Click Here

Hello everyone.I made this tutorial not too long ago on how to use Action Replay codes with the Dolphin emulator. It took me forever to figure out. I was finally able to do so with the help of a topic created by Arch Feline.The comments I've gotten on Youtube for this video have been positive, so I hope it helps some of you. This being said, if you run into any problems, make sure you check the comments before asking here Video: tutorial:GCNcrypt: Tools needed:-The Dolphin emulator (of course!)-GCNcrypt (check the 5th step of this guide for more information) 1.) Open "Dolphin.exe" (I'll be using version 3.0 as an example.) 2.) If you don't have any ISO's listed in the main menu, go to "Browse" and navigate to the folder containing the .ISO you wish to use Action Replay codes on. 3.) Go to "Options", and then "Configure". Under the "General" tab, make sure "Enable Cheats" is selected. This is basically the master "kill switch", so if you ever want to disable your Action Replay codes, go here and disable them. 4.) Right-click on the game in your list you wish to use Action Replay codes on, then go to "Properties". Once in the Properties menu, go to the "AR Codes" tab.Note: Gecko Codes ( ) can also be downloaded automatically from the Gecko Codes database (check the "Gecko Codes" tab), but there aren't Gecko codes for every game out there, and my tutorial doesn't cover these. 5.) Once in the "AR Codes" tab, click the "Add..." button. Here, you will be able to input a name for your Action Replay code (it can be anything, as long as you can understand what it is), as well as the code itself. It says that you may insert encrypted codes, but I've been inputting the decrypted codes instead, and have thus far had no issues. To decrypt Action Replay codes, you'll need "GCNcrypt". This is a free, open-source utility designed to encrypt and decrypt Nintendo Gamecube Action Replay codes. If you can't find it via Google (and, you should be able to quite easily), just contact me and I'll give it to you myself. Note: You must enter codes one line at a time! Meaning, if your code has multiple lines of code, you must enter one line at a time. Check the video for a better explanation. 6.) Hit "OK" once you're done entering your code, and now you may hightlight it to remove or edit it. If there are more parts of your code that need to be entered, simply go to "Add..." and do it all over again. When finished, click "Close" and double-click your game from the list. As your game loads, you should notice your codes being enabled via the on-screen text. While in game, you can go to "Tools" > "Cheats Manager" to further toy around, but you're basically good to go! Credits:--------Original explanation on the Dolphin hacking/cheating function: Arch Feline of the Dolphin Emulator forum Video/This tutorial: LeonflowenVideo music: Phantasy Star Online: Episode III - Tower of "Caelum" *Not added because YouTube enjoys causing hell for it's uploaders @_@(Sorry for the poor video quality!) Attached Files AR Codes with Dolphin Tutorial.txt (Size: 2.63 KB / Downloads: 3,703) 06-22-2012, 04:55 PM (This post was last modified: 06-22-2012, 04:56 PM by Roger Carvalho.)#2 My congratulations on the excellent topic!It was exactly what you were looking for, thank you very muchSorry my bad English, I'm from Brazil Thanks a million for the tutorial. I was wondering how to do it with Dolphin Emu. for some reason cheats arent working properly.say for example im on luigis mansion and i activate the the 'all doors are unlocked' cheat code the game will boot up but the title screen will look corrupted and when i try and play the game it just keeps giving me error messages saying 'unable to resolve write address b7bbee07 PC'. this only happens when i activate a cheeat i added, if i use a cheat that was already there the game works fine. 08-28-2018, 03:48 AM (This post was last modified: 08-28-2018, 03:49 AM by ExtremeDude2.)#5 Does it let you keep playing after the error? You can try disabling "Panic Handlers" in Settings > Interface.Edit: Just looked at the OP date and it's really old, you should make a new thread instead of using this one. Check out my videos(dead) 08-28-2018, 04:03 AM (This post was last modified: 08-28-2018, 04:03 AM by zmech9001.)#6 (08-28-2018, 03:48 AM)ExtremeDude2 Wrote: Does it let you keep playing after the error? You can try disabling "Panic Handlers" in Settings > Interface.Edit: Just looked at the OP date and it's really old, you should make a new thread instead of using this one.no. when i click OK it shows the same message again. every single time i close the message another one appears. the game crashes and will only close if i press OKenough times but when it closes dolphin will close too. Do not bump very old threads. make a new one. Our members have made a total of 508,575 posts in 57,164 threads. We currently have 15,963 members registered. Please welcome our newest member, SL1iick The most users online at one time was 19,005 on 06-23-2025 at 09:14 AM 06-11-2020, 05:34 AM (This post was last modified: 06-12-2020, 01:36 AM by hoobertuder.)#1 EDIT: Hi, i am on windows 10 (brand new pc) and dolphin simply does not launch. I tried the latest beta, and the latest stable one. Same result, there is no error, it simply does not launch. things I tried already: - Running as Admin- Installing the correct redist runtimes listed on the dolphin download page- Installign every other available redist- Trying an old, 32 bit version of dolphin- Updating windows 10- Updating all drivers, every last one.