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Code Types

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Standard Format (CB/GS/XP/AR2)

Code Type	Format	What it does
Write Commands		
8-bit Constant Write	0aaaaaaa 000000dd	This command will constantly write the value specified by **dd** to the address specified by **aaaaaaa** .
16-bit Constant Write	1aaaaaaa 0000dddd	This command will constantly write the value specified by **dddd** to the address specified by **aaaaaaa** .
32-bit Constant Write	2aaaaaaa dddddddd	This command will constantly write the value specified by **dddddddd** to the address specified by **aaaaaaa** .
Increment/Decrement Commands		
8-bit Increment	301000nn aaaaaaaa	This command adds the value specified by **nn** to the value stored at the address **aaaaaaaa** .
8-bit Decrement	302000nn aaaaaaaa	This command subtracts the value specified by **nn** to the value stored at the address **aaaaaaaa** .
16-bit Increment	3030nnnn aaaaaaaa	This command adds the value specified by **nnnn** to the value stored at the address **aaaaaaaa** .
16-bit Decrement	3040nnnn aaaaaaaa	This command subtracts the value specified by **nnnn** to the value stored at the address **aaaaaaaa** .
32-bit Increment	30500000 aaaaaaaa nnnnnnnn 00000000	This command adds the value specified by **nnnnnnnn** to the value stored at the address **aaaaaaaa** .
32-bit Decrement	30600000 aaaaaaaa nnnnnnnn 00000000	This command subtracts the value specified by **nnnnnnnn** to the value stored at the address **aaaaaaaa** .
Test Commands		
16-bit Equal	Daaaaaaa 0000dddd	Only when the value at the address specified by **aaaaaaa** is equal to the value specified by **dddd** will the next line of code be executed.
16-bit Not Equal	Daaaaaaa 0010dddd	Only when the value at the address specified by **aaaaaaa** is not equal to the value specified by **dddd** will the next line of code be executed.
16-bit Less Than	Daaaaaaa 0020dddd	Only when the value at the address specified by **aaaaaaa** is less than the value specified by **dddd** will the next line of code be executed.
16-bit Greater Than	Daaaaaaa 0030dddd	Only when the value at the address specified by **aaaaaaa** is greater than the value specified by **dddd** will the next line of code be executed.
16-bit Equal : Multiple Skip	Ennnnddd 0aaaaaaa	Only when the value at the address specified by **aaaaaaa** is equal to the value specified by **dddd** will the next **nnn** lines of code be executed. Otherwise, they will be skipped.
16-bit Not Equal : Multiple Skip	Ennnnddd 1aaaaaaa	Only when the value at the address specified by **aaaaaaa** is not equal to the value specified by **dddd** will the next **nnn** lines of code be executed. Otherwise, they will be skipped.
16-bit Less Than : Multiple Skip	Ennnnddd 2aaaaaaa	Only when the value at the address specified by **aaaaaaa** is less than the value specified by **dddd** will the next **nnn** lines of code be executed. Otherwise, they will be skipped.
16-bit Greater Than : Multiple Skip	Ennnnddd 3aaaaaaa	Only when the value at the address specified by **aaaaaaa** is greater than the value specified by **dddd** will the next **nnn** lines of code be executed. Otherwise, they will be skipped.
Miscellaneous Commands		

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Copy Bytes	5aaaaaaa nnnnnnnn bbbbbbbb 00000000	a = Address to copy from b = Address to copy to n = Number of bytes to copy
32-bit Multi-Address Write	4aaaaaaa xxxxyyyy dddddddd 00000000	Starting with the address specified by aaaaaaa, this code will write to xxxx addresses. The next address is determined by incrementing the current address by (yyyy * 4). The value specified by ddddddddd is written to each calculated address. Also known as a "Patch Code."

Untested Commands

Master-Command	8aaaaaaa bbbbbbbb cccccccc 00000000	
One Time Activator	Aaaaaaaa 000000xx	
Time Command	B0000000 nnnnnnnn	v = delay value (32 bit) Delay putting on all following codes for v cycles; effect varies between games. To act on all codes, put it at the top of the code list! B0000000 10000000 Loop is executed 0x10000000 times.
Code Stopper	Caaaaaaa vvvvvvvv	a = address (25 bit) v = value (32 bit) All following codes will be executed only, if 32-bit value at given address, a, is equal to given value, v. Otherwise, they will be skipped. Can be used to exit the code sequence at any point. To act on all codes (like traditional "Auto Activation"), put it at the top of the code list! Example: C0153880 03E00008 If the 32-bit value 0x03E00008 is at the address 0x00153880, then activate all following codes. Otherwise, do nothing.
Master-Command	Faaaaaaa bbbbbbbb	
Master Joker Command	E0aabbbb 00xxxxxx	

CB7+
All above codes also work on CB7+ here are what are added to it some of below codes may work on other devices and lower vers of CB but are untested on CB1-6..

