

Q&D Hex editing How-To:

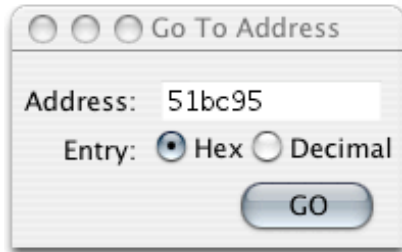
1. Launch Hex Edit (latest version is 1.91).
2. If it doesn't prompt you to open a file, choose "Open" from the File menu.
--> To be safe, I'd work from a copy of the original file so you always have a backup.
3. Choose "Go To Address..." from the Find menu.
4. Enter the offset you wish to jump to. For instance if you want to go to an offset of "0x0051bc95" then enter "51bc95" (no quotes) into the Address field (it'll give you an error if you include the "0x00" part). Hex Edit will then place your cursor immediately behind the address you specified (if it finds it).
5. Now you can alter the value at that offset.
 - 5a. Press the left arrow once to put the cursor in front of the offset you searched for.
 - 5b. Hold down the Shift key and press the right arrow to highlight however many offsets you wish to change.
 - 5c. Enter the new values.
6. Repeat for all your other offsets that you wish to change.
7. Save your file.

Here's a few screen shots that may help (using the Baldur's Gate v2.1.2 app as an example):

--> The purpose is the change the original value (00015BA8) that starts at offset 0x0051bc95 and

change it to "00000001".

Steps 4 - 5a:



Len: \$00BA8D1A	Type/Creator: APPL/BG2	Set: \$0051BC95:0051BC95
0051BBB0:	00 00 00 1A 00 00 00 17 00 00 00 15 00 00 00 1E
0051BBC0:	00 00 00 1F 00 00 00 20 00 00 00 21 00 00 00 22
0051BBE0:	00 00 00 23 00 00 00 24 00 00 00 25 00 00 00 26	...#...
0051BBF0:	00 00 00 27 00 00 00 28 00 00 00 29 00 00 00 2A	...'...
0051BC00:	00 04 00 00 00 21 21 2C 00 21 21 80 00 00 40 00	...+...
0051BC10:	00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00!
0051BC20:	00 00 00 00 00 00 0B B8 00 00 00 03 00 00 00 02
0051BC30:	00 00 00 1E 00 00 00 0F 00 00 00 B4 07 12 0C 16
0051BC40:	00 1E 00 00 00 00 03 03 00 00 00 00 04 0C 16 0E
0051BC50:	1F 00 00 00 02 00 00 00 00 00 00 00 06 07 0E 0C
0051BC60:	00 08 04 05 10 01 03 02 07 12 0C 16 0D 1E 00 00
0051BC70:	00 00 03 03 00 00 00 00 04 0C 16 0E 1F 00 00 00
0051BC80:	02 00 00 00 00 00 10 20 30 06 03 04 33 34 04 08
0051BC90:	10 20 40 80 00 00 00 01 00 02 74 E8 00 2D 03 70	...@A...
0051BCA0:	00 00 00 00 01 02 04 06 08 0A 0C 0E 01 03 05 07
0051BCB0:	09 0B 0D 0F 00 01 02 03 00 01 02 09 02 03 04 05
0051BCC0:	06 07 09 0A 0C 0D 0E 0F 10 11 12 13 14 16 19 1A
0051BCD0:	1B 1C 1D 1F 20 21 22 25 26 27 28 29 2A 2B 2C 00	... !'
0051BCE0:	00 0A 00 00 00 00 00 10 00 14 FF FC FF FB FF FE
0051BCF0:	FF F8 00 04 00 40 00 20 00 3C 00 4B 06 00 00 08	...0.
0051BD00:	00 04 00 02 00 0A 00 01 02 03 04 05 0E 06 0F 07
0051BD10:	08 10 09 0A 00 02 00 09 00 01 01 00 00 00 00 00
0051BD20:	00 00 00 00 01 01 00 01 00 00 00 00 00 00 02 09
0051BD30:	01 00 00 00 00 02 00 00 00 00 FF FF 00 00 00 00
0051BD40:	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0051BD50:	00 01 02 03 04 05 06 07 07 00 FF FF 00 02 FF FE
0051BD60:	00 03 00 0A 00 64 00 0A 00 5A 00 01 00 08 00 78	...d.
0051BD70:	00 C8 FE D4 FF 60 FF B0 00 50 00 00 00 00 00 96	...x\
0051BD80:	19 00 00 1E 00 78 00 46 00 46 00 00 00 00 00 03	...x.
0051BD90:	00 00 00 03 00 00 00 05 00 00 00 5A 05 00 00 01