- Virus scan and windows 10 reinstall I also tried an ANCIENT version (6 years old), and this one opened, but crashes when I open the controller configuration. I am on windows 10 64bit, When i try to run the latest dolphin or a recent one, it does not launch. I get the hourglass symbol for a split second then it goes away. The process is not hanging anywhere, it's just insta crashing with no error. it is not generating any logs or dump files either, the old one did but not the new one. Did you instal the VS runtime 2019 from the link on the downloads page? Yes, sorry I forgot to mentioned I had installed that, both variants of it as long as every other redist runtime I could find. I tried disconnecting my controller (a bluetooth dongle plus an xbox one controller) but it had no change in either the latest dolphin not running. or 4.0.2 crashing when opening settings/gcpad. It really sucks that I cannot get proper logs from this, however if I launch it in compatibility mode I actually do get a crashing error instead of just it failing to open.On windows 7 and 8.1 on the same hardware this is not an issue however downgrading to those operating systmes is simply not an option Grab a fresh copy of the latest Dolphin dev build, extract it all to a fresh new folder, and create a blank txt file named "portable.txt" in the same folder as Dolphin.exe. This will skip the Global Dolphin config and create a new fresh config locally inside that folder. If this starts, don't change any settings, just load a game up and see if it crashes or not. If this works, it means you have something corrupted in the Dolphin Global Directory located in "My Documents".If it doesn't work, it means you've got some other issue. hey sorry my area has had no power for a few weeks now. I think it might be related to controller config, because the 6 year old version ran (didn't test games) but when opening controller config it crashed. And no errors of any kind were generatedMy last, desperate guess is that this is probably because the company I got the prebuilt from has prepackaged a weird oem version of w10 I tried this. making it portable does not change anything, I tried the latest dev build and the stable one too. And just to be clear, you're extracting the entire contents of the zip folder, and not just Dolphin.exe, correct? Also, what are your PC specs? Just CPU/GPU should be fine.Long shot: have you run the DirectX Web Installer? shot 2: does Dolphin run if you start your computer in Safe Mode? I Just Tried these and neither of them work. I had Just uninstalled VJoy and FreePie So I would like to know if that has anything to do with it. Hi I just uninstalled literally everything attached to vjoy and now it works so I guess I just wasn't thorough enough. Well, open Dolphin, go to Tools => Perform Online System Update => < the region that matches most of your ISOs >. Once the update is finished, go to Tools => Load Wii System Menu and you should see the Mii Channel on the channel grid, go there to create new Miis... Avell A70 MOB: Core i7-11800H, GeForce RTX 3060, 32 GB DDR4-3200, Windows 11 (Insider Preview)ASRock Z97M OC Formula: Pentium G3258, GeForce GT 440, 16 GB DDR3-1600,Windows 10 (22H2) Dolphin does not Pre-Compile Shaders for games when launching them, Despite the Compile Shaders before Starting option being onAll of my games lag and freeze like crazy because of it Using VulkanUsing RTX 4060 GPUEven if i clear the Cache for Dolphin and on my GPU, then launching a game via a created Desktop Shortcut it does not do the step Same issue for me with vulkan, even with a fresh dolphin install. And the games with which it refuses to compile shaders are very stuttery. Where are the save files when I save in game? For instance, I'm playing Skyward Sword right now, and using version 7719. When I save the "Regular way", where are these located? Is it possible to specify where I'd like these saved? (11-21-2011, 03:31 AM)kturcotte Wrote: Where are the save files when I save in game? For instance, I'm playing Skyward Sword right now, and using version 7719. When I save the "Regular way", where are these located? Is it possible to specify where I'd like these saved?The easiest way I have found is when you have Dolphen launched no game running, is to right click on your desired game title and then click on "Open Wii Save folder" and this takes you right to the save files for that particular game. If you thought the Backpack Peach plush is the biggest official plush, then your mistaken' my friend. 11-21-2011, 03:36 AM (This post was last modified: 11-21-2011, 03:37 AM by LordVador.)#3 MCs are here : Dolphin Folder/User/GC (or Wii)And if you use SaveStates here : Dolphin Folder/User/StateSaves [color=#ff0000][color=#006600]i5 3570K @ 4.5GHz/GTX 660 Ti/RAM 4GB/Win7 x64[/color][/color] Is it possible to change the save dir? Got 2 drives and I want it to save in the secondary drive Lenovo IdeaPad 320S | Windows 10 x64 | i5 8250U | 8GB Ram You can change the global user directory with the instructions here -> Intel Xeon w7-3465X OC | Asus Pro WS W790-E Sage SE | NVIDIA GeForce RTX 4090 FE | 8x16GiB G-Skill Zeta R5 DDR5-6000 | Windows 11 24H2 | (details)MacBook Pro 14in | M1 Max (32 GPU Cores) | 64GB LPDDR5 6400 | macOS 13 Thanks, it saysMake sure that you include "User" in it, since it will assume whatever path it is directed to is the User folder. If you point it to the Desktop for example, you will have a very messy situation.So would there be a problem if I set the root of my 2nd drive as the new location? I.e. D:\Dolphin Emulator Lenovo IdeaPad 320S | Windows 10 x64 | i5 8250U | 8GB Ram IntroductionI recently got a Guitar Hero/Band Hero Drum Kit set up