Cách làm Hex editor++ trên Casio fx-580VNX

1, Vào Quickcpymax variable(địa chỉ E9E0)

2, Inject program Hex editor++

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10 E3 42 07 01 00 0C E3 F0 F5 02 00 00 00 00 00
00 00 00 00 00 00 00 00 2E 62 01 00 10 E3 DA 83
A8 9F 00 00 5C A0 00 00 94 98 02 00 00 00 00 00
70 61 01 00 3E 9D 00 00 2F 00 90 C7 00 00 3E 9D
00 00 04 00 D4 4B 01 00 3E 9D 00 00 A7 00 F4 FC
01 00 66 E3 D4 4B 01 00 08 40 02 00 00 00 00 00

00 00 00 00 74 1F 02 00 70 61 01 00 F4 FC 01 00
40 00 86 8C 02 00 98 E3 00 00 90 C7 00 00 3E 9D
00 00 A8 00 D4 4B 01 00 08 40 02 00 00 00 00 00
00 00 00 00 74 1F 02 00 42 E6 3E 9D 00 00 00 00
A0 9C 00 00 44 E6 0F 00 AE 1B 02 00 CC 61 01 00
16 39 01 00 D6 4B 01 00 52 0B 02 00 00 00 00 00

D2 03 02 00 3E 9D 00 00 44 E6 90 C7 00 00 3E 9D
00 00 38 00 F4 FC 01 00 EE E3 D4 4B 01 00 08 40
02 00 00 00 00 00 00 00 00 00 74 1F 02 00 40 E6
3E 9D 00 00 00 00 A0 9C 00 00 1A E4 00 00 A5 9C
00 00 00 00 02 00 B0 3A 01 00 01 00 80 0E 01 00
44 E6 00 00 2A E5 36 16 02 00 00 00 BC 6E 01 00

00 00 74 1F 02 00 42 E6 3E 9D 00 00 01 00 A0 9C
00 00 00 00 00 00 B0 3A 01 00 FA E5 74 1F 02 00
86 E4 D6 4B 01 00 A5 9C 00 00 00 00 00 00 F4 FC
01 00 1F FC 18 96 01 00 A8 9F 00 00 5C A0 00 00
3E 9D 00 00 C4 00 F4 FC 01 00 80 E4 D4 4B 01 00
08 40 02 00 00 00 00 00 00 00 00 00 74 1F 02 00
```

```
C8 E4 3E 9D 00 00 00 00 A5 9C 00 00 00 00 00 00
F4 FC 01 00 1E FC 18 96 01 00 A8 9F 00 00 5C A0
00 00 3E 9D 00 00 68 00 F4 FC 01 00 C2 E4 D4 4B
01 00 08 40 02 00 00 00 00 00 00 00 00 00 74 1F
02 00 00 00 3E 9D 00 00 00 00 F4 FC 01 00 26 FC
18 96 01 00 A8 9F 00 00 5C A0 00 00 3E 9D 00 00

0C 00 F4 FC 01 00 FA E4 D4 4B 01 00 08 40 02 00
00 00 00 00 00 00 00 00 74 1F 02 00 B0 3A 01 00
02 E6 74 1F 02 00 40 E6 3E 9D 00 00 00 00 A0 9C
00 00 00 00 00 00 30 BF 00 00 08 40 02 00 00 00
00 00 00 00 00 00 74 1F 02 00 40 E6 3E 9D 00 00
01 00 A0 9C 00 00 00 00 00 00 B0 3A 01 00 52 E5

74 1F 02 00 40 E6 3E 9D 00 00 FF FF A0 9C 00 00
42 E6 42 E6 3E 9D 00 00 00 00 A5 9C 00 00 40 E6
00 00 3E 9D 00 00 00 00 A0 9C 00 00 BE E5 00 00
A5 9C 00 00 00 00 00 00 30 BF 00 00 70 61 01 00
FA 3F 02 00 00 00 00 00 00 00 00 00 A8 9F 00 00
5C A0 00 00 E6 C1 00 00 00 00 4E E6 A5 9C 00 00

00 00 00 00 EA ED 01 00 50 E6 00 00 00 00 D6 4B
01 00 A5 9C 00 00 5A E6 00 00 6A 21 01 00 00 00
74 82 01 00 10 40 02 00 D6 4B 01 00 A5 9C 00 00
00 00 00 00 2E 62 01 00 D4 DD 00 06 36 9D 00 00
2E 62 01 00 05 05 48 E6 80 8F 00 00 2E 62 01 00
05 25 53 E6 80 8F 00 00 7E 94 00 00 80 75 01 00

00 05 20 00 86 53 01 00 3C 9F 00 00 5C A0 00 00
48 A2 00 00 32 E6 3E 9D 00 00 01 00 A5 9C 00 00
00 00 00 00 A5 30 01 00 40 03 60 E6 00 E3 00 00
32 89 0E 00 00 00 B0 3A 01 00 00 E3 74 1F 02 00
52 D5 00 00 00 00 00 00 41 64 64 72 3A 20 00 00
00 00 00 56 61 6C 75 65 3A 20 00 00 00 00 00 00
```

3, Thoát quickcpymax variable

4, Nhập launcher

Dạng hex:

<48 bytes> A8 9F 30 30 E0 A0 30 30 A5 30 31 30 60 03 E0 E9 30 E3 30 30 18 6E 31 30 32 89 31 30 30 30 A5 30 31 30 40 03 E0 E9 60 E6 01 E3 32 89 31 30 30 30 74 1F 32 30

hạng token:

<48 byte> × @ 0 0 G or 0 0 = 0 1 0 (@ G ▸Simp 0 M 0 0 @ tanh(1 0 2 LCM(1 0 0 0 = 0 1 0 M @ G ▸Simp (p ▒ m 2 LCM(1 0 0 0 √(@ 2 0

Cách gán hex

@=10.000 9F A0 03 20 E9:
@=1 18 03 E9 01 1F 23