Step 5b:

Go To Address

Address:

Entry: Hex Decimal

Baldur's Gate II - Data

Len: \$00BA8D1A | Type/Creator: APPL/BG2 | Sel: \$0051BC94:0051BC99

0051BB20:	00	00	00	00	00	00	00	FA	00	01	02	03	00	00	00	1F
0051BB30:	00	00	00	11	07	06	05	05	04	04	03	02	02	00	00	00
0051BB40:	01	01	01	01	01	01	01	01	01	00	00	00	05	05	04	04
0051BB50:	03	03	02	01	01	00	00	00	00	00	00	01	00	00	00	02
0051BB60:	00	00	00	03	00	00	00	04	00	00	00	05	00	00	00	06
0051BB70:	00	00	00	07	00	00	00	0B	00	00	00	0C	00	00	00	0D
0051BB80:	00	00	00	0E	00	00	00	0F	00	00	00	10	00	00	00	11
0051BB90:	00	00	00	44	00	00	00	45	00	00	00	46	00	00	00	47	...D..
0051BBA0:	00	00	00	48	00	00	00	16	00	00	00	18	00	00	00	19	...H..
0051BBB0:	00	00	00	1A	00	00	00	17	00	00	00	15	00	00	00	1E
0051BBC0:	00	00	00	1F	00	00	00	20	00	00	00	21	00	00	00	22
0051BBD0:	00	00	00	23	00	00	00	24	00	00	00	25	00	00	00	26	...#..
0051BBE0:	00	00	00	27	00	00	00	28	00	00	00	29	00	00	00	2A	...!..
0051BBF0:	00	00	00	2B	00	00	00	2C	00	00	00	2D	00	10	00	00	...+..
0051BC00:	00	04	00	00	00	21	21	2C	00	21	21	80	00	00	40	00!
0051BC10:	00	00	00	01	00	00	00	00	00	00	00	00	00	00	00	00
0051BC20:	00	00	00	00	00	00	0B	B8	00	00	00	03	00	00	00	02
0051BC30:	00	00	00	1E	00	00	00	0F	00	00	00	B4	07	12	0C	16
0051BC40:	0D	1E	00	00	00	00	03	03	00	00	00	00	04	0C	16	0E
0051BC50:	1F	00	00	00	02	00	00	00	00	00	00	00	06	07	0B	0C
0051BC60:	0D	08	04	05	10	01	03	02	07	12	0C	16	0D	1E	00	00
0051BC70:	00	00	03	03	00	00	00	00	04	0C	16	0E	1F	00	00	00
0051BC80:	02	00	00	00	00	00	10	20	30	06	03	04	33	34	04	08
0051BC90:	10	20	40	80	00	01	5B	A8	00	02	74	E8	00	2D	03	70	...@A..
0051BCA0:	00	26	25	A0	00	02	04	06	08	0A	0C	0E	01	03	05	07	...&*!..
0051BCB0:	09	0B	0D	0F	00	01	02	03	00	01	02	09	02	03	04	05
0051BCC0:	06	07	09	0A	0C	0D	0E	0F	10	11	12	13	14	16	19	1A
0051BCD0:	1B	1C	1D	1F	20	21	22	25	26	27	28	29	2A	2B	2C	00!
0051BCE0:	00	0A	00	00	00	00	00	10	00	14	FF	FC	FF	FB	FF	FE
0051BCF0:	FF	F8	00	04	00	40	00	20	00	3C	00	4B	06	00	00	08	...@
0051BD00:	00	04	00	02	00	0A	00	01	02	03	04	05	0E	06	0F	07

Step 5c:

--> NOTE: I highlighted the altered offset below so it would stand out.