working using MayFlash DolphinBar and Wiimote (RVL-003). With this success, I also wanted to try a wired connection. The Raphnet Classic Controller to USB adapter has been a staple recommendation for years and is still not a bad choice by any means, though it lacks the tilt sensor. With the advent of 3D printers, modern adapters have emerged from independent engineers, including tilt support.After some research, I decided to go with the RetroCultMods V3 Wii Adapter. While the drum kit does not need the tilt functionality, it makes the RCM Wii Adapter more versatile if you're planning to use it for the guitar instruments. It basically turns the drum kit into an XInput device, so it works directly with PC games (e.g. Clone Hero) or emulators (e.g. Dolphin, RPCS3). Their official website has guides for guitars, but none for the drum kit, which is why I'm writing one here for Dolphin.V3 Adapter Plug the adapter into the Wiimote compartment of the drum kit. I know, awkward position for the USB-C. Plug the other end of the cable to a USB-A port on your PC. Dock in my case.Update the firmware if prompted using the RCM Programming Tool. Follow the instructions from the link.If successful, you should see below. Configure > V3 Adapter > V3 Adapter - GH Drums > Load Preset Make sure to do this first before configuring the controllers in Dolphin.DolphinPick any free slot for the Emulated Wii Remote.Select XInput/0/Drum Kit.Clear all default mappings.Select Drum Kit from the Extension dropdown.Click the Extension tab. Hit the drum pads to map them.(Optional) Set Hit Strengthto a lower value (e.g. 35%), so the pads do not need to be hit too hard.Enter a name for the controller Profile.Save the profile.Hope this helps. Cheers! I downloaded dolphin 5.0, but my library is empty, realizing that I have to get ISOs/WADs to play it, but I don't know how. If you could reply some steps to getting a game on Dolphin, it would be appreciated. I also thought, if the format isn't ISO/WAD, how do I convert it? Again, let me know with a reply. Follow this guide to copy games onto your computer: that guide will give you games in ISO or WAD format (unless you use USB Loader GX), but Dolphin does support a number of other formats too (like WBFS, which is what USB Loader GX gives you). (10-20-2019, 11:49 PM)appleboy711 Wrote: I downloaded dolphin 5.0, but my library is empty, realizing that I have to get ISOs/WADs to play it, but I don't know how. If you could reply some steps to getting a game on Dolphin, it would be appreciated. I also thought, if the format isn't ISO/WAD, how do I convert it? Again, let me know with a reply.Also, don't download 5.0 but download, extract and use the latest development version from here: has been out for more than 3 years and has had over 10.000 fixes and enhancements, which makes it actually more stable than the "stable" version. Check my profile for up to date specs. Greetings, all. Recently I tried to install the latest dev build of Dolphin. After I got the necessary files to run it (the .dlls) this message popped up. "The procedure entry point ucrtbase.abort could not be located in the dynamic link library api-ms-win-crt-runtime-l1-1-0.dll." I haven't the foggiest what this means, so if anyone could help me, that would be great. Thanks. EDIT: Figured out the problem. Didn't have VS 2015 installed. Installed that and it fixed it. I don't recommend downloading DLLs individually off the internet. All you need is the Visual studio 2015 C++ runtimes, whiich is a 6 mb download from Microsoft.Downloading them one by one from top google results often contain malware or are the wrong versions, which can create inexplicable bugs. Your OS is broken if you installed things correctly and it still didn't work. No you (or your friend) should not be downloading random DLLs from the Internet and putting them in directories manually. Also, you don't need to install VS. Only the VS 2015 redistributables are required. Visual Studio is an IDE. The VS redistributables are a set of libraries (DLLs on Windows) that are used by applications such as Dolphin. I don't know precisely, but you are not going to make it work by searching those files and "installing" them manually. If the installer doesn't work, you need to fix your OS, as said previously. Remove any DLLs you have downloaded and placed manually, make sure you have done all updates, and then try again. If it still won't work, well, I'm out of ideas.ps: you are talking about your friend's PC, right? Because even with the VS2015 redist, recent dev builds won't run on your old PC because it doesn't support 64 bits. With old builds, I think you don't need the VS2015 redist. 03-22-2016, 09:52 PM (This post was last modified: 03-23-2025, 01:40 AM by Admentus. Edit Reason: Update v2.5.0)#1 Thanks to the efforts of GhostlyDark (who primarily maintains the texture pack) SM64 Reloaded is available for the Dolphin emulator. So what is SM64 Reloaded? It is an unified ultra high definition texture pack designed for Dolphin (through the Virtual Console), GlideN64/RT64 (for use on Nintendo 64 emulators such as Project64) and the unofficial PC Port. Just about everything should be covered for the international version, including some mods here and there. The aim is to make the texture pack look as vanilla-like as possible. Texture Pack status - Current version is: V2.5.0.- Porting is done for now with 1.830 textures ported- Both packs are optimized through optiPNG.- Both packs are packed in the 7-zip format. You might need to download 7-zip to unpack them. Newer versions of WinRAR should work too.