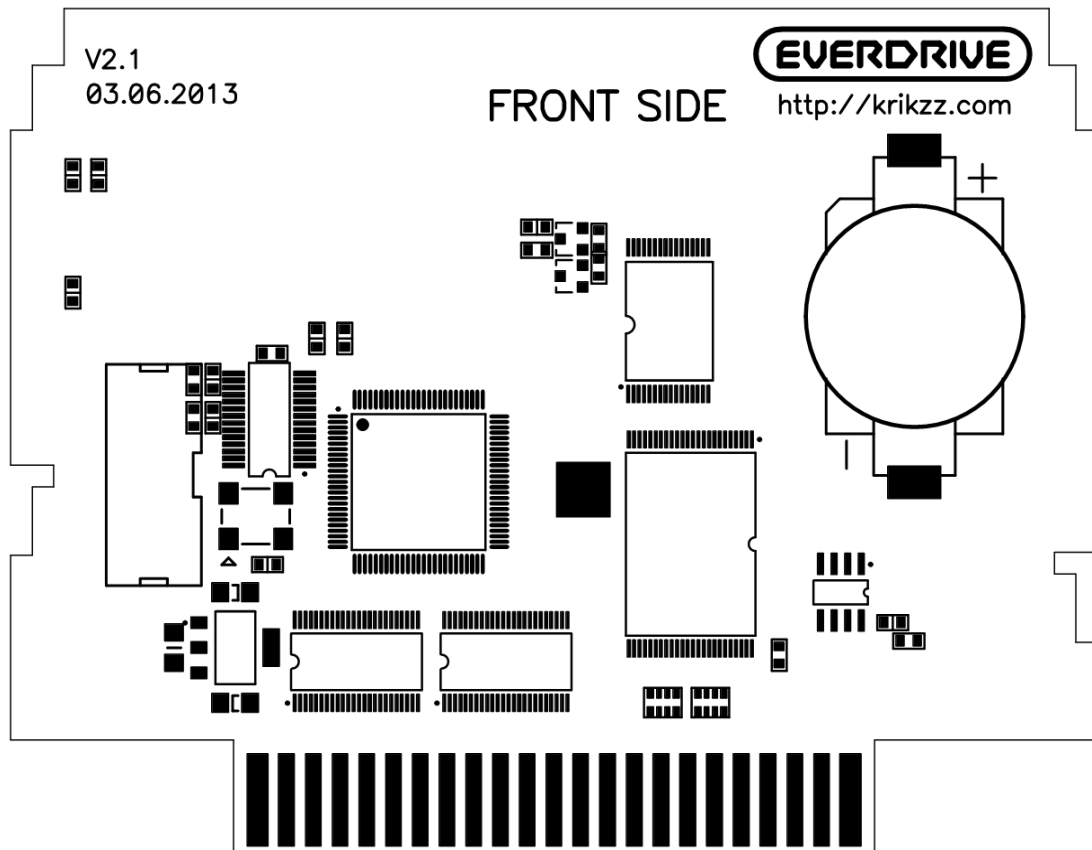


Super EverDrive V2

User Manual



www.krikzz.com

29.11.2013

Features:

- Max. ROM size up to 7Mbyte
- Return to menu after reset
- SRAM auto backup on SD card
- Supported SD/MMC up to 32GB
- FAT16 and FAT32 are supported
- GameGenie cheat codes
- Simple menu
- Connection to PC and any additional software is not require

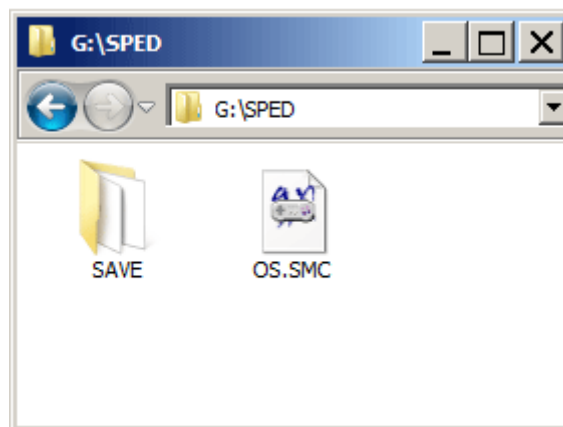
New cartridge has improved user interface, Game Genie cheats support, better compatibility with pirate ROMs. Games loads faster now. Super EverDrive V2 loads the OS directly from SD card at each startup, instead of flashing OS to internal flash memory, it allows to avoid possible damage to the cart during an OS update. Multi region CIC chip allow to use cart with any SNES/SFC system.

