[TUTORIAL] Clone Disney Infinity figures

RESPONDER

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signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 25 nov 2018 15:20

1 positive feedback

I leave the original message (from 2018) in spoiler so that subsequent messages can be understood. As of January 2023, I have managed to clone DI figures. I will edit this first message little by little detailing the entire process.

OCULTAR SPOILER

Before the explanations, remember that there is also a thread on an emulator base and it is compatible with the Wii U. I say this because you still dare to set one up and you prefer it to having to go around recording and re-recording cards.

NECESSARY MATERIAL:

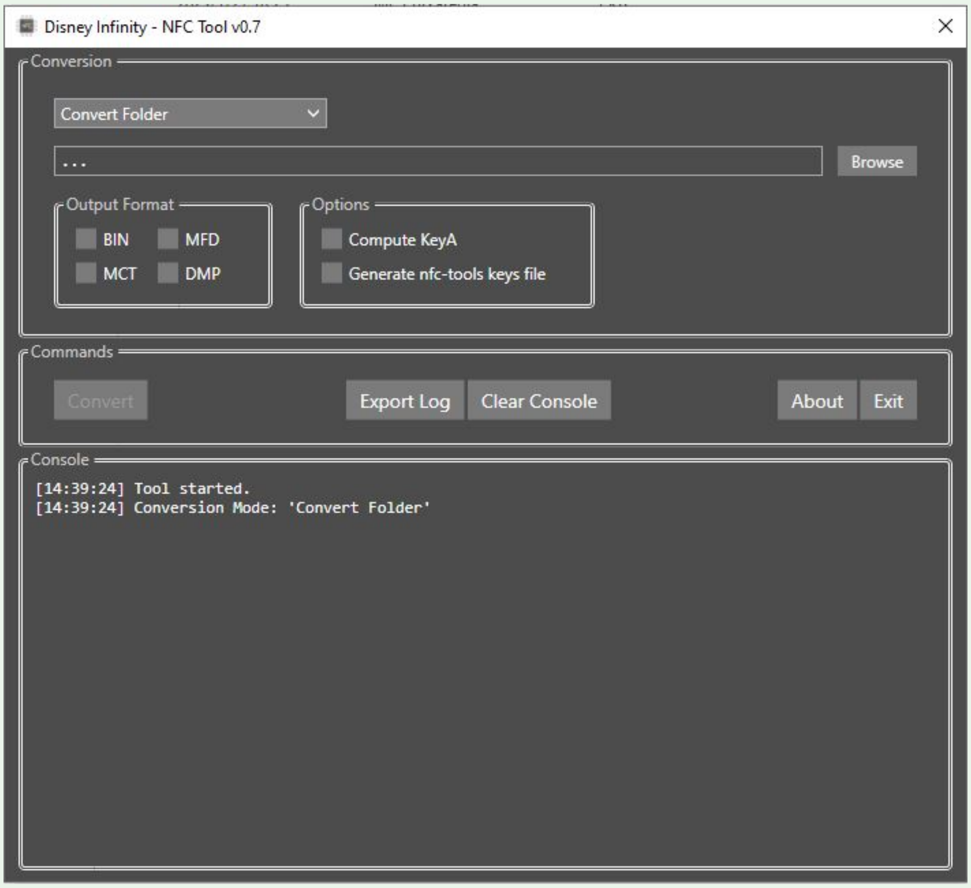
- An acr122u (you can look for it on aliexpress). It is essential to be able to write block0 (it cannot be done with a mobile phone) and/or restore the S20 card, in case there is a problem.
- A PC with the programs PCSC_Mifare (password: mtoolstec.com), Mifare Card Programming and DITool on it, as well as some kind of hexadecimal editor (I use HxD).
- S20 cards with 7-byte UIDs that allow block0 to be written. They have to be those. Nobody ask me to see if S50 or S70 cards with 7-byte UID could not be used. They must be S20 (ATQA=4400 and SAK=09).
- Keyless dumps from this dropbox .
- Obviously, in order to verify our clone, the DI game, the base, a console, etc.
- Optional: A mobile phone with an nfc reader and the Mifare Classic Tool application installed to be able to verify our clones.

PROCESS:

The user ADn06 and I have managed (I have told him what we need in each step and he has implemented it through code) to automate and streamline a large part of the process without having to do almost everything by hand (in the first version of this tutorial was all much more cumbersome). As of today, we use two applications with the acr122u to do it but, although we do not promise anything because the code is obfuscated, ADn06 will try to modify one of the programs to be able to record the clones with just one, making the process even faster. The next challenge is to give the .dmp file to the application and have it save the entire figure in one go without having to first save the block0 by filling in the fields yourself. Come on, it would be pick and record. If I succeeded, I would update the tutorial. for now,

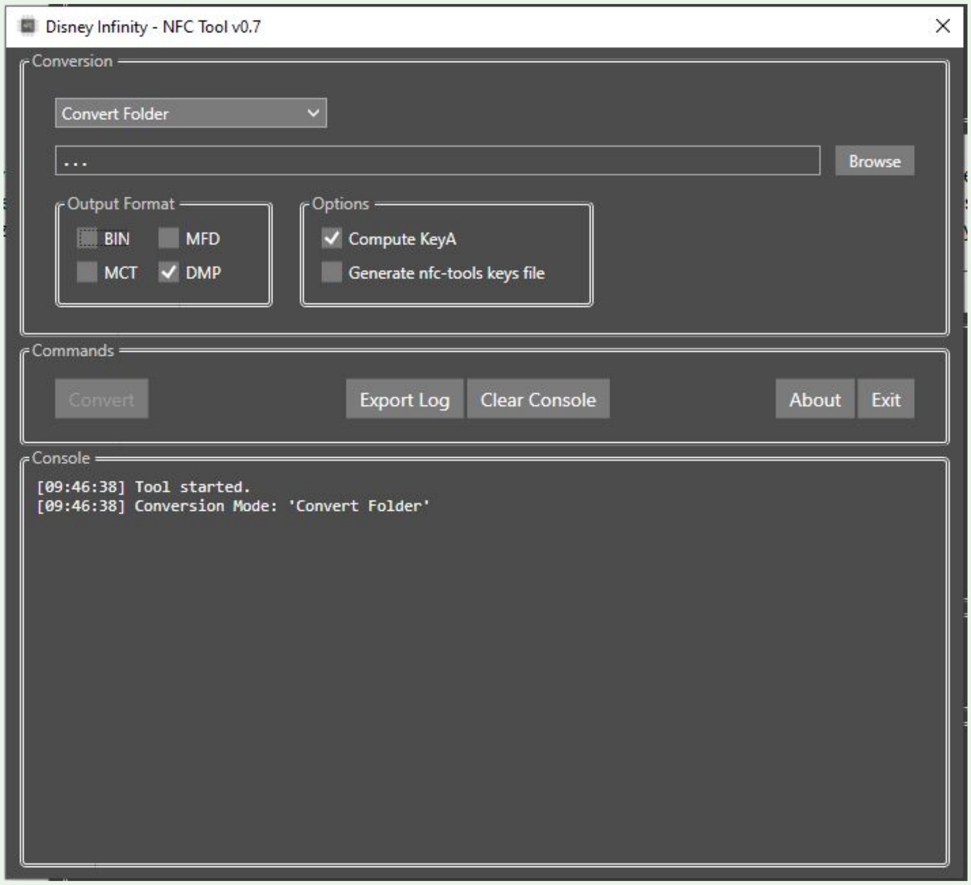
- We download the files from the dropbox. Those files do not contain keys (the fourth block of each sector

- We download the files from the dropbox. Those files do not contain keys (the fourth block of each sector has the first and last six bytes zero), so they can be freely shared.
- Using the Disney Infinity Tool application we will generate the keys and insert them into place automatically. Yes, already put to work, we do it for all the files downloaded from the dropbox, it is something that we will only have to do once regardless of how many times we record clones on our card. We open the DITool application and we will see a window like this:



```
[14:39:24] Tool started.
[14:39:24] Conversion Mode: 'Convert Folder'
```

DITool gives the option to convert individual .bin files as well as entire folders and subfolders to different formats (.bin, .mcd, .mct and .dmp) and/or insert the keys into them. When doing so, in addition to changing the file extension, if it is different, it adds the "_converted" extension to the file name, so that it can be more easily identified. That is to say, it does not destroy the previous files, but creates new ones and saves them in the same location as the original ones. To prepare the files for use with the acr122u, we need .dmp files with the keys entered. Let's say we want to prepare the 321 files downloaded from dropbox at once (although to familiarize you with the use of the program it would be best to use the option "Convert Single File" and salsearais with the program and its different options before). In such a case, we would choose the options "Convert Folder", "Output Format: DMP" and "Options: Compute KeyA", as seen in the image:



Convert Folder

...

