

MegaTrainer

The part MD-Trainers of MegaDev only deals with developing of gametrainers. In detail, that are the MegaTrainer XL (MTXL), the MegaTrainer XE (MTXE) and the MegaTrainer eXperience (MT-X). In opposition to normal cheats, which are directly supported by games and therefore are implemented by the game-developer from the beginning, gametrainer are working by changing the RAM of the games to achieve the desired effect. The special feature of the MegaTrainers are that they don't support only one game like ordinary (game-)trainer but support a lot of games. Which they are in detail you can find in the trainers-overview. If you are not familiar with gametrainers or want to get an overview of a MegaTrainer you should read the corresponding FAQ. If you download the trainer the first time you have to download the setup-version to install all necessary (dll-)files on your computer. For later versions you only need the update to install changed/updated files. The setup-version copies three needed dll-files to your pc which are uninstalleable on demand along with the trainer.

The ending respectively the last development for the MegaTrainer XL was a code-generator to get directly MTXL-sourcecode and concurrently this was the starting signal for the MT-X. Due to the fact that it should be possible to extend the MegaTrainer eXperience in future by more than one person at the same time, what was impossible with the MTXL, we needed to source out the supported games to DLL-files. In most cases it should be possible to get the code for the DLLs from a newer, revised version of the mentioned code-generator and thus it should be possible for MegaDev-members without programming-experiences in C++ and C# to make updates for the trainer as well. In addition the well known hotkey-problem was solved at the beginning of the trainer development including first successful tests in games. One last problem was with the "useraccountcontrol" of Vista, which had to be solved before the release of a first beta-version.

[**Download**](#)

Anno 1404

1.02.2619

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<http://www.megadev.info>

<http://www.md-trainers.info>



General

This trainer was created with and for the original version of Anno 1404. The supported gameversion is shown in the trainer. If a patch will be released which isn't listed in the trainer yet, we will try to make an update for this as soon as possible, because patches generally change the memory addresses and therefore the trainer does not work for other versions than indicated.

Important

All cheats were tested with the listed gameversions.

Key	ID	Cheat / Value hotkey	Value	Description
[L]Ctrl + D	1	Money	10 Mio	Activate this cheat during a game to get the given amount of money as long as the cheat is active.
[L]Ctrl + G	2	Honor	10.000	Activate this cheat during a game to get the given amount of honor as long as the cheat is active.
[L]Ctrl + E	3	Resources	1.000	Activate this cheat during a game to get the given amount of resources as long as the cheat is active.
[L]Ctrl + F	4	Norrias/Water	5.000	Activate this cheat during a game to set your norrias get the given amount as long as the cheat is active.
[L]Ctrl + R	5	999 resources in buildings	999	Activate this cheat and each building for resources will have 999 of its resource, as soon as you visit it. Hint: Build many warehouses and all resource-building in a small part of your island. Disable the buildings and fill it always if necessary to have unlimited amount of resources.
[L]Ctrl + H	6	Unlimited ships	-	As long as this cheat is active, you military points for ships won't be increased if you build ships. If you don't already have the maximum number, you can build unlimited amount of ships.
[L]Ctrl+ J	7	Unlimited troops	-	As long as this cheat is active, you military points for troops and buildings won't be increased if you build some. If you don't already have the maximum number, you can build unlimited amount of troops and buildings.
[L]Alt + X		Undo (all)	-	Disables the freezing option of all cheats, but the value will remain until the game changes them now.