Preparation required for the cart to work:

- Download snesos-v*.zip from <http://krikzz.com>
- Unzip archive content to the root folder of SD card
- Unzip ROM files and copy them to SD card;
- Insert SD card into cartridge;

(It is not recommended to put a lot of files in a single folder, the cart will not display more than 1024 files per folder. Folders with large amount of files inside may open slowly. It would be better to make a few folders with alphabetic names and put the ROM files in these folders.)

With the cart inserted and the SD prepared as instructed above you can then turn on your system, choose a ROM, invoke the file menu with the B button and run the game.



File Browser

Controls:

B – Open the folder or open file menu

A – Back to sub folder

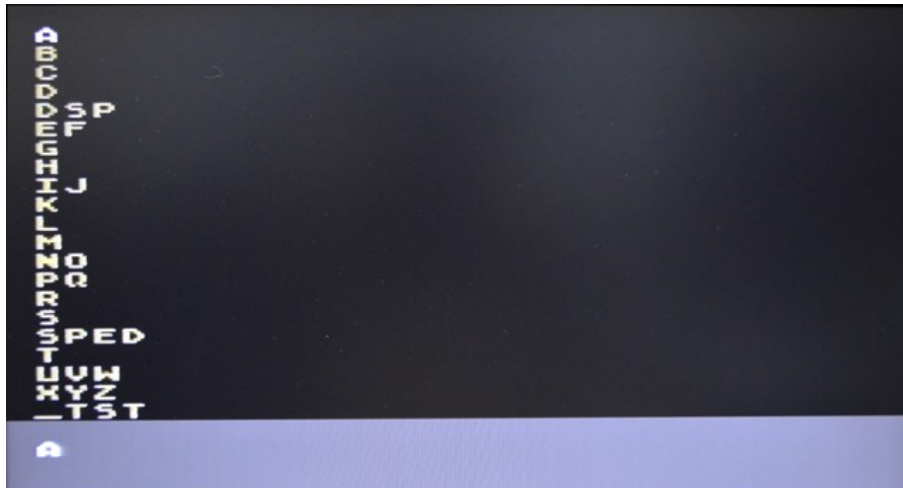
SELECT – Open main menu

START – Run last selected game

Yellow color display folders, gray color for files.

The File Browser allows to load ROM files, SRAM files and GameGenie cheats from text files.

The File browser can display up to 1024 files per folder. Displayed on the gray border at the bottom of the screen the OS displays the full name of selected file, in case the name is too long to fit the screen in the list section.

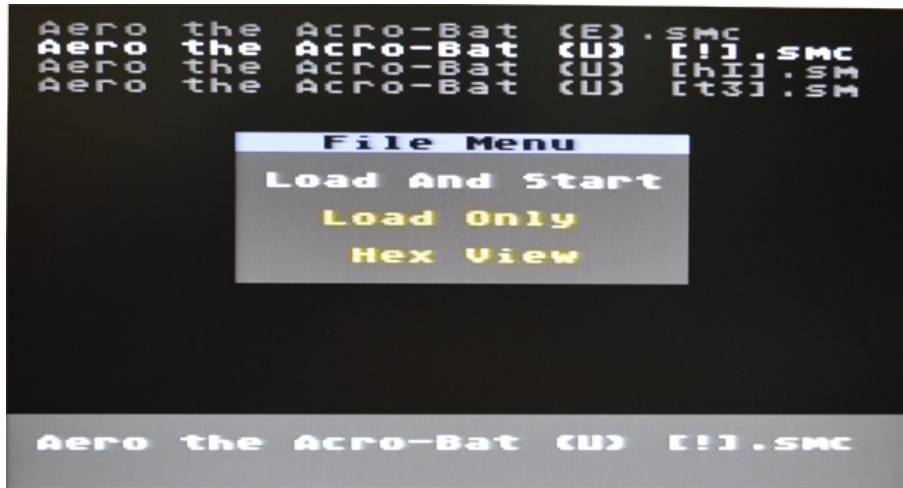


File Menu

The content of this menu depends on the type of file.