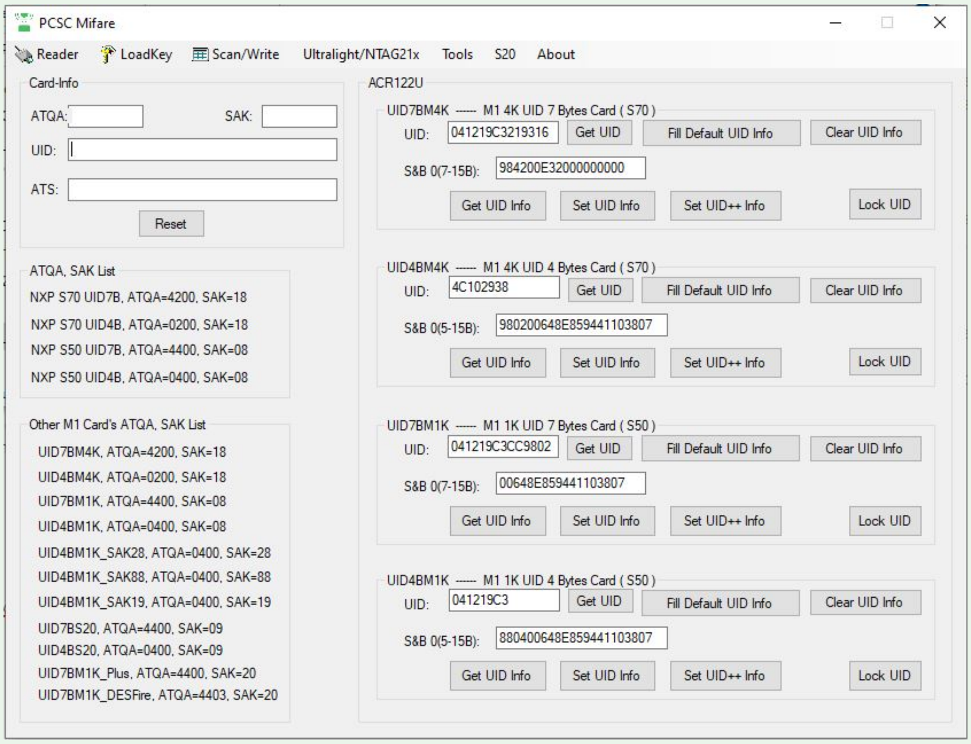
Output Format: □ BIN □ MFD □ MCT ☑ DMP

Options: ☑ Compute KeyA □ Generate nfc-tools keys file

```
[09:46:38] Tool started.
[09:46:38] Conversion Mode: 'Convert Folder'
```

We navigate ("Browse" button) to where we have the folder downloaded from the dropbox, we choose it, we press the "Convert" button and, after more or less a minute, we will have all our .dmp files ready to be used with the acr122u. This is something we only have to do once. DITool has more options such as creating .bin, .mct (to use with Mifare Classic Tool on mobile) or .mfd (nfc-tools mifare dump) files that can be used with other applications, but in this tutorial we will focus on the acr122u since, since its use is necessary to record the block0 of the card, it is more practical to do everything with it, without having to switch devices.

- Now we are going to change the block0 of the S20 card and we are going to write the one of a figure/power disc/play set to clone. This part, while quick and easy, is the only one that needs to be done by hand and hopefully we can do without it in the future (should ADn06 manage to modify the PCSC_Mifare program). We connect the acr122u to the PC, we put the S20 card on it (the light of the acr122u will turn from red to green) and we open the "PCSC_Mifare" program. We will see this window:



Card-Info

ATQA: SAK:

UID:

ATS:

ATQA, SAK List

NXP S70 UID7B, ATQA=4200, SAK=18
NXP S70 UID4B, ATQA=0200, SAK=18
NXP S50 UID7B, ATQA=4400, SAK=08
NXP S50 UID4B, ATQA=0400, SAK=08

Other M1 Card's ATQA, SAK List

UID7BM4K, ATQA=4200, SAK=18
UID4BM4K, ATQA=0200, SAK=18
UID7BM1K, ATQA=4400, SAK=08
UID4BM1K, ATQA=0400, SAK=08
UID4BM1K_SAK28, ATQA=0400, SAK=28
UID4BM1K_SAK88, ATQA=0400, SAK=88
UID4BM1K_SAK19, ATQA=0400, SAK=19
UID7BS20, ATQA=4400, SAK=09
UID4BS20, ATQA=0400, SAK=09
UID7BM1K_Plus, ATQA=4400, SAK=20
UID7BM1K_DESFire, ATQA=4403, SAK=20

ACR122U

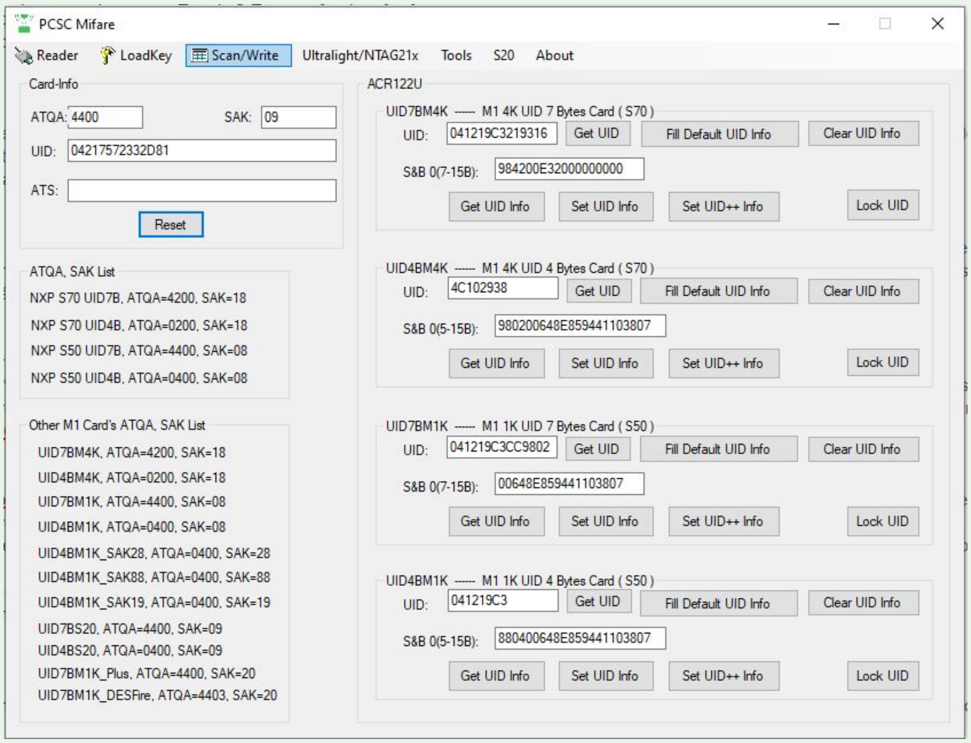
UID7BM4K —— M1 4K UID 7 Bytes Card (S70)
UID: 041219C3219316
S&B 0(7-15B): 984200E32000000000

UID4BM4K —— M1 4K UID 4 Bytes Card (S70)
UID: 4C102938
S&B 0(5-15B): 980200648E859441103807

UID7BM1K —— M1 1K UID 7 Bytes Card (S50)
UID: 041219C3CC9802
S&B 0(7-15B): 00648E859441103807

UID4BM1K —— M1 1K UID 4 Bytes Card (S50)
UID: 041219C3
S&B 0(5-15B): 880400648E859441103807

Press the "Reset" button, a small window will open, press the button with Chinese characters (I imagine it means "accept"), the acr122u will beep and the fields "ATQA", "SAK" and "UID" will be filled as in the picture:



Card-Info

ATQA: 4400 SAK: 09

UID: 04217572332D81

ATS:

ATQA, SAK List

NXP S70 UID7B, ATQA=4200, SAK=18
NXP S70 UID4B, ATQA=0200, SAK=18
NXP S50 UID7B, ATQA=4400, SAK=08
NXP S50 UID4B, ATQA=0400, SAK=08

Other M1 Card's ATQA, SAK List

UID7BM4K, ATQA=4200, SAK=18
UID4BM4K, ATQA=0200, SAK=18
UID7BM1K, ATQA=4400, SAK=08
UID4BM1K, ATQA=0400, SAK=08
UID4BM1K_SAK28, ATQA=0400, SAK=28
UID4BM1K_SAK88, ATQA=0400, SAK=88
UID4BM1K_SAK19, ATQA=0400, SAK=19
UID7BS20, ATQA=4400, SAK=09
UID4BS20, ATQA=0400, SAK=09
UID7BM1K_Plus, ATQA=4400, SAK=20
UID7BM1K_DESFire, ATQA=4403, SAK=20

