Key notes:
- To begin, press home twice when nitepr's press home twice thing comes up(assuming you're using nitepr), else just press home twice
- To open, press Tri+Up
- From there, it's pretty much self-explanatory
- Note: '\n' means a new line
- If you do not want so much lag, you can
  1. Press L+R+Select to slow down the bricker thread
  2. Remove/Rename pspbricker.txt to shut down the bricker thread altogether
- Custom Menu(s) is a neat feature I recommend anyone who plays this game and has a toolchain set up that can compile this to look at
- While in the menu, you can save your current state via Select+VolDown
- You may include your own cheats and color schemes in ms0:/seplugins/bakon/ bakoncheat.txt

WORKS WITH ALL KNOWN **SE/OE/WC/M33/Anonymous/GEN** CUSTOM FIRMWARES

Use of move while dead:
Move your view with the analog stick so that your compass's north is straight up
Up/Down mods you Y
Then X, O, [], and /_\ mod your coordinates very conveniently

Pressing Select while under the animation changer will switch between clantag and regular.

Main features:
- Rape with L
- See through walls on button press
- Knife people online
- Anti-Lobby boot
- Anti-Server freeze
- Edit your players speed
- Choose between a variety of sticking explosives options
- Make everyone who's in a game's name the same as yours.
- Toggle Perfect Target Lock
- Mod your command equity
- Toggle Walk through walls(Vertical clipping)
- When you're in game, it will show your coordinates and score in the UI (Have to verify the pointers of course)
- Mod your scores more specifically
- Mod your coordinates more exactly
- Toggle jump on square press(AKA Hotkeys)
- Toggle move while dead
- No-Fog; Just zoom in and fog is gone
- Custom Menu(s)
- Edit animation in UI
- Bunch of random crap in the secondary menu
- Attachment modder
- Support of codes from text file
- Support of custom color scheme from same text file
- Save your settings

Note on the save: It saves as ms0:/seplugins/bakon.bin, it's a binary. Editing it IS possible, if you know what you're doing, but it can lead to some no-no effects(no pun intended) that you don't want. Just don't touch it, lol.

Note on the Custom Menu:
Easy as pie to use, examples on the "YourMenu" function of samples.c. Supports One-Line codes at the moment, I MIGHT do multi-line later, but it didn't occur to me at the time of writing it up.
If anyone is willing to write something to collect from a text file, by all means, do it. From what I can tell, it doesn't have any bugs, which is quite awesome thus far. As of version 1.22, I have added an auto-counter, that makes it so it automatically finds the first spot available, and sticks it there. On that note, you MUST initialize your variables only once (at the beginning works great), otherwise it's flawless.

Any bugs, email me at 'nofx@tshcodes.com'.
Full source code is available at http://bakonice.googlecode.com
I check on a once-every-few-hours basis

BakonICE PROJECT SUPPORTS OPEN SOURCE MKULTRA, THE UP-TO-DATE NitePR

NoEffex resides at TSHCodes.com

Thanks:
NoEffex - Core, everything but the hijack and most of animated name
SANiK - Animated name, as well as the framebuffer hijacking method of non-extreme-flicker
dmonchild - Hijack, slightly based off of pspbricker, as well as done the latest porting of the bricker.
Tonic - Ported the bricker for 1.60 patch
(pspbricker is the name of the animated name module by SANiK, DOES NOT brick psp)
GNU – Gave me a lovely license to license the source with