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Thread: [VAMemory adresses change](#)

Jopemeister - May 22, 2017, 2:33 am

Im using c# (VAMemory) and cheatengine to create a trainer for Peggle deluxe, yes i know. I chose peggle because its on my pc and doesnt have anticheat.

I can change the values of the amount of balls left just fine. but whenever i restart peggle the address of where it stores the value changes. Is there a way to stop this from happening or do i have to change my code every time?

This is what i mean with 'address'

Finn. - May 22, 2017, 4:22 am

I don't know much about game hacking, but im sure there is a main address behind the one that's changing, they are called pointers or something.

This might help you

<http://www.cheatengine.org/forum/viewtopic.php?t=579980&sid=e796d28a8672a965eeaba2a48517f8d0>

TrackPro+ - May 22, 2017, 5:33 am

Yeah you have to find the static address, which will be in the form of a pointer when you find it.

gigajew - May 22, 2017, 6:32 am

Those are just temporary addresses (dynamic), but you can find the pointer with that, search youtube for Cheat Engine pointer tutorials

Painless - May 22, 2017, 10:44 am

The address represents a memory zone which contains your value.

Find the pointer pointing at that address and you're done.

Here are some good tutorials about finding multi-level pointers:

[youtube.com/watch?v=N44nk9URoG8](https://www.youtube.com/watch?v=N44nk9URoG8)

[youtube.com/watch?v=8CJdV1Vfvv0](https://www.youtube.com/watch?v=8CJdV1Vfvv0)