ACR122U

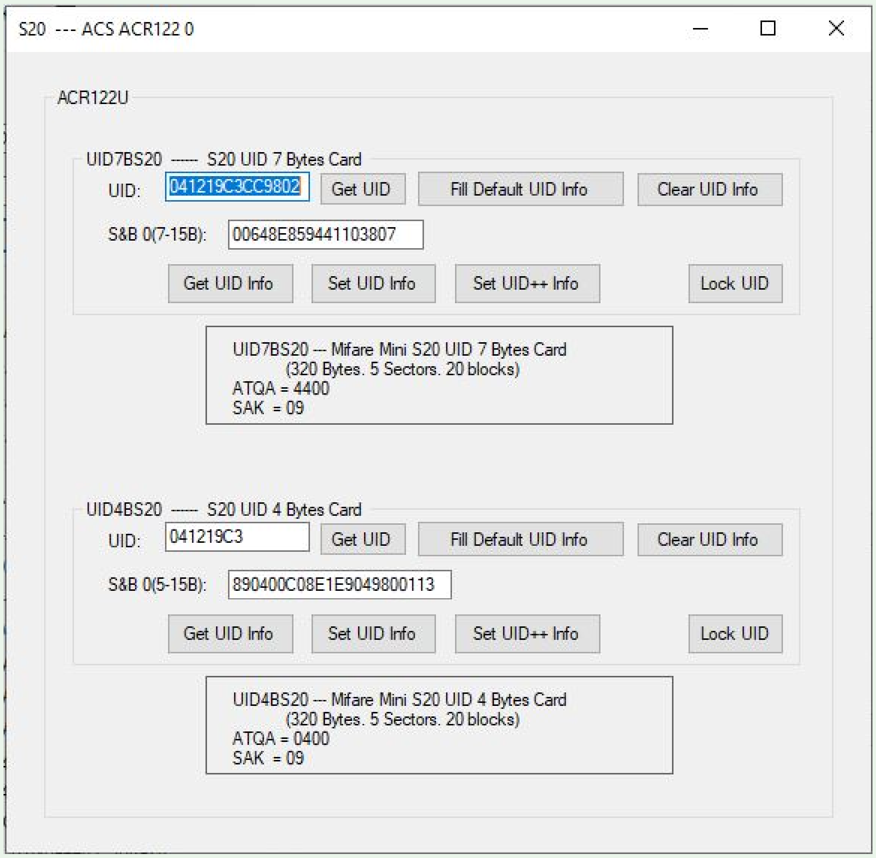
UID7BM4K —— M1 4K UID 7 Bytes Card (S70)
UID: 041219C3219316
S&B 0(7-15B): 984200E32000000000

UID4BM4K —— M1 4K UID 4 Bytes Card (S70)
UID: 4C102938
S&B 0(5-15B): 980200648E859441103807

UID7BM1K —— M1 1K UID 7 Bytes Card (S50)
UID: 041219C3CC9802
S&B 0(7-15B): 00648E859441103807

UID4BM1K —— M1 1K UID 4 Bytes Card (S50)
UID: 041219C3
S&B 0(5-15B): 880400648E859441103807

Click on the "S20" tab above and another window will open:



S20 --- ACS ACR122 0

ACR122U

UID7BS20 ----- S20 UID 7 Bytes Card

UID: 041219C3CC9802

S&B 0(7-15B): 00648E859441103807

UID7BS20 --- Mifare Mini S20 UID 7 Bytes Card
(320 Bytes. 5 Sectors. 20 blocks)
ATQA = 4400
SAK = 09

UID4BS20 ----- S20 UID 4 Bytes Card

UID: 041219C3

S&B 0(5-15B): 890400C08E1E9049800113

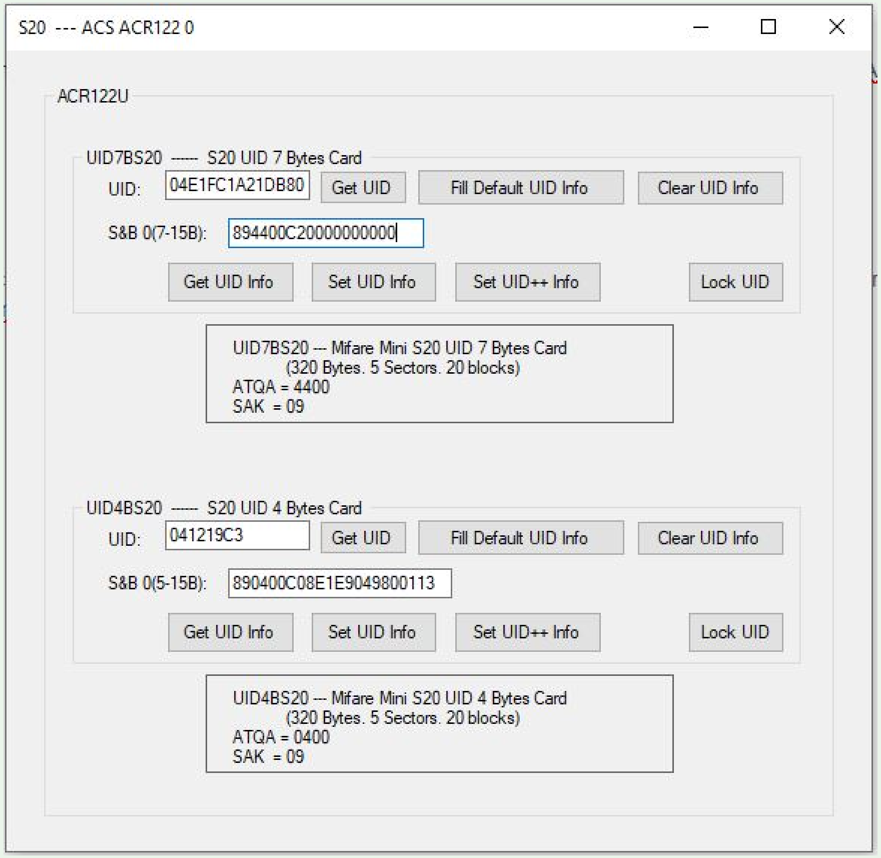
UID4BS20 --- Mifare Mini S20 UID 4 Bytes Card
(320 Bytes. 5 Sectors. 20 blocks)
ATQA = 0400
SAK = 09

In that window we have to write the UID and the rest of the block0. We open the .bin file (or the .dmp file whose name ends in "_converted", it doesn't matter) of the figure to be cloned with a hexadecimal editor to be able to see block 0. Let's say, as an example, that we want to clone "Cars - Holley Shiftwell.bin". We would see this code in the hexadecimal editor:

SELECT COPY

```
04 E1 FC 1A 21 DB 80 89 44 00 C2 00 00 00 00 00
4B AA CE 63 4A D1 85 22 14 E3 23 05 85 B8 63 D0
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 17 87 8E 00 00 00 00 00 00 00
4C AB A0 B5 DB B5 2D 98 7D A2 75 B1 6E C1 48 9A
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 77 87 88 00 00 00 00 00 00 00
4C AB A0 B5 DB B5 2D 98 7D A2 75 B1 6E C1 48 9A
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 77 87 88 00 00 00 00 00 00 00
4C AB A0 B5 DB B5 2D 98 7D A2 75 B1 6E C1 48 9A
4C AB A0 B5 DB B5 2D 98 7D A2 75 B1 6E C1 48 9A
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 77 87 88 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

The first line is block 0. Continuing with Holley's example, in the "UID" field we would have to write, without spaces, "04E1FC1A21DB80" (7 bytes) and in the "S&B 0(7-15B)" field we would write " 894400C20000000000" (the rest of the bytes of block0), as in the image:



S20 --- ACS ACR122 0

ACR122U

UID7BS20 ----- S20 UID 7 Bytes Card

UID: 04E1FC1A21DB80

S&B 0(7-15B): 894400C20000000000

UID7BS20 --- Mifare Mini S20 UID 7 Bytes Card
(320 Bytes. 5 Sectors. 20 blocks)
ATQA = 4400
SAK = 09

UID4BS20 ----- S20 UID 4 Bytes Card

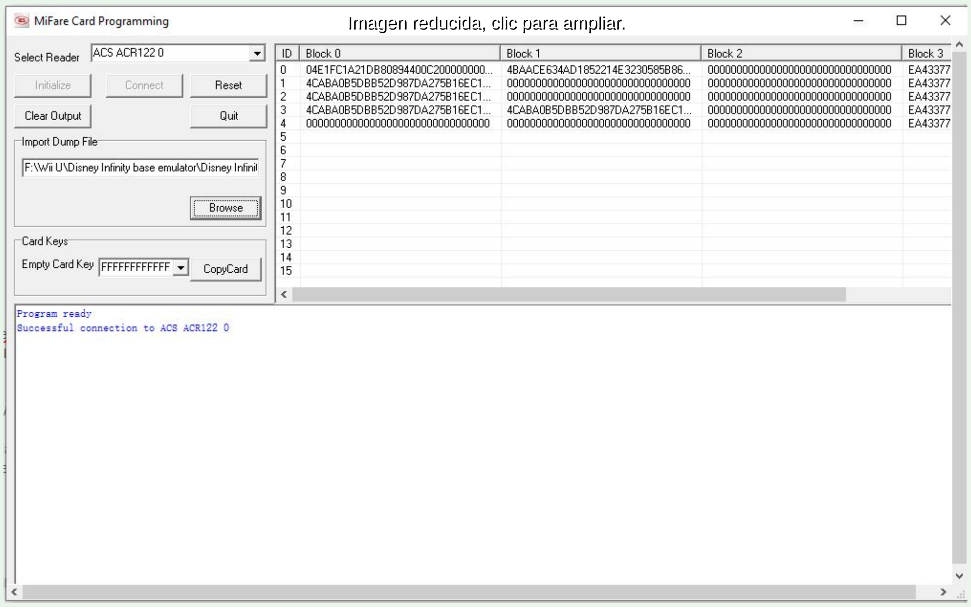
UID: 041219C3

S&B 0(5-15B): 890400C08E1E9049800113

UID4BS20 --- Mifare Mini S20 UID 4 Bytes Card
(320 Bytes. 5 Sectors. 20 blocks)
ATQA = 0400
SAK = 09

Press the "Set UID Info" button above (the one below would be for S20 cards with a 4-byte UID), the acr122u will beep, a small window will appear saying "SET UID Info Success" and press accept. We can now close the PCSC_Mifare application.

- We have already done the most tedious. Now we only have to record the rest of the content on the card. We remove the card from above the acr122u, open the "Mifare Card Programming" program, put the card on top (the acr122u will beep and the light will change from red to green) and press, in that order, the "Initialize", "Connect" buttons and "Browse"; We navigate to the .dmp file to clone (change the type of extension in the search window), in our example it would be Holley's, and we would see something like this:



MiFare Card Programming

Imagen reducida, clic para ampliar.

Select Reader: ACS ACR122 0

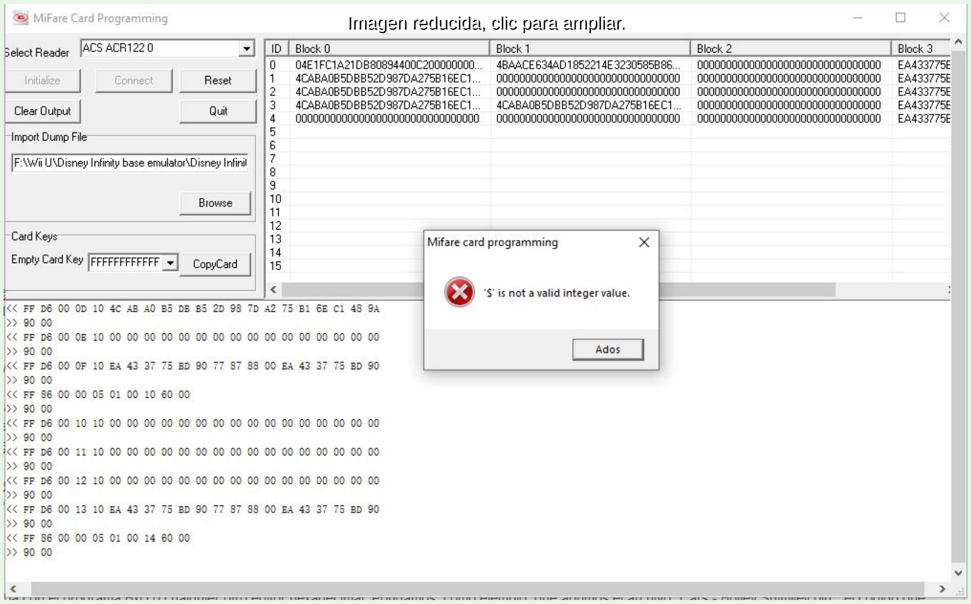
Import Dump File: F:\Wii U\Disney Infinity base emulator\Disney Infinit

Card Keys: Empty Card Key FFFFFFFFFFFF

ID	Block 0	Block 1	Block 2	Block 3
0	04E1FC1A21DB80894400C200000000...	4BAACE634AD1852214E3230585B86...	00000000000000000000000000000000	EA43377
1	4CABA0B5DBB52D987DA275B16EC1...	00000000000000000000000000000000	00000000000000000000000000000000	EA43377
2	4CABA0B5DBB52D987DA275B16EC1...	00000000000000000000000000000000	00000000000000000000000000000000	EA43377
3	4CABA0B5DBB52D987DA275B16EC1...	4CABA0B5DBB52D987DA275B16EC1...	00000000000000000000000000000000	EA43377
4	00000000000000000000000000000000	00000000000000000000000000000000	00000000000000000000000000000000	EA43377
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

```
Program ready
Successful connection to ACS ACR122 0
```

Press the "CopyCard" button and it will record the content. At the end of the process it will give an error but don't worry; the clone is now ready. 🙂🍺 🍺🙂



Select Reader: ACS ACR122 0

Import Dump File: F:\Wii U\Disney Infinity base emulator\Disney Infinil

Card Keys

Empty Card Key: FFFFFFFFFFFF

ID	Block 0	Block 1	Block 2	Block 3
0	04E1FC1A21DB80894400C200000000...	4BAACE634AD1852214E3230585B86...	00000000000000000000000000000000	EA433775E
1	4CABA0B5DBB52D987DA275B16EC1...	00000000000000000000000000000000	00000000000000000000000000000000	EA433775E
2	4CABA0B5DBB52D987DA275B16EC1...	00000000000000000000000000000000	00000000000000000000000000000000	EA433775E
3	4CABA0B5DBB52D987DA275B16EC1...	4CABA0B5DBB52D987DA275B16EC1...	00000000000000000000000000000000	EA433775E
4	00000000000000000000000000000000	00000000000000000000000000000000	00000000000000000000000000000000	EA433775E
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