- Supported Super Mario 64 versions: NTSC-U, PAL, 60 FPS v2 & Multiplayer V1.4.2 NTSC-J still works, but is not supported. Known Issues - Super Mario 64 Multiplayer V1.4.2 does not correctly display the controller button icons (when reading message boards). This issue is not present in the official NTSC-U and PAL versions.- The intro demo and Mario Cam are broken in Super Mario 64: 60 FPS v2.- Set the texture cache toSafe,enable Prefetch Custom Textures or set the CPU Clock Override at150% or higher if you are encountering flashing textures running Super Mario 64: 60 FPS v2.- The NTSC-J version is missing fonts. Other missing textures could be the Course logo, Main Menu, Ending and Buttons Icons.- The French and German languages for the PAL version display the Course logo in English, still in HD. The fonts are supported through. Progress listOutside Peach's Castle -> FinishedInside Peach's Castle -> FinishedBob-Omb Battlefield -> FinishedWhomp's Fortress -> FinishedJolly Roger Bay -> FinishedCool Cool Mountain -> FinishedBig Boo's Haunt -> FinishedHaze Maze Cavern-> FinishedLethal Lava Land -> FinishedShifting Sand Land -> FinishedDire, Dire Docks -> FinishedSnowman's Land -> FinishedWet-Dry World -> FinishedTall, Tall Mountain -> FinishedTiny-Huge Island -> FinishedTick Tock Clock -> FinishedRainbow Ride -> FinishedBowser in the Dark World -> FinishedBowser in the Fire Sea -> FinishedBowser in the Sky -> FinishedThe Princess's Secret Slide -> FinishedThe Secret Aquarium -> FinishedWing Mario Over the Rainbow -> FinishedTower of the Wing Cap -> FinishedVanish Cap Under the Moat -> FinishedCavern of the Metal Cap ->FinishedStart Menu -> FinishedThe Interface and HUD -> FinishedFonts (Credits Included) -> FinishedMario Himself -> FinishedSpecial Effects -> FinishedPAL ->FinishedMultiplayer -> FinishedNext Update Screenshots & Gameplay Video's Old Gameplay Videos (made by matheusstaffa) (made by Gamemasterplc) by Gamemasterplc) (playlist made by Gamemasterplc) More Screenshots //evilgames.eu/texture-packs/img/s...ded-02.jpg //evilgames.eu/texture-packs/img/s...ded-04.jpg //evilgames.eu/texture-packs/img/s...ded-06.jpg //evilgames.eu/texture-packs/img/s...ded-08.jpg //evilgames.eu/texture-packs/img/s...ded-10.jpg //evilgames.eu/texture-packs/img/s...ded-12.jpg //evilgames.eu/texture-packs/img/s...ded-14.jpg //evilgames.eu/texture-packs/img/s...ded-16.jpg //evilgames.eu/texture-packs/img/s...ded-18.jpg //evilgames.eu/texture-packs/img/s...ded-20.jpg //evilgames.eu/texture-packs/img/s...ded-22.jpg //evilgames.eu/texture-packs/img/s...ded-24.jpg //evilgames.eu/texture-packs/img/s...ded-26.jpg //evilgames.eu/texture-packs/img/s...ded-28.jpg //evilgames.eu/texture-packs/img/s...ded-30.jpg //evilgames.eu/texture-packs/img/s...ded-32.jpg //evilgames.eu/texture-packs/img/s...ded-34.jpg //evilgames.eu/texture-packs/img/s...ded-36.jpg Download Links: --- Main Mirror (Dolphin, GlideN64, RT64, PC) --- --- Backup Mirror (Dolphin) --- --- Patcher64+ Tool (for modding SM64) --- Installation InstructionsDownload the latest DDS BC7 or PNG pack. It is recommended to use the DDS pack which is much faster.Download the latest official development or Ishiiruka build. Dolphin 5.0 and builds prior to that are not compatible.DDS BC7 is supported since Dolphin 5.0-4894 and reduced RAM usage for DDS packs is supported since Dolphin 5.0-3506. Custom texture pack folder name and multiple GameID's is supported since Dolphin 5.0-11744.Place the texture pack folder folder (works for every official game region) in "C:\Users\UserName\Documents\Dolphin Emulator\Load\Textures".Enable "Load Custom Textures" in Dolphin (Graphics -> Advanced -> Utility).Enable "Prefetch Custom Textures" in Dolphin to load all textures at once to reduce stuttering. This option requires a fair bit amount of RAM, 8 GB should be enough.With the latest development build the DDS pack requires 2 GB additional RAM (4 GB for PNG pack).Disable "Crop" if having issues going fullscreen (Graphics -> Advanced -> Misc).Get the Patcher64+ Tool (check download links) and patch some essentials improvements for optimal quality: "Remove Filter", "Extended Draw Distance", "16:9 Widescreen" and "60 FPS".Improvements Through Action Replay or Gecko codes Almost every available version of Super Mario 64 for the virtual console (including the Multiplayer Edition) has his own Action Replay Codes and Gecko Codes. Check carefully for which version the codes are and if they are AR or Gecko.Credits to darkludx for providing the "Hide HUD Display", "Zoom Out Camera", "Activate Cap Anywhere" and "Extended Draw Distance" codesCredits to gamemasterplc for providing the "Widescreen Aspect Ratio Fix for 16:9", "Completed Save Files", "Remove Dark Filter", "Damage Taken", "Widescreen Aspect Ratio Fix", "Walk While Reading a Sign", "Optimized HUD", "Left-Aligned Textboxes" and "Super Hard Mode" codes. Super Mario 64 (NTSC-U) / Super Mario 64: 60 FPS v2 (NTSC-U):Widescreen $ Widescreen Aspect Ratio Fix for 16:9 (Gecko Code)48000000 8019E450DE000000 8000818014325034 3C073FE3142D73D8 3C05C255142D73DC 3C0643BA142D6C64 3C0F0555142D7E2C 3C0A0555142D7B84 0809F999142D7B88 00000000142D7BE0 2419000C142D7BEC 24080009142D7D84 254B000C142D7E88 0809F9A7142D7E8C 27BDFF98142D80CC 3C0D0555142D8284 0809F9A1142D8288 914A1370142D8024 25AE0006142D8524 254B0006142D85DC 25AC0005142D85CC 3C0A0555142E2E3C 3C180555142E2D98 248C000C142E2FF4 248A0008142E3098 3C0E0555142E3BAC 256B1B60142E3AA0 27181B60142D6DB0 25AD1B60142D6B58 000E78C0142D6B5C 01EE7821142D6B60 00000000142D6BBC 25F8000C142D6C64 3C0F0555142DB3C4 3C05C400142DB3D4 3C054126142DB708 24190157142E3768 24040022142E3784 2404002E142E37CC 