CheatHappens.com

TEENAGE MUTANT NINJA TURTLES: MUTANTS IN MANHATTAN TRAINER

0x90 www.cheathappens.com

Activating this trainer

Press F1 at main menu. Listen for 'Trainer Activated'. Press desired hotkey. <u>All hotkeys can be changed on the trainer</u>.

Trainer Options

Numpad 0Infinite HealthNumpad 1No Ability CooldownNumpad 2Unlimited BP

Editor Options

Notes

Unlimited BP:

While active and you are ingame where you can move around you will have unlimited BP.

Special Hotkeys

Control + Alt + Shift + C: Cheat Overlay Control + H Mute Hotkeys Left Bumper: Controller Trigger

VR Mode

- HTC Vive
 - Click on the 'VR Mode' button. Trainer options will now be drawn as buttons. Activate the trainer as usual with your keyboard. Put your HTC Vive on and when you are ingame press the 'Menu' button on the hand controllers to open the steam overlay. At the bottom you can click on the 'Desktop' button and you can easily press options on the trainer with your hand controller now.
- Oculus Rift
 - As of now the oculus has no unique input device and uses keyboard or xbox controller. Both are support by the trainer already.

Troubleshooting

- Requirements:
 - Windows 7 or above
 - .NET Framework 4.6 or above: <u>Download</u>
 - VC++ Redistributable 2015 (x86 AND x64): <u>Download</u>
 - DirectX9 for controller support: <u>Download</u>
- Trainer settings:

The settings are stored in the registry: HKEY_CURRENT_USER\SOFTWARE\CHEATHAPPENS\0x90

If you have issues please delete the key from your registry. Alternatively you can create a text file on your desktop and name it "CH_DELETE_SETTINGS.txt" and launch the trainer. It will clear the stored settings itself.

You can also hold down the **CONTROL** key on your keyboard while launching the trainer to skip loading of specific settings once. For more information mouse hover the settings items on the trainer.

• Launch issues:

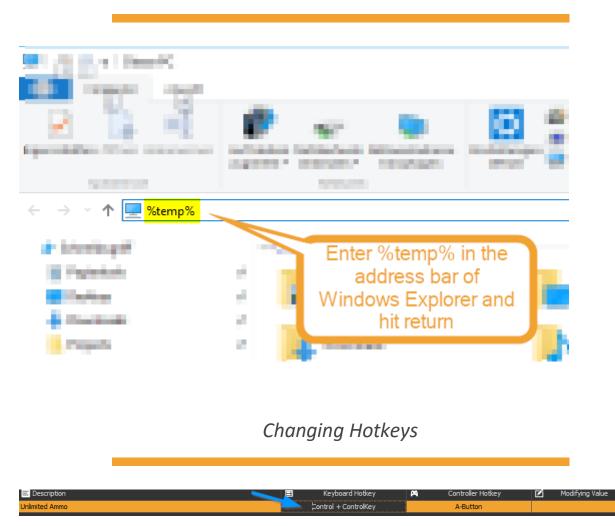
If the trainer doesn't show up please make sure the trainer AND '~Mnn133.tmp' file in your <u>temp</u> <u>directory</u> are on exception list of any security tool you are running. Please note that this file is only visible when you run the trainer. You might also show hidden files in Windows Explorer. Please see also <u>'Known application that causes issues</u>' topic.

- Known application that causes issues:
 - **×** BitDefender:
 - If the trainer won't show up it is very likely caused by BitDefender. Due to the aggressive mode of BitDender you may have to uninstall it.
 - **×** Sandboxie:
 - If the game is launched sandboxed but trainer is running outside of the sandbox, the trainer may fail on activation. In this case please run <u>BOTH sandboxed</u> (or BOTH outside of sandbox). Also registering hotkeys will not work if trainer is launched sandboxed. For the hotkeys to work INSIDE sandbox you have to add '*' without quotes in 'Windows-Access' in the sandbox settings. Otherwise you have to ask on the sandbox forum for additional help or run the trainer outside of sandbox.
 - ★ Overlay / Hijacking software (Overwolf, MSI Afterburner):
 - If the trainer won't show up please close these kind of software and try again.
 - ★ Windows Defender:
 - If the trainer won't show up you may have to put an exception to the trainer AND <u>"Mnn133.tmp</u>" file in your temp directory.

Useful links

http://www.cheathappens.com/trainer_troubleshooting.asp http://www.cheathappens.com/virus_warning.asp

Temp folder



You can change the keyboard hotkeys by selecting the keyboard hotkey field of the function and then press the key (or key combination) you would like to have. Please note that **control** and **shift** and **alt** keys are supported so you can for example press control + Numpad 0.

For the controller hotkeys just change the key in the controller hotkey field of the function.



Some trainer options let you specify a value. For example on an option "Add Quantity To Current Item" you can change the modifying value on the modifying value field to define how many quantity will be added on each press. If the trainer option does not let you change a value, then it does not support this feature.