to choose from (10m are only shown at one time)</i></div> <div>           You know you can order them             And its easy to know if its the right one, just check if its offsetting from your playerclass for example.         </div>	fredaikis is offline	QUOTE 
Recognitions  <a href="#">Former Staff</a>  <a href="#">Donator</a> (11)  <a href="#">Gratuity</a> (1)	<div>#9</div> <div>Quote:</div> <div>Originally Posted by <b>jgizle</b> </div> <div><i>GI finding a stable pointer when you have over 20m pointers to choose from (10m are only shown at one time)</i></div> <div>           You know you can order them             And its easy to know if its the right one, just check if its offsetting from your playerclass for example.         </div>			
fredaikis is offline	QUOTE 			

18th June 2014, 05:41 PM

#10

**maramizo**

[IT IS NEVER ENOUGH]



Join Date: Aug 2010

Posts: 287

Reputation: 729

Rep Power: 203



Recognitions

Donator (1)

Points: 9,083, Level: 11

Level up: 35%, 717

Points needed

Activity: 5.0%

Last Achievements



maramizo is offline

Quote:

Originally Posted by **fredaikis**

*You know you can order them*



*And its easy to know if its the right one, just check if its offsetting from your playerclass for example.*

That is assuming that you already have the playerclass, which most of the time you don't.



This image has been resized. Click this bar to view the full image. The original image is sized 833x46.

[10:58 PM] **thingHACKER**: Yeah it's fucking scary I was chopping down a tree and I looked behind me and fucking 3 cannibals where standing there

[10:59 PM] **maramizo**: How did you know they were cannibals at first sight?

[11:00 PM] **phx**: he does recognise his relatives

QUOTE

17th May 2017, 06:22 PM

#11

**superreh**  
Posting Well



Join Date: May 2017

Posts: 28

Reputation: -79

Rep Power: 0



Points: 727, Level: 1

Level up: 66%, 173 Points needed

Activity: 0%

superreh is offline

I didn't understand it fully ok maybe it is because i didn't read all of it but thx and great tutorial

QUOTE

17th October 2018, 08:16 AM

#12

**LemonCrabs**  
n00bie



Join Date: Sep 2018

Thanks so much, very clear and easy to understand. Very helpful.



All times are GMT. The time now is 05:55 PM.

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