240400B4142E37E8 240400BE142E3890 240400FE142E387C 2401000C142E385C 2408000C142E38B8 248400FE1427D5D0 10000044142E389C 83A4001F142E38A0 3C068034142E38A4 3C078034142E38A8 10000003142E38F8 10000012142E3A20 240400C0142E3A34 240400EE142E3A4C 24040100142E3AAC 240400F7142E3C10 2484000C142E3C30 2484000C142E3C50 2484000C1627E664 0000005827BDFFB0 2402000300450019 0000101200022883 24A50027080B5EE3 AFBF0014240B0003 014B001900005012 000A5083080B60A3 01EA5821240E0003 01C4001900007012 000E208324840027 080B5FA4AFBF001C AFAB0054E0000000 80008000 $ Widescreen Aspect Ratio Fix for 21:9 (Gecko Code)48000000 8019E450DE000000 8000818014325034 3C074015142D73D8 3C05C2F8142D73DC 3C0643DE142D6C64 3C0F071C142D7E2C 3C0A071C142D7B84 0809F999142D7B88 00000000142D7BE0 24190009142D7BEC 24080007142D7D84 254B0009142D7E88 0809F9A7142D7E8C 27BDFF98142D80CC 3C0D071C142D8284 0809F9A1142D8288 914A1370142D8024 25AE0005142D8524 254B0005142D85DC 25AC0005142D85CC 3C0A071C142E2E3C 3C18071C142E2D98 248C0009142E2FF4 248A0005142E3098 3C0E071C142E3BAC 256B1B60142E3AA0 27181B60142D6DB0 25AD1B60142D6B58 000E78C0142D6B5C 01EE7823142D6B60 00000000142D6BBC 25F80009142D6C64 3C0F071C142DB3C4 3C05C400142DB3D4 3C054126142DB708 24190119142E3768 2404001F142E3784 24040028142E37CC 240400B1142E37E8 240400BA142E3890 240400FB142E387C 24010009142E385C 24080009142E38B8 248400FB1427D5D0 10000044142E389C 83A4001F142E38A0 3C068034142E38A4 3C078034142E38A8 10000003142E38F8 10000012142E3A20 240400DC142E3A34 240400FD142E3A4C 24040108142E3AAC 24040103142E3AC0 24040115142E3C10 24840009142E3C30 24840009142E3C50 248400091627E664 0000005827BDFFB0 2402000900450019 0000101200022903 24A50047080B5EE3 AFBF0014240B0009 014B001900005012 000A5103080B60A3 01EA5821240E0009 01C4001900007012 000E210324840047 080B5FA4AFBF001C AFAB0054E0000000 80008000 $ Widescreen Aspect Ratio Fix for 48:9 (Gecko Code)48000000 8019E450DE000000 800081801427D5D0 10000044142CFCAC 252A00C8142CFC88 27180078142CFC8C 44982000142DB3C4 3C05C400142DB3D4 3C054126E0000000 80008000C2052268 000000033F203B6A 9329052C3F20BF12 932905302C190000 00000000C204EAF0 0000000638610048 3C003F1290020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000Graphical and Interface Quality $ Optimized HUD for 16:9 (Gecko Code)48000000 8019E450DE000000 80008180142D6AE8 2B010400142D6AF4 241903FF142E3B58 240E013F142E386C 24040127142E3890 24040137142E38B8 24840137142DB708 24190157142E37B8 240400DD142E37CC 240400ED142E37EA 240400FB142E3754 24040127142E375C 240500C1142E3768 24040137142E3770 240500C1142E3784 24040147142E378C 240500C1142E3A20 240400DD142E3A28 240500A9142E3A34 2404011A142E3A38 240500A9142E3A4C 2404012E142E3A50 240500A9142E3A64 24040150142E3A68 240500A9142E3AAC 24040124142E3AB0 24050030142E3AC0 24040147142E3AC4 24050030E0000000 80008000* Moves many HUD icons towards the right of the screen.* May not work properly with specific widescreen codes. Some widescreen codes already align the HUD icons properly to the borders of the screen. Do not use this code then if so. $ Left-Aligned Textboxes for 16:9 (Gecko Code)48000000 8019E450DE000000 80008180142D8E70 24070000142D8E48 240FFFE9142D8E4C A5CF0006142DA694 24840184E0000000 80008000* Moves All textboxes to X-Position -23. Only affects textboxes with black or white backgrounds. $ Remove Dark Filter (AR Code)0404AC50 4E800020* Makes the game brighter, the same as on Project64. $Remove Vertical Black Lines (AR Code)010B1527 000000BC010B1533 00000000010B160E 00000000010B1AE6 00000000010B1B16 00000000010E5676 00000000010E55EA 00000000010E562A 00000000010E5702 00000000010E6B1F 000000BC010E6B2b 00000000* Remove the black bars on the top and bottom of the screen, allowing for a full display and additional view. $Force Hires Mario Model (AR Code)030E1304 00001000 $ Extended Draw Distance (AR Code)0510E71C 000000000514F52C 0000000005174078 000000000517410C 10000006051EDBF0 00000000051EDCB8 00000000051EDCD0 00000000051F0078 1000000D* Does not work for grouped/lined coins or some enemies (yet). Objects should be visible throughout the whole stage.* This code may and will cause some graphical glitches with textboxes and the pause menu in specific stages when using a widescreen code. If you can ignore that, feel free to use it. $ Hide HUD Display (AR Code)030B5316 00000000031A53EA 000000000B1A5120 00000100031A53EA 0000000F0B1A5120 00000400031A53EA 000000F0* Hold D-Pad Right to show the HUD or D-Pad Down to show the timer. $ Zoom Out Camera (AR Code)051A6724 42670000* Zoom out the camera to equal the width of a 21:9 Aspect Ratio. It must be used with a widescreen code for 16:9.Extra Difficulty $ Double Damage Taken (AR Code)050BE384 25B9FF80 $ Triple Damage Taken (AR Code)050BE384 25B9FF40 $ Super Hard Mode (Gecko Code)48000000 8019E450DE000000 80008180142541D4 272F000014254204 25B9F80014254178 2719FFFD142541A8 241000031425501C A16000AD142701D4 1000000314270258 100000111424F374 100000041425AAE8 000000001424D94C 100000021424EB14 00000000142B53A0 00000000142689BC 241900001424D9C8 000000001426EC90 0000000014252FDC 1000000814264360 1000000A14276A00 292A0032142769CC 29CF001F14254428 00000000142A72D8 2409000F142C5E30 240D000F1426CEE4 00000000142F3C9C 25F8000014260D4C 100000081425427C 10000006143305F4 040405001424F028 00000000142F8EC8 10000006143050B4 2404004B143050BC 24050014E0000000 80008000* One hit kills you and you get a game over if you lose a life along with a variety of other stuff to make the game harder. $All Bosses Have 1 HP091B83EF 00000003011B83EF 00000001091AF30F 00000003011AF30F 00000001091A7C4F 00000004011A7C4F 00000002091AA96F 00000004011AA96F 00000002091A778F 00000003011A778F 00000001 $All Bosses Have 2x HP091B83EF 00000003011B83EF 00000008091B83EF 