Code Type	Format	What it does
Increment/Decrement Commands		
8-bit Increment	300000nn aaaaaaaa	This command adds the value specified by **nn** to the value stored at the address **aaaaaaaa** .
8-bit Decrement	301000nn aaaaaaaa	This command subtracts the value specified by **nn** to the value stored at the address **aaaaaaaa** .
16-bit Increment	3020nnnn aaaaaaaa	This command adds the value specified by **nnnn** to the value stored at the address **aaaaaaaa** .
16-bit Decrement	3030nnnn aaaaaaaa	This command subtracts the value specified by **nnnn** to the value stored at the address **aaaaaaaa** .
32-bit Increment	30400000 aaaaaaaa nnnnnnnn 00000000	This command adds the value specified by **nnnnnnnn** to the value stored at the address **aaaaaaaa** .
32-bit Decrement	30500000 aaaaaaaa nnnnnnnn 00000000	This command subtracts the value specified by **nnnnnnnn** to the value stored at the address **aaaaaaaa** .
Test Commands		
16-bit Greater Than : Multiple Skip	Ezyyvvvv taaaaaaa	A = address to check from T = type, 0 = equal to, 1 = not equal to, 2 = Less Than, 3 = Greater Than V = 16 or 8 bit value YY = # of codes to skip if condition is false Z = 0 =16-bit, 1 = 8-bit
Pointer Commands		
8-bit write	6aaaaaaa 000000vv 0000nnnn iiiiiiii	a = address to load 32-bit base from (25 bit) v = value to store at base + offset (8/16/32 bit) n = number of times to point (16 bit) i = 32-bit offset to add to base (n = 1)
16-bit write	6aaaaaaa 0000vvvv 0001nnnn iiiiiiii	a = address to load 32-bit base from (25 bit) v = value to store at base + offset (8/16/32 bit) n = number of times to point (16 bit) i = 32-bit offset to add to base (n = 1)
32-bit write	6aaaaaaa vvvvvvvv 0002nnnn iiiiiiii	a = address to load 32-bit base from (25 bit) v = value to store at base + offset (8/16/32 bit) n = number of times to point (16 bit) i = 32-bit offset to add to base (n = 1)
Extra pointer line	3rd line	Example 2: 602829D8 FFFFFFFF 00020002 0000071C 0000FB20 00000000 - loads base at address 0x002829D8, say base is 0x00290000 - adds offset 0x0000071C to make address 0x0029071C - loads base at address 0x0029071C, say base is 0x002A0000 - adds offset 0x0000FB20 to make address 0x002AFB20 - stores 32-bit value 0xFFFFFFFF to address 0x002AFB20 Note that execution stops, if (base & 0x3FFFFFFC) == 0.

Boolean Commands (Code type 7)

8-bit OR	7aaaaaaa 000000vv	a = address (25 bit) v = value (8/16 bit) Performs a bitwise logical operation between given value, v, and the value stored at given address, a. (Example:) 7048D402 005014A9 0x14A9 is XORed to the 16-bit value at address 0x0048D402.
8-bit AND	7aaaaaaa 000200vv	
8-bit XOR	7aaaaaaa 000400vv	
16-bit OR	7aaaaaaa 0001vvvv	
16-bit AND	7aaaaaaa 0003vvvv	
16-bit XOR	7aaaaaaa 0005vvvv	

Miscellaneous Commands

Copy Bytes	5aaaaaaa nnnnnnnn bbbbbbbb 00000000	a = Address to copy from b = Address to copy to n = Number of bytes to copy
32-bit Multi-Address Write	4aaaaaaa xxxxyyyy dddddddd 00000000	Starting with the address specified by aaaaaaa, this code will write to xxxx addresses. The next address is determined by incrementing the current address by (yyyy * 4). The value specified by dddddddd is written to each calculated address. Also known as a "Patch Code."
32-bit Multi-Address Write/Value increase (GS/CB6+)	4aaaaaaa xxxxyyyy dddddddd IIIIIIII	Same As above but the I = size of value step (32 bit) as in how much it will count up on each address.. Example 4099A20C 00060002 00000000 00100000 - writes 0x00000000 to 0x0099A20C - writes 0x00100000 to 0x0099A214 - writes 0x00200000 to 0x0099A21C - writes 0x00300000 to 0x0099A224 - writes 0x00400000 to 0x0099A22C - writes 0x00500000 to 0x0099A234

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