Go To Address

Address:

Entry: Hex Decimal

Baldur's Gate II - Data

Len: \$00BA8D1A | Type/Creator: APPL/BG2 | Sel: \$0051BC94:0051BC9E

0051BB20:	00	00	00	00	00	00	00	FA	00	01	02	03	00	00	00	1F
0051BB30:	00	00	00	11	07	06	05	05	04	04	03	02	02	00	00	00
0051BB40:	01	01	01	01	01	01	01	01	01	00	00	00	06	05	04	04
0051BB50:	03	03	02	01	01	00	00	00	00	00	00	01	00	00	00	02
0051BB60:	00	00	00	03	00	00	00	04	00	00	00	05	00	00	00	06
0051BB70:	00	00	00	07	00	00	00	0E	00	00	00	0C	00	00	00	0D
0051BB80:	00	00	00	0E	00	00	00	0F	00	00	00	10	00	00	00	11
0051BB90:	00	00	00	44	00	00	00	45	00	00	00	46	00	00	00	47	...D...
0051BBA0:	00	00	00	48	00	00	00	16	00	00	00	18	00	00	00	19	...H...
0051BBB0:	00	00	00	1A	00	00	00	17	00	00	00	15	00	00	00	1E
0051BBC0:	00	00	00	1F	00	00	00	20	00	00	00	21	00	00	00	22
0051BBD0:	00	00	00	23	00	00	00	24	00	00	00	25	00	00	00	26	...#...
0051BBE0:	00	00	00	27	00	00	00	28	00	00	00	29	00	00	00	2A	...!...
0051BBF0:	00	00	00	2B	00	00	00	2C	00	00	00	2D	00	10	00	00	...+...
0051BC00:	00	04	00	00	00	21	21	2C	00	21	21	80	00	00	40	00!!
0051BC10:	00	00	00	01	00	00	00	00	00	00	00	00	00	00	00	00
0051BC20:	00	00	00	00	00	00	0B	B8	00	00	00	03	00	00	00	02
0051BC30:	00	00	00	1E	00	00	00	0F	00	00	00	B4	07	12	0C	16
0051BC40:	0D	1E	00	00	00	00	03	03	00	00	00	00	04	0C	16	0E
0051BC50:	1F	00	00	00	02	00	00	00	00	00	00	00	06	07	0B	0C
0051BC60:	0D	08	04	05	10	01	03	02	07	12	0C	16	0D	1E	00	00
0051BC70:	00	00	03	03	00	00	00	00	04	0C	16	0E	1F	00	00	00
0051BC80:	02	00	00	00	00	00	10	20	30	06	03	04	33	34	04	08
0051BC90:	10	20	40	80	00	00	00	01	00	02	74	E8	00	2D	03	70	...0A...
0051BCA0:	00	26	25	A0	00	02	04	06	08	0A	0C	0E	01	03	05	07	...%*...
0051BCB0:	09	0B	0D	0F	00	01	02	03	00	01	02	09	02	03	04	05
0051BCC0:	06	07	09	0A	0C	0D	0E	0F	10	11	12	13	14	16	19	1A
0051BCD0:	1B	1C	1D	1F	20	21	22	25	26	27	28	29	2A	2B	2C	00	...!'
0051BCE0:	00	0A	00	00	00	00	00	10	00	14	FF	FC	FF	FB	FF	FE
0051BCF0:	FF	F8	00	04	00	40	00	20	00	3C	00	4B	06	00	00	08	...0.
0051BD00:	00	04	00	02	00	0A	00	01	02	03	04	05	0E	06	0F	07