00000004011B83EF 00000002091AF30F 00000003011AF30F 00000008091AF30F 00000004011AF30F 00000002091A7C4F 00000004011A7C4F 00000009091A7C4F 00000005011A7C4F 00000003091AA96F 00000004011AA96F 00000009091AA96F 00000005011AA96F 00000003091A810F 00000001011A810F 00000003091A810F 00000002011A810F 00000000911A778F 000000004A002FC2 00000000811A778F 0000000102002FC2 0000000100000000 40000000491A778F 000000000A002FC2 0000000102002FC2 00000000 $All Bosses Have 3x HP091B83EF 00000003011B83EF 0000000B091B83EF 00000004011B83EF 00000002091AF30F 00000003011AF30F 0000000B091AF30F 00000004011AF30F 00000002091A7C4F 00000004011A7C4F 0000000C091A7C4F 00000005011A7C4F 00000003091AA96F 00000004011AA96F 0000000C091AA96F 00000005011AA96F 00000003091A810F 00000001011A810F 00000004091A810F 00000002011A810F 00000000911A778F 000000004A002FC2 00000000811A778F 0000000202002FC2 0000000100000000 40000000491A778F 000000000A002FC2 0000000102002FC2 00000000For Fun $Infinite Health (AR Code)011A539E 00000008 $ Fix Backwards Long Jump Glitch (Gecko Code)48000000 8019E450DE000000 80008180142528DC 10000005142528E0 AD400110142528E4 240C0001142528E8 8D6F0088142528EC ADEC0110142528F0 3C013FC0142528F4 44818000142528F8 C56A0054142528FC 3C01424014252900 4481300014252904 4610548214252908 E57200541425290C 4612303C14252910 0000000014252914 4500000214252918 000000001425291C E566005414252920 3C01C17014252924 4481300014252928 4606903C1425292C 0000000014252930 4500000214252934 0000000014252938 E56600541425293C 08094A6914252940 00000000E0000000 80008000* It sets your speed to -15 when starting a long jump if your speed is below that when you start it. $ Walk While Reading a Sign (Gecko Code)48000000 8019E450DE000000 800081801428BD34 03E000081428BD38 00000000142A4708 240E0000E0000000 80008000 $ Activate Cap Anywhere (AR Code)0B1A5120 00000110031A52F6 0000001D0B1A5120 00000210031A52F6 000000170B1A5120 00000410031A52F6 0000001B0B1A5120 00000810031A52F6 0000001F0B1A5120 00002100031A52F6 000000190B1A5120 00002200031A52F6 000000150B1A5120 00002400031A52F6 000000130B1A5120 00002800031A52F6 00000011* Press these buttons combination to instantly activate caps:* Z + D-Pad Right = Wing Cap, Z + D-Pad Left = Metal Cap, Z + D-Pad Down = Vanish Cap or Z + D-Pad Up = Normal Cap.* R + D-Pad Right = Wing + Metal Cap, R + D-Pad Left = Vanish + Metal Cap, R + D-Pad Down = Wing + Vanish Cap or R + D-Pad Up = Wing + Vanish + Metal Cap. $ Completed Save Files (Gecko Code)05071888 1F10FFCF050718F8 1F10FFCF05071968 1F10FFCF050719D8 1F10FFCF0507188C FFFFFFFF05071890 FFFFFFFF05071894 FFFFFFFF05071898 FFFFFF810507189C 01010301050718A0 01010181050718A4 00928D68050718A8 9A978B85050718AC 886A7F98050718B0 89BF8092050718FC FFFFFFFF05071900 FFFFFFFF05071904 FFFFFFFF05071908 FFFFFF810507190C 0101030105071910 0101018105071914 00928D6805071918 9A978B850507191C 886A7F9805071920 89BF80920507196C FFFFFFFF05071970 FFFFFFFF05071974 FFFFFFFF05071978 FFFFFF810507197C 0101030105071980 0101018105071984 00928D6805071988 9A978B850507198C 886A7F9805071990 89BF8092050719DC FFFFFFFF050719E0 FFFFFFFF050719E4 FFFFFFFF050719E8 FFFFFF81050719EC 01010301050719F0 01010181050719F4 00928D68050719F8 9A978B85050719FC 886A7F9805071A00 89BF8092* All four save files have 120 stars with everything unlocked and the maximum amount of coins for each stage. Activate the code, get a star and save the game. Then disable the code to have that save file permanently completed. $ Moon Jump (Gecko Code)48000000 8019E450DE000000 800081803833AFA0 7FFF80001433B1BC 42200000E0000000 80008000* Hold A. Can Also Hold Any Other Button. $ Disable Death Barrier (Gecko Code)48000000 8019E450DE000000 80008180142505F4 10000013E0000000 80008000 $ Walk Through Walls (Gecko Code)48000000 8019E450DE000000 8000818014380EE0 1000000414255C3C 10000003143813FC 0000000014381B98 0809000C14240030 8FBB000C14240034 8F7B000014240038 141B00081424003C 0000000014240040 8FBB000C14240044 3C05802314240048 2404000A1424004C A4A4000014240050 AF65000014240054 3C1BC5FF14240058 449B00001424005C 03E0000814240060 00000000E0000000 80008000* Works for all levels.Demonstration Screenshots Super Mario 64 (PAL):Widescreen $ Widescreen Aspect Ratio Fix for 16:9 (Gecko Code)48000000 8019EE50DE000000 800081801426D458 3C0147F0142A7C2C 3C028033142A7C30 2442F560142A7C34 8C430004142A7C38 8C450008142A7C3C 24790028142A7C40 44992000142A7C48 00000000142A7C4C 24790118142B1190 3C05C400142B11A4 3C054126E0000000 80008000C2052298 000000033F203B99 9329052C3F20BF40 932905302C190000 00000000C204EB20 0000000638610048 3C003F4090020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000 $ Widescreen Aspect Ratio Fix for 21:9 (Gecko Code)48000000 8019EE50DE000000 800081801426D458 3C0147F0142A7C2C 3C028033142A7C30 2442F560142A7C34 8C430004142A7C38 8C450008142A7C3C 24790045142A7C40 44992000142A7C48 00000000142A7C4C 247900FB142B1190 3C05C400142B11A4 3C054126E0000000 80008000C2052298 000000033F203B6A 9329052C3F20BF12 932905302C190000 00000000C204EB20 0000000638610048 3C003F1290020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000 $ Widescreen Aspect Ratio Fix for 48:9 (Gecko Code)48000000 8019EE50DE000000 800081801426D458 3C0147F0142A7C2C 3C028033142A7C30 2442F560142A7C34 8C430004142A7C38 8C450008142A7C3C 24790078142A7C40 44992000142A7C48 00000000142A7C4C 247900C8142B1190 3C05C400142B11A4 3C054126E0000000 80008000C2052298 000000033F203ACC 9329052C3F20BE80 932905302C190000 00000000C204EB20 0000000638610048 3C003E8090020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000Graphical and Interface Quality $ Remove Dark Filter (AR Code)0404AC60 4E800020* Makes the game brighter, the same as on Project64. $ Zoom Out Camera (AR Code) - DO