```
<< FF D6 00 0D 10 4C AB A0 B5 DB B5 2D 98 7D A2 75 B1 6E C1 48 9A
>> 90 00
<< FF D6 00 0E 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
>> 90 00
<< FF D6 00 0F 10 EA 43 37 75 BD 90 77 87 88 00 EA 43 37 75 BD 90
>> 90 00
<< FF 86 00 00 05 01 00 10 60 00
>> 90 00
<< FF D6 00 10 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
>> 90 00
<< FF D6 00 11 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
>> 90 00
<< FF D6 00 12 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
>> 90 00
<< FF D6 00 13 10 EA 43 37 75 BD 90 77 87 88 00 EA 43 37 75 BD 90
>> 90 00
<< FF 86 00 00 05 01 00 14 60 00
>> 90 00
```

'$' is not a valid integer value.

Observation: I imagine that the error that Mifare Card Programming gives is because the application is designed to record S50 cards (16 sectors) and we are recording an S20 (5 sectors). In other words, the application is designed to record more data but it cannot continue with the process for the following sectors because they do not exist and we have not provided more data. The fact is that we can record the S20 card completely and the clones work.

To burn another figure/power disc/play set you would have to repeat the process with the acr122u from the beginning. After writing a clone to the card, the card has the read/write keys of the cloned figure but the PCSC_Mifare program does not need them to change block0. The cards are known to support some form of backdoor commands. After changing block0, all keys return to FFFFFFFFFFFF and the contents of the blocks are full of zeros. We will be able to record the same card over and over again to test different clones.

CHECKS:

The litmus test, obviously, is to use the clone with the game and see if it swallows it. IMPORTANT: When placing the card on the base, do not leave it on top; when the game wants to read it, put it horizontally 1cm above the base, give the game time to read it (two seconds), and then you can leave the card resting. You have to get the point! If the game gives you an error and asks you to remove the figure, possibly the clone is functional (although you may have screwed up at some point in the tutorial) but you have not placed the card as you should. As the card is larger than the hole in the figure, it must be done like this.

Another way to know if the clone is correct is to read our card with the MCT mobile application. After saving the clone, we have changed the read/write keys on the card so we must include that key in the dictionary of the MCT application. Instead of including those keys in the "std.keys" dictionary, I created a dictionary called "Disney Infinity.keys" and add new keys as I generate them and need them for testing. Remember that the keys are the first six bytes of the fourth line of each sector of the .dmp file. For example, the six bytes before and after "17 87 8E 00" in the fourth line (sector0, block3; the first line is block0 and therefore the fourth line is block3). You can do both (create a new dictionary and/or edit it) using the "Edit/Add key file" option. Then, simply, you would have to read the content of the S20 card with the "Read Tag" option and see that everything is correct: the entire block0 and the rest of the content, including keys, must match the content of the .dmp file. converted that contains the keys. If they match 100% and the game doesn't catch the clone, you are not putting the card in the correct position and distance.

RESTORE S20 CARD:

If, for whatever reason, the S20 card was apparently unusable, we can restore it using the acr122u. In some testing, but only with the old manual process which is no longer in this tutorial, most likely due to the loss of connection between the card and the MCT at the time of writing (including an on-screen error saying something serious might have happened). It happened to me that the card was no longer readable by the MCT despite having the read/write key. To restore it, we do not need to have the key of the figure that we wanted to clone. As at the beginning of the tutorial, in the PCSC_Mifare program, after placing the card on top of the acr122u and pressing the "Reset" button, we go to the "S20" tab, but in this case, we press the "Get UID Info" button and then "Set UID Info". And that's it! At this point the card has all the blocks blank and the read/write key is again FFFFFFFFFFFF (you can check this by doing a read with the MCT application, using the "std.keys" key dictionary). I would imagine that the card responds to some kind of backdoor commands regardless of what keys you have in the sectors.

OTHER CONSIDERATIONS:

I'm not an expert on Disney Infinity but if the game were to write something on the figure (I played a little and a while ago so I don't remember if the figures save progress information), I imagine we would have to reattach the card to 1 cm above the base again.

I have a pm3 but I have not done the test of trying to record block 0 of the S20 card with it. I find it more comfortable to use the graphical interface of the acr122u, I'm lazy to have to look again at what the commands were and, most importantly, I don't think this type of chip is compatible with those pm3 commands (I have similar cards S50 and S70 with 7-byte UID and were not); I highly doubt they are gen1a chips.

HALL OF FAME:

OCULTAR SPOILER

WORK IN PROGRESS

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

30 nov 2018 09:25

Well, any information you can give us is appreciated.

Although we have the game at home quite far away, it is always fun to tinker with these things.

All the best

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 30 nov 2018 12:38

The chips I ordered must have already left China so in a couple of weeks or sooner I hope to have them at home. If I manage to clone my figures and the game recognizes the clones, I'll let you know. I don't dare put my hand in the fire but I have a full reading of my figures, a mobile app that gives the option to clone and chips with modifiable UIDs on the way so I'm pretty optimistic. The only doubt that arises to me is that, as far as I know, the Mifare mini are not commercialized and I am going to try it with Mifare classic that I think are compatible. I'm also trying it with the Skylanders but I don't quite understand what the algorithm really consists of.

Edit: I am also able to successfully generate the key and read the content of the figure from my Play Set (Star Wars)

irome

MegaAddict!!!

625 messages
since **Oct 2004**

01 dic 2018 08:21

Thanks for your work, I'll keep an eye on it, I'm interested.

yevere

Addicted

252 messages
since **Jan 2006**

04 dic 2018 07:59

I will also be attentive. Thank you so much.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 12 dic 2018 21:42

Out of curiosity, have you tried to identify the UID of any of the figures, generate the A key and read its content? To see the UID use the TagInfo application and look in the "Full Scan" tab in the "Detailed protocol information" section.

Edit on 12/09/2018: On the 7th it seems that the chips were already in Paris. Next week I have them at home. Excitement, intrigue, stomach ache 😅.

Edit 2: In aliexpress now it tells me "arrived at destination country" 😄.

Edit3: Today I got the chips but I haven't been able to clone the figures correctly. The problem is that I can't clone the manufacturer's block (the rest of the content does). I have been optimistic in thinking that since the Mifare Classic Tool application gives the option to clone, I could do it. In the seller's announcement, he already

Mifare Classic Tool application gives the option to clone, I could do it. In the seller's announcement, he already warned that mobile phones cannot clone sector zero and that a specific reader/writer is needed (it says which model it is) or, if not, a proxmark3.~~As I am quite stubborn, I have decided to use the "lost in the river" tactic and I have ordered the reader/writer to see if I can manage that way. Ale, another three or four weeks of waiting again since there are parties involved. I'll tell you~~In the end I canceled the order before it was charged. I don't think I have a guarantee of getting anything even if I spend more money since the DI figures are mifare mini and I don't think they are commercialized. Before I spend more money I'm going to try to learn more about it.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

14 dic 2018 09:42

Good luck **@zantzue** , and good luck in your discoveries

I do want to do some test this coming Christmas, so far I haven't had a free second

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

14 dic 2018 15:34

@Tito_CO
I canceled a reader/writer but I have discovered that there is a cheaper version of the proxmark3It must be pretty good so I've decided to buy it and I'll keep tinkering. With this reader I know that I will be able to clone the cards properly (I still have to learn how) but I have the final question of whether the game will swallow them because the mifare mini 0.3k only have five sectors (and they are not commercialized) and the mifare classic have 16; I think they are compatible but the game still realizes that there is something strange and does not buy them. In any case, I already take it as something I want to learn to use, period (I'll try to clone my card from organic waste and crap like that). Then if I manage to make functional clones of the DIs, welcome. For now, I have registered in the proxmark developers forum, I have introduced myself and they have given me access to the rest of the forum. I have also downloaded the necessary files and drivers from GitHub to start the proxmark when it arrives and I will post any doubts I have in that forum but not without first reading as much as I can so that you can see that I do it before asking. If I got something (back in January, February or who knows), I'd stop by to let you know.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

15 dic 2018 14:17

Grande!! 🍻🍻 🍻🍻

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 19 dic 2018 20:16

Aliexpress tells me that the proxmark3 is already in Spain. How fast! 😮I still don't think the Post Office has it but with a bit of luck I have it here for the weekend. I'm on vacation on Friday so I really want to get my hands on it. Based on reading and reading I begin to understand "quite a few" things about its use. I'm even writing annotations for commands to use and things to try when it arrives. I have the~~hunch~~stubborn 😁that the play is going to work out for me.

Edit: Now he tells me yesterday he was in Paris. Maybe it will be that I don't have it for Saturday but next week I'll get into trouble yes or yes.

Edit again: In the meantime, I already have a plan B in place. If trying to clone a mifare mini into a mifare classic fails (in principle the only difference is that the minis are 320 bytes and the ones I have are 1KB), I have a Chinese supplier that is willing to manufacture wafers with mifare mini with changeable UID inside. I have already bought hundreds of ntags213 from him in the last year so we have done business before. He is willing to make a sample for me and then if I see that the invention works for me (I have explained to him what the problem is) he is willing to do more for me. They would be made expressly for me; They do not have that product for sale and you would have to pay €16. It's not cheap, but if the price drops for an order of 200 later, things would change. I hope it is something similar to the ntag 213 or if not, I would have to think about it.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 27 dic 2018 00:09

Well, the proxmark3 is already in my locality. Today the Post Office already had it around 1:30 p.m. and tomorrow it is in delivery yes or yes (they say so on their page). I have several things to try with notes in between. If tomorrow I manage to make a functional clone (I don't know if I'll have time to do everything I have to do), I'll keep the information until the 28th and I'll tell you... let's see if you believe me that day Edit:

The I ordered it on the 13th and on the 26th it was already here. They give it to me tomorrow exactly two weeks after placing the order. Not bad for an aliexpress delivery.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

27 dic 2018 09:07

Good luck and much encouragement

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 27 dic 2018 23:52

I already have the proxmark3. It has cost me a triumph but I have managed to update the bootrom and the firmware correctly. Now I can communicate with the proxmark3 and use commands. I have tried to use the key of one of my figures to read the content and I have succeeded. I've tried several commands and I'm getting

the hang of it. What I don't know is how to create a dump with proxmark itself (it must have an .eml extension) and then use it to make a clone. I have to keep reading...

Edit: I already got an .eml dump with proxmark3 itself but I can't get it to the card with modifiable UID. Let's see if they answer me in the proxmark forum.

Edit at 23:53 on April Fool's Day: Touch the Maripili eggs! Without looking it up, I found that with the proxmark3 you can clone up to 199 Skylanders on one Chinese magic card (mifare classic 1k UID changeable)! I just checked with Spyro in the Superchargers game.

Edit again: The game loads the figure but after a while it says it's damaged and won't let you play with it. Maybe it detects that it is a magic card because it is a not very old game and it has some kind of update to be able to detect it. Their thing would be to test it with older games that they still don't realize but I don't have any and I don't want to buy them. I have tried with other figures but the same thing happens.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

29 dic 2018 07:56

> **zantzue wrote:**
> Edit again: The game loads the figure but after a while it says it's damaged and won't let you play with it. Maybe it detects that it is a magic card because it is a not very old game and it has some kind of update to be able to detect it. Their thing would be to test it with older games that they still don't realize but I don't have any and I don't want to buy them. I have tried with other figures but the same thing happens.

Couldn't it be that the game is trying to save some kind of data in the figure and it can't, so it is labeled corrupted?

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 29 dic 2018 10:14

The game tells me that I have to recover it and it gives me the option to do so, but it warns me that if it happens more times, the figure may not be right. I try to get it back but can't. I have tried looking for more information about the script but can hardly find anything. Maybe it's normal since all the figures it lets clone are from previous games (there aren't any Superchargers; the script lets me choose from a long list). I have opened a thread in the proxmark forum but maybe they don't even answer me; I'm still waiting for them to do it on the Disney Infinity thread.

Edit: Iceman himself has answered me 😆. It seems that the script is written to work with the fork of it. I have uninstalled everything and am installing again but with the Iceman files. At night I will do the test again.

Edit: I have already managed to install the Iceman fork but nothing works like before. I have a fight for a while. Let's see if Iceman helps me in his forum.

Edit: The problem was that you had to reflash the bootrom and the firmware. After several tests I have managed to get the script to finish without error. The game recognizes the figure but tells me again that it is corrupted after a few seconds. It would be necessary to do the test with old skylanders games. After all, the clone is recorded on a gen1 magic card that is easily detectable. The latest games may do that check.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

30 dic 2018 08:27

What a more entertaining end of the year you are having😂 😂 😆 😆

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 30 dic 2018 14:41

Shut up, shut up! I'm on vacation but I'm not resting at all!

Summary of (no) progress:

1- I manage to clone Skylanders figures but the game detects them. Maybe you should try gen2 magic cards (instead of gen1) that are not detectable but I can't find them at a good price. Another option is to try old games but I don't have any portal.
2- With my Disney Infinity figures I manage to save the key in a .bin file for the proxmark to use, I get a dump of the figure in .bin format, I put it in .eml format for the proxmark emulator to use and I get it to load it into memory... but when trying to record it on a card it seems that it is not possible to do it correctly on a mifare classic 1k; I need mifare mini 0.3k but they are not sold. I have a little Chinese who is willing to make them for me but I don't know whether to continue spending money (€16 for about 20 tags).
3- Yesterday I cloned my card for the organic waste container (I made a darkside attack and a nested attack and I took the keys). Reading both cards are (semi)identical. The only thing that is different is the SAK but it seems that it is normal for being a magic card (in the proxmark forum another user comments that the SAK changes when creating a clone); the rest of the content is the same (including sector 0; that of the manufacturer). Let's see if I can try to open the container later.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

30 dic 2018 18:52

For my part I can help with a couple of things, but it depends on other factors

1 - I have the Wii U Infinity Starter pack so I could try one of the tabs to see if it works for me. I don't know if when you talk about an older version of the game you mean that. You could send it to me or pass it to me if you are from the Castellón/Valencia area and I can do the tests myself

2 - Out of my own interest, I would be willing to subsidize your purchase of the 0.3k chips, although I also have doubts. Are you only trying to clone the figures or also the playsets? Because without the game sets the figures would not be useful except for the Toy Box and that (in my case) would not be interesting.

3 - I understand that having the first game that came out, everything related to Infinity 2.0 or 3.0 would not be able to use it, but that is a matter of acquiring a higher version, which would lead us to the fact that they would not work either.

Greetings

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 30 dic 2018 19:32

Mini point for the blue team: my cloned card from the organic waste container opens the container 😁

@Tito_CO I answer you:

Let's see, I'm confusing you (my fault for talking about two types of games in the same thread); there is a script for proxmark3 that allows you to make clones of Skylanders figures. I have everything I need to make the clones: the proxmark3, mifare classic cards with writable UID (magic cards gen1) and the Iceman fork running (files compiled on my computer using their fork and flashed the bootrom and proxmark3 firmware for that "setup"). I've already managed to make clones without the script giving me an error but my game realizes that there is something wrong (gen1 magic cards are easily detectable if you do the proper check). When I say that the test should be done with an older game, I mean one from the Skylanders series that is older than the one I have; I have the Supercharger. From what I have read in the proxmark forum, it should work in the first games of the series. In fact, of the 199 that it lets clone, I don't think there are any of the latest games (I'm not an expert on the series, but that's what it seems to me).

About the Disney Infinity game: At the moment, I'm only trying it with the Disney Infinity 3 figures but the process is the same for the playsets, power discs and toy boxes. If I can make a functional clone of a figure, I will also do it with the power discs, play sets and toy boxes. I have all three games for the Wii U so I should still do some more testing with the first game; although I don't think it works. I have sent a message to the Chinese telling him that I need the chips that I told him to clone the DI figures. Let's see if he confirms the price and number of chips and I'll tell you.

Edit: Iceman has responded to me about the Skylanders game giving me an error. As always, he is very cryptic and short on words. He tells me that the problem seems to be that block 0 of my original and the clone don't match. Normal, since I have not used the tnp3dump script to dump a figure, but I have used it directly when I saw the tnp3clone script. I would have to try creating a dump of a figure from the early games and then creating a clone. The problem is that I don't have any. Let's see if I get any...

Let's keep editing: On second thought, it's normal that the game doesn't swallow the clone since block zero is the manufacturer's block and the script barely touches anything in that block. I think it means that I have to change the zero block using that of an original and then use the script to make a clone.

Well, I know what that damn Skylanders script does. It uses the UID of the chip to generate 16 valid key A's (Skylanders figures need 16 instead of one like DI figures) and then writes the corresponding blocks (it also changes block 0 and one but I don't want to dwell on it further).). Block 0, which is where the UID is, must be a valid one because it is the manufacturer's block, so, as I said before, the first thing I do is clone that block and then I apply the script. I have thought about it a thousand times and I have read and reread the little information that I have found and I think that I am doing it well despite the fact that the game detects something strange. I've tried using my base with a Wii game because I think it would swallow the clone but it doesn't work.

Edit:**I HAVE MANAGED TO MAKE TWO FUNCTIONAL CLONES: SUPER SHOT STEALTH ELF AND DONKEY KONG**
I'm still not sure what happened since I hardly did anything different. I have done the following with both figures:

1- With proxmark3 I have used "script run tnp3dump -p" and I have extracted the keys and I have created a copy in .eml format.
2- With the command "hf mf eload file" (replace "file" by the name of the .eml file from point 1) I have loaded the file into the emulator's memory.
3- Finally, I have used "hf mf cload e" to record the clone on the magic card.
Correction: It is not necessary to load it before in the emulator. It can be done in two steps being the second "hf mf cload file"

So far this was one of the many tests that I had already done but that had not worked for me. What I have done today, and this is different, has been playing a level of the game for the first time with one of my original figures (Super Shot Stealth Elf) and I have saved the progress. Then I tried the clone and it gave me the usual error but when it gave me the option to restore it I said yes (I had already tried it before without success) and now it always catches me the first time. Then I created a clone of DK and it took me the first time without having to restore or anything (I don't remember if I've ever used it in game before). I'm going to try it with the Barrel Blaster vehicle and commit you...

I HAVE ALSO MANAGED TO CLONE THE BARREL BLASTER
I had to use the restore option that the game gives but now it catches me without problems even if I remove it and put it back on. Now it's late and tomorrow I'll be out all day but this already deserves another thread. I'll

and put it back on. Now it's late and tomorrow I'll be out all day but this already deserves another thread. I'll leave this one for my (not)progress with the Disney Infinity figures. Now I have the question of whether my clones only work in my game or they are valid for any game and/or console.

Well, I edit for the last time before going to bed... I tried the clones in another game (with a newly created mii for the occasion) on the same console and it catches me without problems. I have done the test on a second console in which I have put the game for the first time and zero problems; I haven't had to reset them or anything.**It looks like they now work the first time in any game and/or console** .