ROM file:

- Load And Start: Load ROM into internal flash memory and start the game.
- Load Only: Load ROM into internal flash memory and stay in browser
- Hex view: View file in HEX



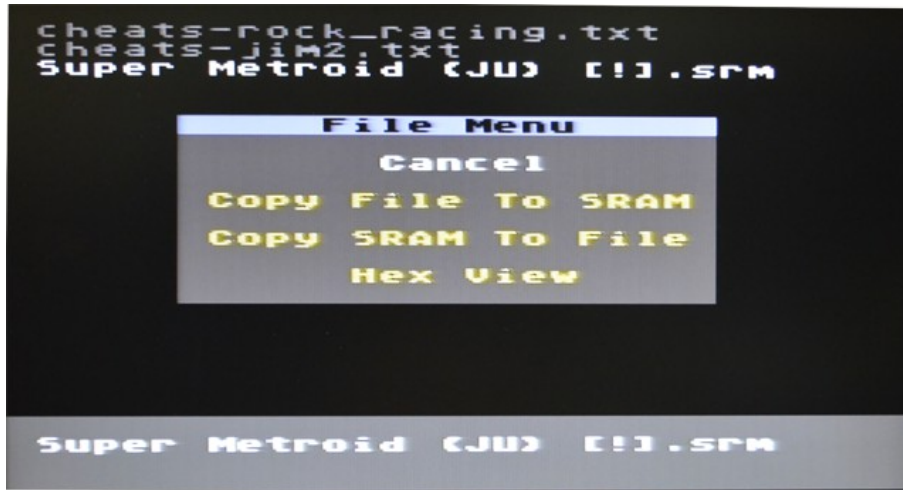
.txt file:

- Load Cheats: Load GameGenie cheats from the file
- Hex view: View file in HEX



.srm file or any other file in EDMD/SAVE folder:

- Cancel: Close file menu
- Copy File to SRAM: Copy file from SD to SRAM
- Copy SRAM to file: Copy from SRAM to file in SD
- Hex view: View file in HEX



Main Menu

Push C button to invoke the main menu

- Options: System settings
- Cheats: Cheat codes editor
- Device Info: System information
- About: Short information about developer and controls



Options

- *Map Mode: Selects ROM mapping mode
- *ROM Size: Visible ROM size. Some games may check ROM memory size. Such games will not work if ROM size not match to expected value.
- *RAM Size: Visible SRAM size. Some games may check ROM memory size. Such games will not work if SRAM size not match to expected value.
- *RAM: On/Off SRAM memory.
- *DSP: On/Off DSP chip (In case if DSP chip installed)
- Reset: This option allows to back out from a game back to the menu after a reset. The OS will back out to menu when the option is enabled, will instead reset and stay in the the game if disabled.
- Sorting: Sorting of file list in alphabetical order. This function may slowdown opening of folders with large amount of files inside

*All options which marked with asterisk, sets automatically, when user change the game. OS detects values of this options automatically, usually no need to change them manually. But some games may have bad header, especially pirated or hack ROMs, in this case OS may detect values incorrectly. User may try to change parameters manually, in case if game does not work.



Cheats

Controls:

Left/Right – Choose the symbol of the code

Left/Right + B or SL/SR – Change selected symbol

Up/Down – select the code

A – Back to main menu

System will offer apply the codes before than return to main menu.

Apply codes:

- Apply: Apply codes. The internal image of the ROM will be modified. Reloading the game is the only way to revert applied codes. Applied codes are not visible in cheats editor.
- Cancel: Back to the main menu. Codes will not be applied
- Modify: Back to the codes edit

Supported codes can only to the ROM area, RAM codes will not work.

Cheats edit and apply sequence:

- 1)Select the game (Load only)
- 2)Open Cheats menu
- 3)Ether the codes
- 4)Select Apply when exiting from cheats editor

It is possible to go back in to the cheats editor at a later time, and enter more codes. All codes will be reset when user loads a new game (Load only or Load And Start).