NOT USE THIS CODE! IS BROKEN!051754C4 42670000* Zoom out the camera to equal the width of a 21:9 Aspect Ratio. It must be used with a widescreen code for 16:9. Super Mario 64 (NTSC-J):Widescreen $ Widescreen Aspect Ratio Fix for 16:9 (Gecko Code)C2052268 000000033F203B99 9329052C3F20BF40 932905302C190000 00000000C204EAF0 0000000638610048 3C003F4090020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000050DF994 3C01476005120E94 3C02803405120E98 24423B0005120E9C 8C43000405120EA0 8C45000805120EA4 2479002805120EA8 4499200005120EAC 0000000005120EB0 0000000005120EB8 0000000005120EBC 247901180512932C 3C05C26005129340 3C05405D $ Widescreen Aspect Ratio Fix for 21:9 (Gecko Code)C2052268 000000033F203B6A 9329052C3F20BF12 932905302C190000 00000000C204EAF0 0000000638610048 3C003F1290020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000050DF994 3C0147A005120E94 3C02803405120E98 24423B0005120E9C 8C43000405120EA0 8C45000805120EA4 2479004505120EA8 4499200005120EAC 0000000005120EB0 0000000005120EB8 0000000005120EBC 247900FB0512932C 3C05C2F405129340 3C054092 $ Widescreen Aspect Ratio Fix for 48:9 (Gecko Code)C2052268 000000033F203ACC 9329052C3F20BE80 932905302C190000 00000000C204EAF0 0000000638610048 3C003E8090020000 C2220000C0030000 EC110032D0030000 C003000CEC110032 D003000C60000000 00000000050DF994 3C0147E005120E94 3C02803405120E98 24423B0005120E9C 8C43000405120EA0 8C45000805120EA4 2479007805120EA8 4499200005120EAC 0000000005120EB0 0000000005120EB8 0000000005120EBC 247900C80512932C 3C05C40005129340 3C054126Graphical and Interface Quality $ Remove Dark Filter (AR Code)0404AC50 4E800020* Makes the game brighter, the same as on Project64. $ Zoom Out Camera (Gecko Code) - DO NOT USE THIS CODE! BROKEN!050F7124 3C1B4267050F7130 AC9B001C2100D27C C426483C0500D2C0 3C064267E2000001 80008000* Zoom out the camera to equal the width of a 21:9 Aspect Ratio. It must be used with a widescreen code for 16:9.Extra Difficulty $ Double Damage Taken (AR Code)050BF328 2458FF80 $ Triple Damage Taken (AR Code)050BF328 2458FF40 $ Super Hard Mode (Gecko Code)48000000 8019E310DE000000 8000818014255338 A48000AE14255E50 A16000AD142552C8 244BFFFD142552F8 24030003142D2538 0000000014296634 2409000F1430FD24 04040500142AFE58 2418000F142E04C8 24040032142E04E0 240500141426C870 00000000142502EC 000000001425A474 0000000014255314 A48000AE142502DC 00000000E0000000 80008000* One hit kills both players and you get a game over if you lose a life along with a variety of other stuff to make the game harder.For Fun $ Completed Save Files (Gecko Code)48000000 8019E310DE000000 8000818014203F08 1F10FFCF14203F78 1F10FFCF14203FE8 1F10FFCF14204058 1F10FFCF14203F0C FFFFFFFF14203F10 FFFFFFFF14203F14 FFFFFFFF14203F18 FFFFFF8114203F1C 0101030114203F20 0101018114203F24 00928D6814203F28 9A978B8514203F2C 886A7F9814203F30 89BF809214203F7C FFFFFFFF14203F80 FFFFFFFF14203F84 FFFFFFFF14203F88 FFFFFF8114203F8C 0101030114203F90 0101018114203F94 00928D6814203F98 9A978B8514203F9C 886A7F9814203FA0 89BF809214203FEC FFFFFFFF14203FF0 FFFFFFFF14203FF4 FFFFFFFF14203FF8 FFFFFF8114203FFC 0101030114204000 0101018114204004 00928D6814204008 9A978B851420400C 886A7F9814204010 89BF80921420405C FFFFFFFF14204060 FFFFFFFF14204064 FFFFFFFF14204068 FFFFFF811420406C 0101030114204070 0101018114204074 00928D6814204078 9A978B851420407C 886A7F9814204080 89BF8092E0000000 80008000* All four save files have 120 stars with everything unlocked and the maximum amount of coins for each stage. Activate the code, get a star and save the game. Then disable the code to have that save file permanently completed. Super Mario 64 Multiplayer (V1.3):Widescreen $ Widescreen Aspect Ratio Fix for 16:9 (Gecko Code)C20AF1F0 00000005C0230000 4182001C92C20000 3EC03F4092C30000 C023000092C30008 82C2000060000000 00000000C2054960 0000000592A20000 3EA03B9962B5999A 92A9052C3EA0BF40 92A9053082A20000 2C03000060000000 00000000C204F304 000000042C040001 4082001492A20000 3EA03F4092A10008 82A2000038610008 0000000005409CD4 3C05405D05409CC4 3C05C260053ABE5C 3C014740053FE620 3C08BE80 $ Widescreen Aspect Ratio Fix for 21:9 (Gecko Code)C20AF1F0 00000005C0230000 4182001C92C20000 3EC03F1292C30000 C023000092C30008 82C2000060000000 00000000C2054960 0000000592A20000 3EA03B6A62B50EAC 92A9052C3EA0BF12 92A9053082A20000 2C03000060000000 00000000C204F304 000000042C040001 4082001492A20000 3EA03F1292A10008 82A2000038610008 0000000005409CD4 3C05409205409CC4 3C05C2F4053ABE5C 3C014780053FE620 3C08BED0 $ Widescreen Aspect Ratio Fix for 48:9 (Gecko Code)C20AF1F0 00000005C0230000 4182001C92C20000 3EC03E8092C30000 C023000092C30008 82C2000060000000 00000000C2054960 0000000592A20000 3EA03ACC62B5CCCD 92A9052C3EA0BE80 92A9053082A20000 2C03000060000000 00000000C204F304 000000042C040001 4082001492A20000 3EA03E8092A10008 82A2000038610008 0000000005409CD4 3C05412605409CC4 3C05C400053ABE5C 3C0147C0053FE620 3C08BF40Graphical and Interface Quality $ Remove Dark Filter (AR Code)04057C04 60000000* Makes the game brighter, the same as on Project64.Extra Difficulty $ Double Damage Taken (AR Code)05382B04 25B9FF80 $ Triple Damage Taken (AR Code)05382B04 25B9FF40 $ Super Hard Mode (Gecko Code)48000000 801B6378DE000000 80008180142541D4 272F000014254204 25B9F80014254178 2719FFFD142541A8 241000031425501C A16000AD142701D4 1000000314270258 100000111424F374 100000041425AAE8 000000001424D94C 100000021424EB14 00000000142B53A0 00000000142689BC 241900001424D9C8 000000001426EC90 0000000014252FDC 1000000814264360 1000000A14276A00 292A0032142769CC 29CF001F14254428 00000000142A72D8 2409000F142C5E30 240D000F1426CEE4 00000000142F3C9C 25F8000014260D4C 100000081425427C 10000006143305F4 040405001424F028 00000000142F8EC8 10000006143050B4 