It remains for me to see what has changed in the clone (compare its current state and the file I used to create it) to try to understand what I can do directly with the proxmark3 without the help of the game so that the clones work without having to restore them in game ...but that will have to be in a few days.

The next day (briefly):

I have compared both files and quite a few things change; among them some keys so I am not going to try to deduce anything because I do not see myself capable. I have made a digital copy of the restored clone, I have created another clone to see if I can clone them serially but it also asks me to restore it. What's more, if I then use the one that worked fine, I have to restore it too. In short, once a clone is created and restored, it's better not to touch anything, since that's how it works on any console (tested on two Wii Us) and in any game without the need to restore; Let's use and play.

One day later:

WE'RE GOAAAAA GETTING BETTER! I HAVE MANAGED TO MAKE CLONES OF TWO FIGURES THAT I DON'T EVEN HAVE: SPYRO AND BLADES. I DON'T HAVE TO RESTORE THEM IN GAME OR ANYTHING. The first one I had to do "bareback" changing almost 20 blocks one by one (10 min) but then I semi-automated the process by changing the tnp3clone script (I changed a line and I changed the name to keep both) and now I it takes less than a minute. **I am not going to detail the process because they close the thread** but by proxy, it can be done. What's more, I can create about 400 thanks to some files that I found "out there". I'm going to create a mini-tutorial before I forget how I did it

About the DI shapes:

Iceman told me that to make working clones I need 7-byte magic cards that support SAK/ATQA switching. It does not matter if they are not mifare mini (s20); they can be s50 (1k) or s70 (4K). What I don't know is how to find them. The ones I have are 4 bytes. Cards with s50 and s70 programmable UIDs are available on aliexpress but the vendors don't specify the size of the UID so I assume it will be 4 bytes as I think it's typical. By the way, now that I look at it, the s70, whether they are 4 bytes or 7, are lame faces***. With those prices, I get off the car. I have sent the additional information to the aliexpress guy to see what he tells me.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 04 ene 2019 21:28

Well, the little guy has already answered me and he has given me a link to the product but in the description it does not detail if they are tags with 4-byte or 7-byte UIDs, so I have told him. The same with the SAK/ATQA that doesn't say if it can be changed. I am again waiting for confirmation before requesting the chips but in principle I understand that they are going to do it. Let's see if he answers me tomorrow and I already place the order that I want to make clones of Disney Infinity. And since I've gone to aliexpress, I've asked for chips like the ones I used to clone Skylanders but this time in currency format (I couldn't find them at the time) and I'm going to start making stickers using the LEGO Dimensions template. I am going to use the images from the official page that are of this style:

SHOW SPOILER

SHOW SPOILER

By the way, this is my message number 1942 in EOL.

Edit:
Updated the Skylanders thread with a tutorial under construction.

Edit:

I don't get along with the little guy. I tell him that some specifications are not listed in the description and that I want to be sure before placing an order but he half answers. I don't know, maybe I'm asking for something that isn't feasible. Another vendor on one of his products says that they have cards with 7-byte UIDs but sector zero is not rewritable; that if they are needed with rewritable sector 0 they must be with 4-byte UIDs and that the 7-byte ones don't exist... It looks like I'm at a dead end. The only option left to me if I can't get hold of that kind of chip is to find and understand the encryption of the figures. That is to say,

Edit:

I have sent you another message with two very specific questions because your last message confused me (or should I say Cofuncio? bad joke). If you answer yes to both questions, I'm going to take a risk since it's "only" €14.

ppastry

Habitual

31 posts
since **Sep 2017**

04 mar 2019 01:11

How do I continue the story?

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 21 may 2019 09:03

In the end I didn't get along with the chinito. Out of sheer stubbornness I have bought three s70 magic tags with changeable UID of 7 bytes. They are not cheap but they were discounted by 40% so as I am curious if they can be cloned, I jumped into the pool. It will take three or four weeks to arrive. I don't know if I'll be able to change the ATQA and SAK at will since they are not s50 tags that I control. The UID should be able to change it, if not with my proxmark3 (I have to see how), with an acr122u (which I don't have, at the moment). When the cards arrive I will edit block 0. That is where the UID, ATQA and SAK are. I hope that's worth it. Another thing that worries me is making the cards useless since the remagic command works with the s50. At a pinch, I will ask Iceman (proxmark forum administrator) for help but I don't expect much from him (either he doesn't answer you or he is very short on words). I'll tell you.

Edit: I have already received the cards. They are supposed to be magic cards but they don't respond to backdoor commands. It seems, therefore, that they are not Gen1a magic cards. I've tried writing the zero block using "hf mf wrbl 0 a ffffffffffff" but it won't let me either so they don't look like Gen2 either. I don't know if they sent me what was not or what to think. I have ordered an acr122u to see if I get anything with it since I can't get anything with the pm3. On the cards page it says that block 0 can be reprogrammed with the acr122u. If I don't get it with him, I'll give up the battle to create clones and maybe he'll encourage me to build an emulator of the base.

[erick]

Emotional Rescue

Staff
Administrator

34,811 messages
since **Nov 2006**
in **Suburbia**

10 ene 2023 13:58

@zantzue desarchivado

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 10 ene 2023 14:19

Thanks for unarchiving the thread!
Years after losing the battle to clone Disney Infinity figures in physical format, I return to the fray after being

informed by @ ADn06 **of** the existence of Mifare mini s20 rewritable chips with modifiable 7-byte UID. I remind you that we have known for a long time the algorithm to generate the read/write key (unique for the 5 sectors), we have dumps without keys, as well as the hardware (in my case an acr122u and a pm3) but back in the day I couldn't make the clones because the chips in question were not commercialized. I just ordered 3 cards and those chips do have ATQA=4400 and SAK=09. With those chips and the software that the vendor is going to provide me (I imagine it will be a new version of PCSC_Mifare.exe since I already bought other cards from the same vendor and that's what they sent me) I shouldn't have any problems changing the UID . Then it would be a matter of recording all 5 sectors and while I'll have to figure out how to do that, that should be the least of our problems. According to the vendor, the UID can be modified as many times as we want (I asked about it by private message). I mention it because they are not cheap, so in this case, more than ever, it is convenient for us to be able to change the UID at will. The cards will arrive in several weeks. I'll tell you if we finally won the battle. Today I have oneemulator base but I do this out of sheer stubbornness and if, by the way, it works for any user of the game with an XBOX console (the emulator base is not compatible with Microsoft consoles), well, that's what we won. Wish me luck.

Edit: I already have the software and as I imagined it is a new version of the PCSC_Mifare.exe. This is version 2.8.1. Let's see if I'm lucky and in two weeks or something else I'll have the cards here.

Edit: January 15th and the cards have already cleared customs in Spain. I've been messing around with the vendor's program and now I know how to modify the entire block 0 (not just the UID). Taking advantage of the fact that I have similar cards but of the S50 and S70 type, instead of the S20 that I am waiting for, I have been testing them. Although I have dumps without keys downloaded from the Internet, I have made my own dumps to make sure they are valid and, by the way, I check that the keys I generate are correct (they allow me to read my original figure). As soon as the cards arrive, I'm going to mess around since I have everything ready; after modifying block 0 I will use the MCT application to record the rest of the card (I have already tested with the S50 and S70).

Edit: January 20, 2023.**I have managed to make functional clones** . The game swallows them. I have done the test both with a dump of my own and with dumps without passwords from a dropbox which, if I'm not mistaken, are the ones that once circulated on the extinct nfc-bank page. This weekend I have to go abroad so it will take time to make a proper tutorial but it is only a matter of time.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 20 ene 2023 19:43

@ppastry @Tito_CO @yevere @irome
I don't know if you'll still be interested but I finally did it. The cards are not cheap but the good news is that they can be rewritten as many times as we want. When I have time, I will write a tutorial detailing the process step by step.

yevere

Addicted

252 messages
since **Jan 2006**

* 20 ene 2023 20:43

@zantzue Ole, well, I'm still interested, it's also a good excuse to dust off the wiiu haha. When you have the guide, pass it to me. Thank you so much.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

21 ene 2023 09:33

I'm in contact with a person who is a programmer and he hopes he can write a script that will automatically calculate the key (keyA and keyB are identical and match for all 5 sectors) and put them in place. At the moment, after putting the keys in the .bin file and changing the block0 of the card with the acr122u, I am using the MCT mobile application to write the rest of the content (we cannot do it with the software provided by the vendor of the cards) but maybe this person manages to write a program that can do it with the acr122u. More than anything, to be able to do everything at once with the same device. Functional clones I can already do; Now we need to speed up the process since I don't feel like calculating 321 keys, put them in place and generate the type of file needed by the MCT (the format is different); everything by hand. I could do it with holy patience for several months but I need a programmer who knows python and other languages if I want to do it faster. This is where this person comes in. Now I am going to write to you giving you some indications of what the process at hand consists of to see if you can automate all or part of the process. When we polish that, I'll upload a tutorial to the first message.

Tito_CO

Master Musicalis

7,032 messages
since **Dec 2003**
in **Musicolandia**

21 ene 2023 10:46

> **zantzue wrote:**
> @ppastry @Tito_CO @yevere @irome
> I don't know if you'll still be interested but I finally did it. The cards are not cheap but the good news is that they can be rewritten as many times as we want. When I have time, I will write a tutorial detailing the process step by step.

you will always be my hero🙂🍺 🍺🙂 🙂🍺 🍺🙂 🙂🍺 🍺🙂 🙂🍺 🍺🙂

yevere

Addicted

252 messages
since **Jan 2006**

* 21 ene 2023 19:17

@zantzue Great, thanks a lot for the gig. So do I start to ask for the material or do I wait in case it is possible in some simpler way?

PS: I already have the Wiiu ready. Ha ha

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

