

The cheatfile support is pretty gnarley. This is the file at ms0:/seplugins/bakon/bakoncheat.txt. Here are the directions:

I added an option to include a sample cheat text file  
Supports 20(right around there) cheats

Parsing:

You may use a “#” as you would in a makefile or bash script or whatever else using it.

*Example of a correct line of that:*

<b>#HI! MY NAME IS NOEFFEX</b>
<b>#AND I SPENT A FREAKIN LONG TIME ON THIS</b>
<b>#SO IF THIS IS UNUSED IT WILL BE PISSED</b>

*Note that the red text and bold is not necessary, lol.*

A few examples of possible cheat adding methods:

cheat(0x09000000, 0xdeadbeef) cheat(0x09000004, deadbeef) cheat(09000008, 0xdeadbeef) cheat(0900000c, deadbeef)
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As you noticed, the 0x is not necessary, but doesn't hurt to have.

It will use the address as the cheat name.

I will put in addition things, but for now I'd like to keep it buggyless as possible.

## COLOR SCHEMES

The color scheming is kinda buggy, but not really. This allows you to change the

1. Main menu
2. Secondary menu

colors.

How you would go about doing this, for example, would be like

```
setTheme(ffffff, 00000000, 00000000, 00000000, 00000000)
```

That would be all black with a white background. I changed all reliance of colors to the file parsing, when used of course.

Note that for some odd reason this cannot be commented out, so just misspell it(case sensitive) and it won't touch it.

The first argument(ffffff) in that case is the background, and the rest are for you to tinker with and find out.