2404004B143050BC 24050014142764CC 10000015142AC4CC 100000211425B614 1000000CE0000000 80008000* One hit kills both players and you get a game over if you lose a life along with a variety of other stuff to make the game harder.For Fun $ Fix Backwards Long Jump Glitch (Gecko Code)48000000 801B6378DE000000 80008180142528DC 10000005142528E0 AD400110142528E4 240C0001142528E8 8D6F0088142528EC ADEC0110142528F0 3C013FC0142528F4 44818000142528F8 C56A0054142528FC 3C01424014252900 4481300014252904 4610548214252908 E57200541425290C 4612303C14252910 0000000014252914 4500000214252918 000000001425291C E566005414252920 3C01C17014252924 4481300014252928 4606903C1425292C 0000000014252930 4500000214252934 0000000014252938 E56600541425293C 08094A6914252940 00000000E0000000 80008000* It sets your speed to -15 when starting a long jump if your speed is below that when you start it. $ Walk While Reading a Sign (Gecko Code)48000000 801B6378DE000000 800081801428BD34 03E000081428BD38 00000000142A4708 240E0000E0000000 80008000 $ Moon Jump for Player 1 (Gecko Code)48000000 801B6378DE000000 800081803833AFA0 7FFF80001433B1BC 42200000E0000000 80008000* Hold A. Can Also Hold Any Other Button. $ Moon Jump for Player 2 (Gecko Code)48000000 801B6378DE000000 800081803833AFBC 7FFF8000143FF14C 42200000E0000000 80008000* Hold A. Can Also Hold Any Other Button. $ Disable Death Barrier (Gecko Code)48000000 801B6378DE000000 80008180142505F4 10000013E0000000 80008000 $ Partial Walk Through Walls (Gecko Code)48000000 801B6378DE000000 8000818014380EE0 1000000414255C3C 10000003143813FC 00000000E0000000 80008000* Only Works if Floor is Below You or in Levels with the Death Barrier. Disables Ceiling Collision. Camera Can Also Go Through Walls.IMPORTANT* Each spoiler is tagged with the game version. Carefully check if codes ar AR or Gecko.* Disable the "Widescreen Hack" (Graphics -> Enhancements). If using the PAL version then enable the "Widescreen Hack".* Select "Stretch to Window" (Graphics -> General - Display - Aspect Ration).* Only use one Widescreen code at a time.* Either use Double or Triple Damage Taken. Do not use them both.* Only codes that improve the quality of the game are requested such as improving upon difficulty (extra damage), fun (instant caps) or visual experience (60 FPS, widescreen, extended view).* Know any good codes? Great, let me know and I add them into the code section here. Changes: Credits: --- Sources ---Fanfreluche's Fan FontHypatia's Hi-Res Wind Waker (Termina Invasion)Mollymutt's Super Mario 64MU-TH-UR's Super Mario 64Nerrel's MM N64HD (Termina Invasion)p3st's Texture PackPoke Headroom's Render96 HD Texture PackSM64 RedrawnSuper Mario 64 - Plumbers Unite Edition (by Roovahlees & Teaufou) Icon: Bomb (Termina Invasion)Icon: Clock (Italian translation)Icon: Dog FaceIcon: Link Head (Termina Invasion)Icon: Majora's Mask Clock (Termina Invasion)Icon: Ocarina (Termina Invasion)Icon: Toon Link Head (Termina Invasion)Icon: Triforce (Termina Invasion)Painting: Jolly Roger Bay AdmentusJames: Rupee object (Termina Invasion)michaeltung: Grindel textureRulesless: Italien texturesWARIO: iQue textures Social: Join my Discord Channel for discussion and support: Please consider supporting me on Patreon or PayPal if you like my projects: //www.paypal.com/paypalme/Admentus/ Moved to the HD Texture forum. Looks really nice! Keep up the good work. I was also doing a Mollymutt pack port months ago but stopped. I'll tell you what I have when I arrive home. CPU: Intel Core i5 4670k @ 4.4GHzGPU: GAINWARD GeForce GTX 1080 Phoenix "GLH"RAM: G.SKILL Ripjaws X DDR3 16GB 1600MHz CL7OS: Windows 7 Ultimate x64 03-23-2016, 03:31 AM (This post was last modified: 05-10-2016, 04:46 PM by Lumbeeslayer.)#4 Check this Super Mario 64 Texture Pack out! In my opinion its the best Mario 64 Texture Pack, and would be perfect to port to Dolphin. Its also 100% completed. craft+64 03-23-2016, 03:34 AM (This post was last modified: 03-23-2016, 03:40 AM by Admentus.)#5 Ahh yes, I did see that before. Alas, it is for Project64.Also I prefer higher resolutions instead of the painterly style.Mollymutt's pack is 100% finished, but I use the textures from Razius as their are higher quality when available.Most work would be the renaming of files, so if you would like to replace it with another texture pack. Feel free.As I stated, I do not take credits. Just trying the contribute to the Dolphin hires textures cause. (03-23-2016, 03:34 AM)Admentus Wrote: Ahh yes, I did see that before. Alas, it is for Project64.Also I prefer the more high resolution style instead of the painterly style.Mollymutt's pack is 100% finished, but I use the textures from Razius as their are higher quality when available.Well technically its a paper craft style then painting style but ok I understand That paper craft style texture pack actually looks really good, is there any way to port that over to Dolphin? Great job! Are you planning on doing it for other games? Like Smash Bros 64 for example? Here is what I had done: You'll find textures with the N64 names too, and an optional widescreen HUD (in a 7z file. Also the 4:3 version in case I wanted to switch between them).I hope it serves you well. CPU: Intel Core i5 4670k @ 4.4GHzGPU: GAINWARD GeForce GTX 1080 Phoenix "GLH"RAM: G.SKILL Ripjaws X DDR3 16GB 1600MHz CL7OS: Windows 7 Ultimate x64 Thank you very much, Masterotaku.Makes the work easier.I don't know if I have time for it tomorrow, busy day.But I should be able to search through it before the end of the week.

Dolphin emulator 32 bit apk. Dolphins ios. Dolphin emulator 32 bit. Dolphin emulator android 32 bit download. Dolphin 32 bit.