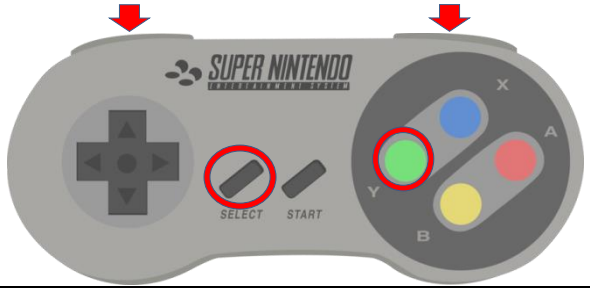
Super Nintendo – InGameReset Functionalities

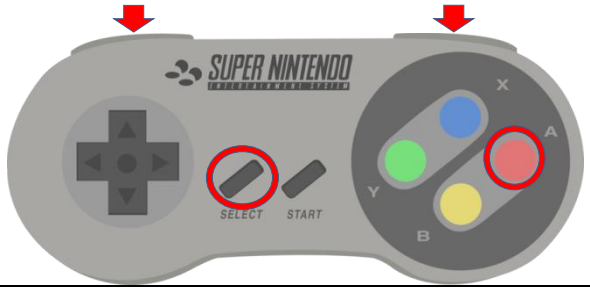
Force region 50Hz (PAL) (LED green)

L + R + Select + Y



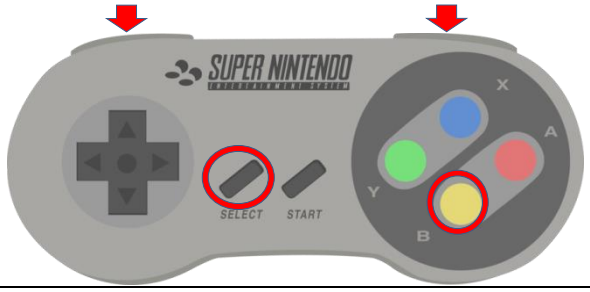
Force region 60Hz (NTSC) (LED red)

L + R + Select + A



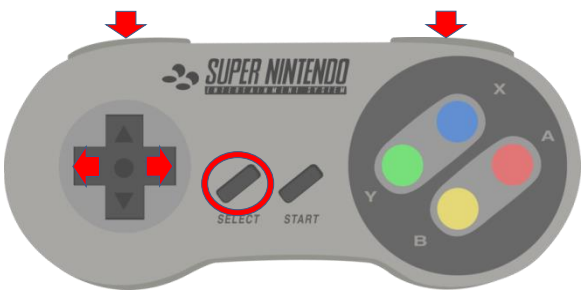
Force region of cartridge (LED yellow)

L + R + Select + B



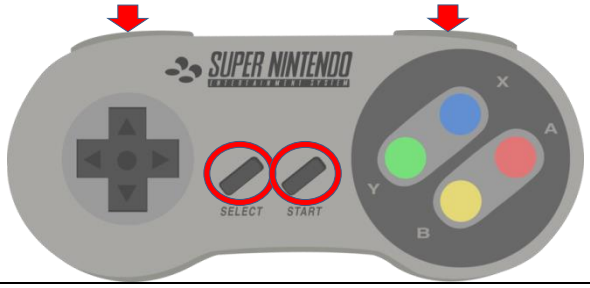
Change to SCICs forced region (e.g. for pairmode with sd2snes)

L + R + Select + D-Pad left OR right



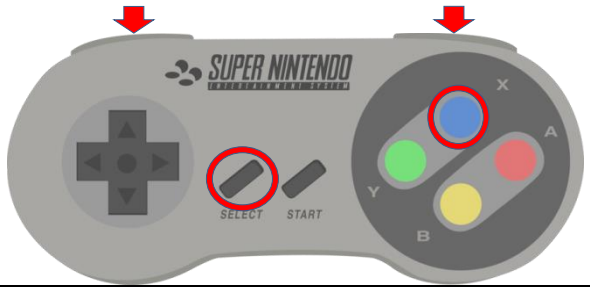
Simple reset of console

L + R + Select + Start



Double reset (change to main menu of sd2snes)