Cart allows loading cheat codes from text files instead of entering codes manually. The user should choose a text file in browser, press the A button, select “Load Cheats” in file menu. After that user should perfmom step 4 from sequence above (select Apply). The text file should be in 8-bit ANSI format, codes should be written like in the following sample:

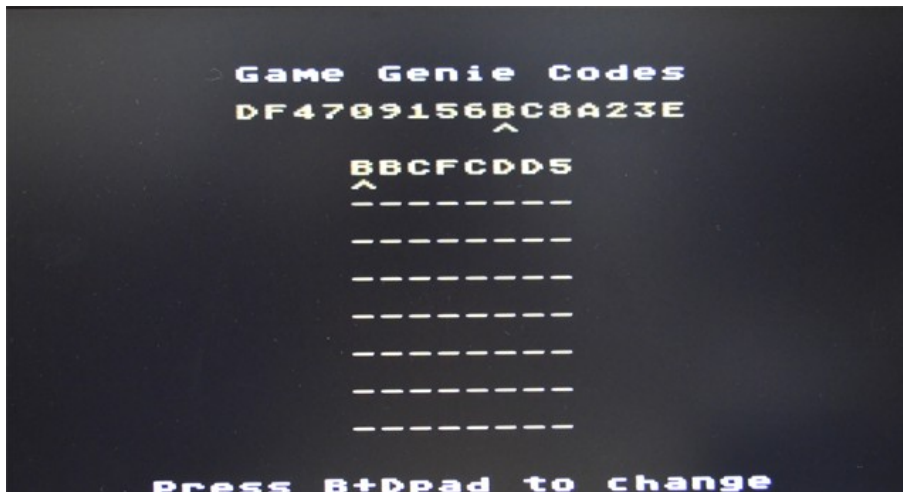
ATBT-AA32, ATBT-AA32, ATBT-AA32

or:

ATBT-AA32

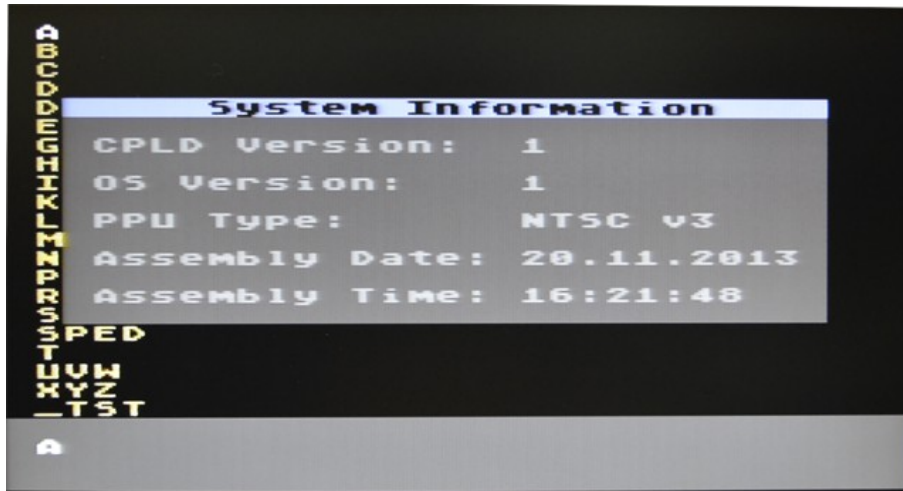
ATBT-AA32

ATBT-AA32



Device Info

- CPLD Version: Firmware of Altera MAX II
- OS Version: Version of OS
- PPU Type: SNES video chip type
- Assembly date: Date of cartridge creation
- Assembly time: Time of cartridge creation
-



