

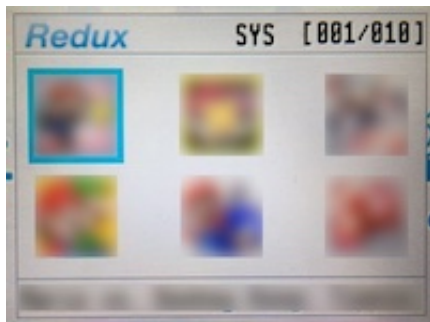
Usage of EZ-FLASH REDUX

Preparation

- using A9LH exploit
 1. copy game roms to the microsd and plug in to EZ-FLASH REDUX card
 2. copy `launcher.dat` and `luma` folder to the root of internal SD.
 3. rename the `down_ezr.bin` in `luma\payloads` folder to `KEY_YOU_WANNA_TO_PRESS_ezr.bin` or leave it be. for example: `left_ezr.bin`.
 4. hold the key which you set in previous step and power up the console, default key is `DOWN` if you skipped the previous step, the A9LH will load the launcher and inject it.
- using 414 exploit
 1. copy game roms to the microsd and plug in to EZ-FLASH REDUX card
 2. copy `launcher.dat` to the root of internal SD.
 3. use the 414 exploit to boot the launcher.

Game List

in the console main interface, press `SELECT` to popup the `Game List` in the upper screen.



use `L` and `R` to change the page and use direction pad to browse game.

press `A` when the game is selected, the game will be loaded and displayed in the lower screen.

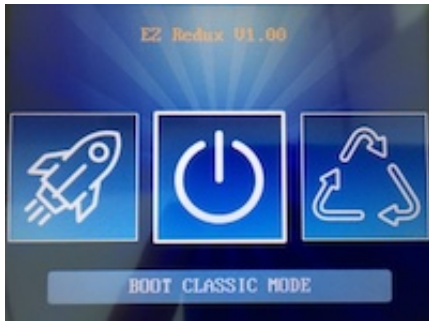
the `Game List` window displays the `SYS` or `EMU` to confirm the system you are using.

REDUX Menu

Press `L` when the EZ-FLASH splash screen appearing in the upper screen, the REDUX menu will be displayed in the lower screen.



REDUX mode: boot the system into REDUX mode. you can use the Game List and EmuNand.



Classic mode: boot the system in to Classic mode, you can use the retail game cartridge and EmuNand, but no Game List.



Format EmuNand: create the EmuNand partition on the SD card. everything on the SD card will be erased. please backup your data before use. the REDUX and Classic mode will automatic load EmuNand after it be created.



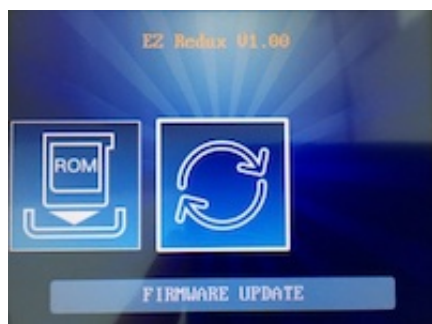
Restore 3DS savegame: restore the retail cartridge game save from SD card.



Backup 3DS savegame: backup the retail cartridge game save to the SD card.



Backup 3DS Game Cartridge: backup the retail game cartridge rom to the SD card.



FIRMWARE UPDATE: upate the firmware of EZ-FLASH REDUX card.

NOTE: for the security and safety reason, we don't provide SysNand operation. please choose the third-party tools to operate the SysNand.0