22 ene 2023 00:12

@yevere
You will need the acr122u yes or yes to modify block0 so you can get one. If you already have one, I can make you a provisional mini-tutorial with the steps I've followed but I hope my colleague can automate some steps and if so, the good tutorial will be the last one.

yevere

Addicted

252 messages
since **Jan 2006**

* 22 ene 2023 08:29

@zantzue I already have it in my cart waiting, along with the s20, which are supposed to be the good cards hehe. I'll wait for the good tutorial, since the cards and programmer take their time. Let's see if I find the most economical S20 because they are very expensive. Thank you.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 22 ene 2023 12:59

If anyone finds cheaper S20s please let me know but as far as I know they are the only seller that sells them. I asked for the cards on January 9 and on the 17th they were already in my town. They couldn't deliver them to me that day because it was a local holiday here (I chose a store as the delivery point and it was closed that day) and then, due to snow storms, the delivery was extended until the 20th. In any case, they arrived throwing shavings . I have updated the tutorial explaining step by step how I have done it. If we could automate some of the process, calculation and insertion of the keys in the .bin file as well as maybe generation of .mct files, I would include it later. With what I have written, whoever has an acr122u and the said cards (I have been after them since 2018) can already make clones.

yevere

Addicted

252 messages
since **Jan 2006**

22 ene 2023 14:48

How many did you get? I only have a couple of them in the cart to try

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

22 ene 2023 15:15

I ordered three but I have done all the tests with a single card since they can be reset as many times as we want. At the end of the tutorial, when you finish writing the content on the card, the read/write key of the 5 sectors is different from the original one since we have written the one that would correspond to that figure but we do not need it to leave the card as before. Even if we don't know what the key is because we didn't write it down, we didn't keep the .bin file where it is, and we couldn't calculate it again because we're stupid and don't remember that we calculated it using this tutorial, the acr122u can reset the card and leave it as we received it. What's more, in some of the tests, probably because the connection to the card was lost while recording it, the card was apparently useless in the eyes of the MCT application (it did not read it even having the keys) but it was reset and holy hand. My guess is that the cards support some kind of backdoor commands and it doesn't matter what the read write keys were. After restoring it, the blocks are at 0, the key is FFFFFFFFFFFF and start over. I asked for three because, on the one hand, the base has three holes so I can test with three cards at the same time (which I haven't done yet) and, on the other hand, I didn't want to expose myself to asking for only one and, due to some fault of mine, leaving it unusable and not being able to continue doing tests without having to make a new order with the disruption that this would entail (waiting times and so on). My guess is that the cards support some kind of backdoor commands and it doesn't matter what the read write keys were. After restoring it, the blocks are at 0, the key is FFFFFFFFFFFF and start over. I asked for three because, on the one hand, the base has three holes so I can test with three cards at the same time (which I haven't done yet) and, on the other hand, I didn't want to expose myself to asking for only one and, due to some fault of mine, leaving it unusable and not being able to continue doing tests without having to make a new order with the disruption that this would entail (waiting times and so on). My guess is that the cards support some kind of backdoor commands and it doesn't matter what the read write keys were. After restoring it, the blocks are at 0, the key is FFFFFFFFFFFF and start over. I asked for three because, on the one hand, the base has three holes so I can test with three cards at the same time (which I haven't done yet) and, on the other hand, I didn't want to expose myself to asking for only one and, due to some fault of mine, leaving it unusable and not being able to continue doing tests without having to make a new order with the disruption that this would entail (waiting times and so on).

yevere

Addicted

252 messages
since **Jan 2006**

22 ene 2023 15:32

The explanation is perfect, I will also ask for 3 from what you say about the 3 holes haha, in case they are all used. Thank you I think I already place the order and wait

signs

MegaAddict!!!

2,180 messages

since **Aug 2008**
in **Isla Delfino**

* 22 ene 2023 15:42

@yevere
Remember that there is also a thread on an emulator base and it is compatible with the Wii U. I say this because you still dare to build one and you prefer it to having to go around recording and re-recording cards.

yevere

Addicted

252 messages
since **Jan 2006**

22 ene 2023 19:16

@zantzue Interesting too haha. He may also ask for everything to tinker, but later. Thank you

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

22 ene 2023 23:15

I just managed to do the whole process with the acr122u without having to change the format to .mct or use the mobile. We are reducing steps and simplifying the process. Tomorrow I will update the tutorial.

yevere

Addicted

252 messages
since **Jan 2006**

22 ene 2023 23:16

Ole, perfect, the more simple great. Thanks 🙂

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 23 ene 2023 17:04 🔗

I write to myself almost every day with the programmer (we are on fire 🙂). I've let you know about the .mct files. He is working on the little program to streamline the issue of keys and such and he has even shown me an image of the GUI. I'm going to wait to have him and do tests (he's waiting for his cards and can't do them) before modifying the tutorial further. Today I tried to clone two Play Sets and it catches them without a problem (beyond having to hold the card at 1 cm for a couple of seconds).

Edit: We already have a working version of the program that correctly generates the .dmp files (to be used with the acr122u) with the keys entered from the .bin without keys, just by telling it which specific file we want to convert or into which folder are the files (looks in the folder and subfolders), in case we want to convert entire folders. I have tried several files that way making clones and the game swallows them. We have greatly streamlined the process and the program allows you to choose different output formats, such as .mct files to be used with the MCT application on your mobile. In any case, whether we use the mobile or not, the use of the acr122u is essential since block0 must be written on the cards. When we polish the program (small details and/or some functionality to implement), the next challenge, perhaps insurmountable (we do not promise anything since the code is obfuscated), will be to try to modify the Chinese program so that it allows us with the same application save not only block0 but, by giving it the file, modify block0 and the rest of the content. Right now, I use two programs with the acr122u to make clones (with one I change block0 and with another I save the rest of the content) and, although it doesn't take long to make a clone (with the folders and programs ready, less than 30 seconds, to say the least), it would be nice not to have to copy by hand (by hand, I mean opening the .dmp file, select the content with the mouse and do Ctrl+C and Ctrl+V where appropriate) the UID and the rest of the block0 in the fields of the first program. It would be nice to be able to do it like with the Skylanders clones that you choose the file with the program, hit save and in less than 10 seconds (basically, as long as it takes to navigate to the file of the figure to clone) you already have it done. In this part of the process, I am only a beta tester (I don't know how to program). All we're moving forward right now is thanks**@ADn06.** 🙂🍺 🍺🙂

Edit again: As soon as he sends me the next version of the program, probably shortly, with a couple of little things improved, I'll update the tutorial.

Edit: I have updated the tutorial explaining the fastest method that I follow now. It remains to include a link to the DITool program since a couple of things need to be changed: writing the "about" field and solving a small bug related to the conversion process of 8 of the 321 dropbox files. They are two bullshit. Possibly in a few days I will upload the link of the new version (as soon as ADn06 sends it to me).

By the way, does anyone have, by any chance, one or more of the following power discs?:

> 2.0
> Wave 3
>
> Beauty and the Beast - Enchanted Rose - Ability
> Flubber - Flubber - Ability
> Mulan - Mulan's Training Uniform - Ability
> DuckTales - Scrooge's Top Hat - Ability

It seems that they are not in the dropbox and it would be interesting to make dumps.

Another thing: maybe he doesn't get a good price but ADn06 is negotiating chips in sticker format with the

Another thing, maybe he doesn't get a good price but ADn06 is negotiating chips in sticker format with the same specifications with an AE vendor (I don't know if it's the same as the cards). If we're lucky, maybe we

can make a collection of clones with their images in coin format...

ADn06 just wrote me. He will send me the next version of the DITool soon and I will add the link. I have proposed that, taking advantage of the fact that in the dropbox there are images of the figures with the same name as the .bin files, the program includes a thumbnail of the figure to be recorded, if it is not too much trouble. He liked the idea. Possibly implement it within several versions. In the end we will be very professional

ppastry

Habitual

31 posts
since **Sep 2017**

* 29 ene 2023 17:33

@zantzue Thank you very much, we return to the tinkering from what I see. Eager to see how the topic evolves. I already have 3 cards on the way. . Cards in currency format would be much better, I hope they work.

signs

MegaAddict!!!

2,180 messages
since **Aug 2008**
in **Isla Delfino**

* 30 ene 2023 17:12

@ppastry Yes, here we continue to salse. You see, five years later I finally made it. Added DITool link in the first post of the tutorial. There's nothing left. The tutorial is complete and the process is quite simple. ADn06 told me where he was going to upload the next version, but for some reason I thought he would let me know when he did. Today he has given me to look where he told me and I have seen that he has already created version 0.8 where he has added the "About" section (I am in a program!) and, apparently, there is no longer a small bug related to 8 of the 321 .bin file from dropbox (it was easily correctable bullshit). As for the chips in sticker format, the little Chinese has not yet responded. Let's see if we're lucky, it gives it a non-prohibitive price and we can make a small collection of clones.

Edit: Now the progress with the tutorial will be delayed as ADn06 is waiting for his cards and the acr122u. When it has them, it will try to take control of the acr122u to speed up the process even more. Let it be clear that we do not promise anything.

ppastry

Habitual

31 posts

since **Sep 2017**

01 feb 2023 00:01

@zantzue don't worry, with what you've done I think it's more than enough. I hope that the chinito sends the ones I asked for and if the coin-format one rolls up.

yevere

Addicted

252 messages
since **Jan 2006**

03 feb 2023 04:18

@zantzue My goodness, how things are progressing, I've been very busy and I couldn't see anything, I just read everything and I'm hallucinating. I haven't ordered anything yet, I have a cart full haha. I ask as soon as I can. Thank you.

43 answers

RESPONDER

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