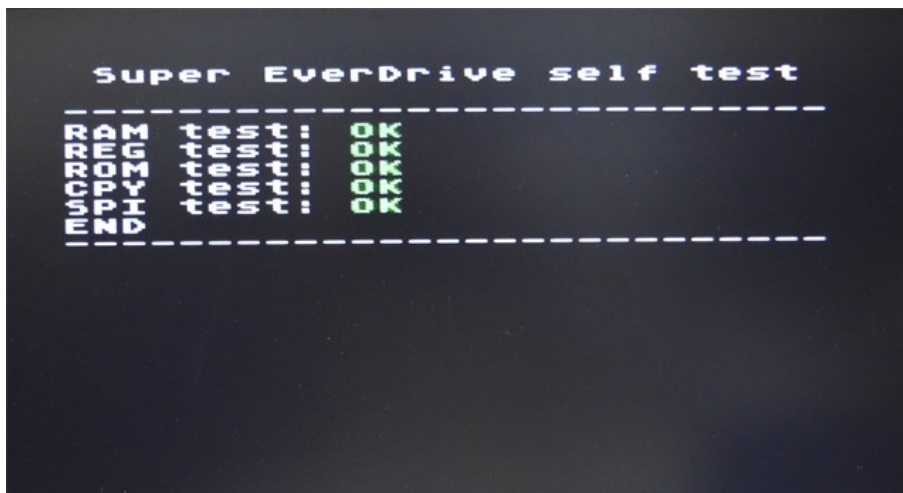
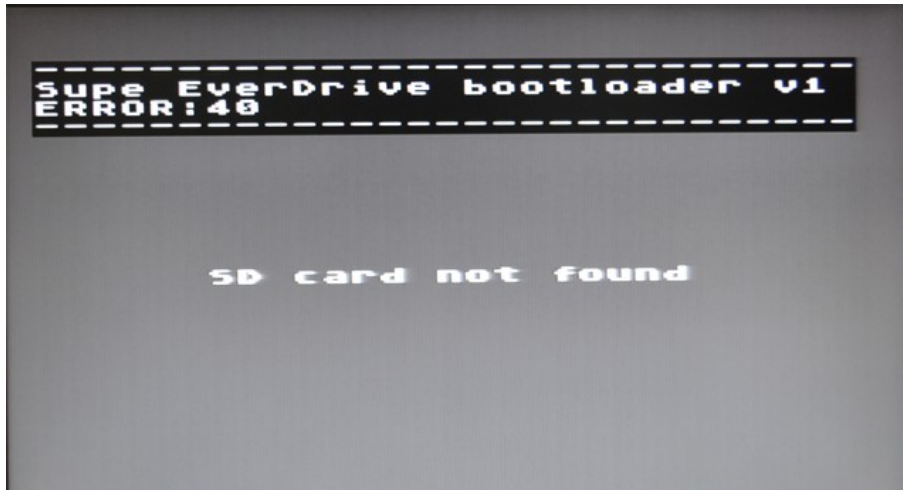
Self Test

The Cart has an embedded test suite, which allows to check components of cart and some functions of console. WARNING: All settings will be reset to default and the internal SRAM and Flash memory will be erased.

To run the test, turn on your system without SD card, the system will say that SD card is not found. After that insert SD card and push Select+Start.

Test description:

- RAM: Internal SRAM test.
- REG: Check access to cart registers
- ROM: Test internal flash memory (ROM memory)
- CPY: Checks transfer between FLASH, SRAM and RAM
- SPI: SD card test



Recommendations

- Do not put too many files in a single folder, it may slow down browser speed.
- FAT32 with 32Kbyte cluster size is recommended while formatting. Big cluster size may accelerate loading speed a bit.
- Standard Windows is the best for SD formatting and ROM file transfer. Some specific tools for formatting and file managers for file transfer are not recommended.
- GoodSnes romset is recommended for use.
- Do not fill all the space on SD card, the card should have at least 10% of free space.
- ROM files must be unzipped, compressed ROMs will not work
- Do not dry cats in microwave oven

FAQ

Q) Can I save any game in any moment, like on emulators?

A) No. Saves work only for games which have battery backup function (those game cartridges which was with battery inside)

Q) What should I do if every time when I turn on the system, I see such message: "Settings reset to default"

A) Probably time to change the battery

Q) I copied OS on SD, but cart still show me gray screen with error message, what is going on?

A) Try to use another SD card. Some cards may not work with cart, especially if it some cheap cards which was bought in internet.

Q) Can I play PAL rom on NTSC system or visa versa?

A) Sometimes it working, sometimes – not. Would be better to use ROM which match to console region. Export ROMs may be unstable or work with wrong speed.

Q) Is there any difference in terms of gameplay between EverDrive and regular cart?

A) No, games works exactly like with original cartridge.

Q) I am having some problems using Game Genie codes, what should I do?

A) It is highly suggested you learn how Game Genie codes work before using them on your EverDrive-MD. The Game Genie is not a creation of KRIKzz so support regarding them is limited.

Q) Can I play those games, which used spec chips inside of cartridges?

A) DSP1 is the only supported spec chip, but only in case if actual DSP1 installed to the cartridge board.