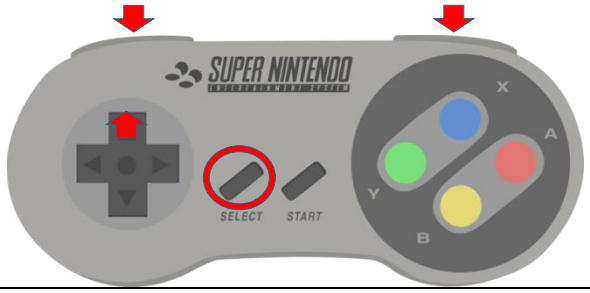
L + R + Select + X



Toggle region timeout on and off

- Regionen timeout:force cartridge region after consoles start-up, reset and double reset for approximately 9s afterwards change to forced region
- LED confirms with off -> red -> yellow -> green -> off -> "LED normal" on switching on
- LED confirms with off -> green -> yellow -> red -> off -> "LED normal" on switching off

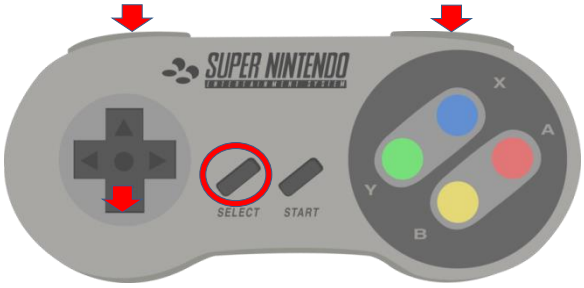
L + R + Select + D-Pad up



- Toggle region patching on and off

- Region patching, also $213f-D4-Patch: suppresses cartridge error "This Gamepack is not designed for […]" after reading register $213f by overriding bit 4 (region bit)
- LED confirms with off -> green -> off -> green -> off -> "LED normal" on switching on
- LED confirms with off -> red -> off -> red -> off -> "LED normal" on switching off

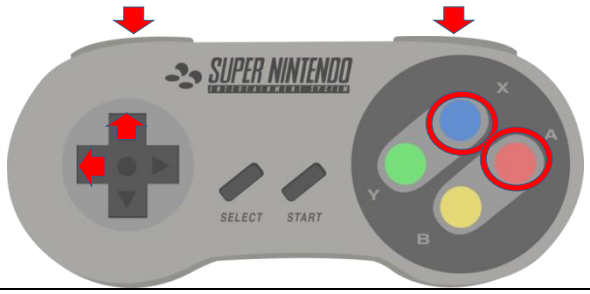
L + R + Select + D-Pad down



Toggle lock (type 1) on and off

- Lock (type 1): locks all combinations except this one. Lock can be removed using the same combination again. This lock state is stored during powering off and on the SNES.
- LED confirms with fast flashing red on switching lock on
- LED confirms with fast flashing green on switching the lock off

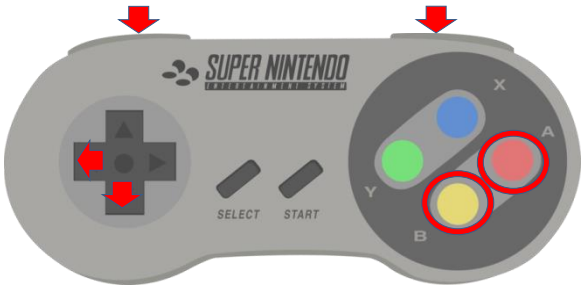
D-Pad left + D-Pad up + L + R + X + A



Set lock (type 2)

- Lock (type 2): locks all combinations. The lock can only be unset using a reset or switching off and on the console. Reset using the sd2snes' IGRs is not supported; one has to use the reset button.
- LED confirms with fast flashing red

D-Pad down + D-Pad left + L + R + A+ B



(These locking combinations are only available if you have flashed the right *.hex-file to the PIC-microcontroller)