List of games with spec chips

Title	Chip
<i>Mega Man X3/ Rockman X3</i>	CX4
<i>Mega Man X2/ Rockman X2</i>	CX4
<i>Suzuka 8 Hours</i>	DSP-1
<i>Super F1 Circus Gaiden</i>	DSP-1
<i>Super Bases Loaded 2 / Super 3D Baseball</i>	DSP-1
<i>Super Air Diver 2</i>	DSP-1
<i>Shutokō Battle 2: Drift King Keichii Tsuchiya & Masaaki Bandoh</i>	DSP-1
<i>Shutokō Battle '94: Keichii Tsuchiya Drift King</i>	DSP-1
<i>Pilotwings</i>	DSP-1
<i>Michael Andretti's Indy Car Challenge</i>	DSP-1
<i>Lock On/ Super Air Diver</i>	DSP-1
<i>Korean League</i>	DSP-1
<i>Final Stretch</i>	DSP-1
<i>Bike Daisuki! Hashiriya Kon - Rider's Spirits</i>	DSP-1
<i>Battle Racers</i>	DSP-1
<i>Armored Trooper Votoms: The Battling Road</i>	DSP-1
<i>Super Mario Kart</i>	DSP-1
<i>Ace o Nerae! 3D Tennis</i>	DSP-1
<i>Ballz 3D</i>	DSP-1
<i>Dungeon Master</i>	DSP-2
<i>SD Gundam GX</i>	DSP-3
<i>Top Gear 3000</i>	DSP-4
<i>Metal Combat: Falcon's Revenge</i>	OBC-1
<i>Street Fighter Alpha 2/ Street Fighter Zero 2</i>	S-DD1
<i>Star Ocean</i>	S-DD1
<i>Dai Kaiju Monogatari 2</i>	S-RTC
<i>Super Robot Taisen Gaiden: Masō Kishin - The Lord Of Elemental</i>	SA1
<i>Super Mario RPG: Legend of the Seven Stars</i>	SA1
<i>Super Bomberman Panic Bomber World</i>	SA1
<i>Shogi Saikyou 2</i>	SA1
<i>Shogi Saikyou</i>	SA1
<i>Shin Shogi Club</i>	SA1
<i>SD Gundam G NEXT</i>	SA1
<i>SD F-1 Grand Prix</i>	SA1
<i>Power Rangers Zeo: Battle Racers</i>	SA1
<i>PGA Tour 96</i>	SA1

Title	Chip
<i>PGA European Tour</i>	SA1
<i>Pebble Beach no Hotou: New Tournament Edition</i>	SA1
<i>Mini 4WD Shining Scorpion Let's & Go!!</i>	SA1
<i>Masters New: Haruka Naru Augusta 3</i>	SA1
<i>Marvelous: Mouhitotsu no Takarajima</i>	SA1
<i>Kirby's Dream Land 3</i>	SA1
<i>Kirby Super Star</i>	SA1
<i>Kakinoki Shogi</i>	SA1
<i>Jumpin' Derby</i>	SA1
<i>Jikkyou Oshaberi Parodius</i>	SA1
<i>J.League '96 Dream Stadium</i>	SA1
<i>Itoi Shigesato no Bass Tsuru No. 1</i>	SA1
<i>Habu Meijin no Omoshiro Shōgi</i>	SA1
<i>Dragon Ball Z: Hyper Dimension</i>	SA1
<i>Derby Jockey 2</i>	SA1
<i>Daisenryaku Expert WWII: War in Europe</i>	SA1
<i>Super Power League 4</i>	SPC7110
<i>Momotaro Dentetsu Happy</i>	SPC7110
<i>Far East of Eden Zero</i>	SPC7110
<i>F1 ROC II: Race of Champions/ Exhaust Heat II</i>	ST010
<i>Hayazashi Nidan Morita Shogi</i>	ST011
<i>Hayazashi Nidan Morita Shogi 2</i>	ST018
<i>Vortex</i>	Super FX
<i>Stunt Race FX/ Wild Trax</i>	Super FX
<i>Star Fox/ Starwing</i>	Super FX
<i>Dirt Trax FX</i>	Super FX
<i>Dirt Racer</i>	Super FX
<i>Winter Gold/ FX Skiing</i>	Super FX
<i>Super Mario World 2: Yoshi's Island</i>	Super FX
<i>Star Fox 2</i>	Super FX
<i>Powerslide</i>	Super FX
<i>FX Fighter</i>	Super FX
<i>Doom</i>	Super FX
<i>Comanche</i>	Super FX

Error Codes

0x40-0x49: SD initialize error. May happens if SD card is not compatible with cartridge

0x62-0x63: SD read error. May happens if SD card is not compatible with cartridge, or if FAT system is damaged.

0x64-0x68: SD write error. May happens if SD card is not compatible with cartridge, or if FAT system is damaged.

0x15: ROM is to large.

0x52: FAT system not found.

0x57: Not enough space on SD card

0x58: Out of bounds of the file. May happened if FAT system is damaged.