

# EZ-FLASH Air FAQ

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## Things you must know before using EZ-FLASH Air

EZ-FLASH Air uses a different architecture than previous products, it only has SD and NORFLASH, games need to be written to NORFLASH in order to play, and deletion of games must start from the last in the NORFLASH list, so you need to consider carefully when writing.

When switching between mode A and mode B, please make sure that you have already backed up the save in mode A. If you do not re-enter the kernel to backup the save after ran the game in mode A, but switch to mode B directly for standalone card game operation, the save file of the game which running before in mode A may be overwritten by the save of the standalone card game in mode B.

Plain text version: If you run game AAA in mode A, and then switch to mode B to play game BBB on standalone card mode instead of entering the kernel to backup the save, then when you switch back to mode A next time and press confirm when the kernel asks to backup the save data of game AAA, the save data of game BBB is actually overwritten from SRAM to the save file of game AAA in SAVER folder on MicroSD. This overwriting action is inevitable when you have autosave enabled in the enhancement menu.

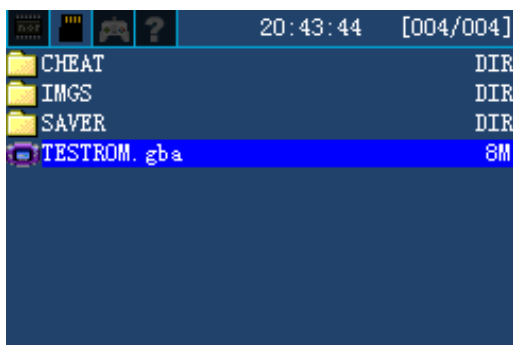
## The battery on the card

The EZ-FLASH Air is using a battery to continuously keep the save data, because it uses SRAM to keep the save data, the battery on the card is used to maintain the clock and the SRAM. The battery is installed in a battery holder, which is easy to install and replace. The battery model is CR1220, which can be easily purchased on all major e-commerce platforms.

## What to do after you got the card

First of all, you need to prepare a MicroSD card with a capacity from 4GB to 128GB. 32GB and below must be formatted as FAT32 with a file allocation unit size of 32KB; 32GB and above must be formatted as exFAT with a file allocation unit size set to 32KB and above.

Then go to the official website to find the download section and download the thumbnail package, the cheat library, etc. These files are common with EZ-FLASH OMEGA series. Extract them to the MicroSD card.



The above picture is the SD card interface of EZ-FLASH Air in mode A. After normal boot up, this interface will be displayed, the above folder name and file name are only examples, according to the use of habits or actual situation, and the above picture may be different.

CHEAT folder: If you download the cheat library from the official website, and extract it to the root fold of MicroSD, you will have this folder

IMGS folder: If you download the thumbnail package from the official website, and extract it to the root folder of MicroSD, you will have this folder. Press SELECT in the SD browse interface to toggle the display of the game cover thumbnails

SAVER folder: When the game is executed for the first time and the kernel is re-entered, the kernel will ask whether to save the data, after confirming, the kernel will automatically create this folder and save the game's sav files in it.

## Common buttons

Press L and R to switch between tabs

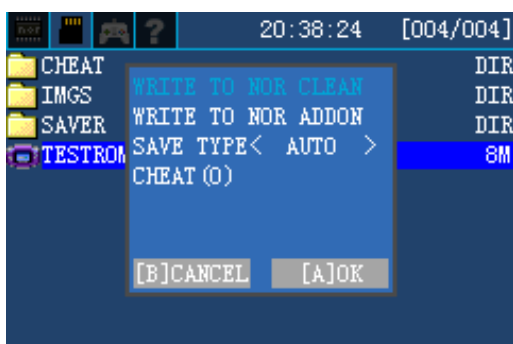
Press A on the folder to enter the folder, press B in the folder to return to the previous folder

Press A on the selected game to pop up the launch menu

In the launch menu press ↑ and ↓ to select options, press A again to confirm. Press B to close the launch menu.

Press ← and → to paginate through the file list

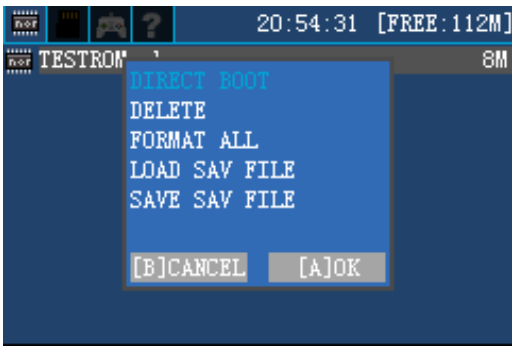
## How to write the game to NORFLASH



In the SD interface, select the game you need to write to NORFLASH and press A to bring up the menu

Move the cursor to WRITE TO NOR CLEAN and press A to write the selected game to NORFLASH

You can also use WRITE TO NOR ADDON to write games with addon functions to NORFLASH



Use the L or R keys to switch to the NORFLASH page, press the ↑ and ↓ keys and the A key to select the game you want to run

DIRECT BOOT: Run the game

DELETE: Delete the games written on NORFLASH, if there are more than one game written on NORFLASH, you can only delete from the last one.

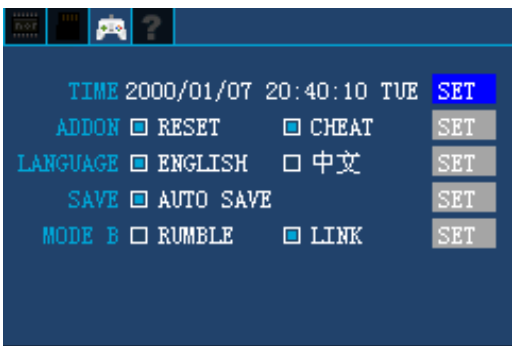
FORMAT ALL: format NORFLASH and clear all data on it, it will take several minutes.

The following two options are only available for the first game in NORFLASH

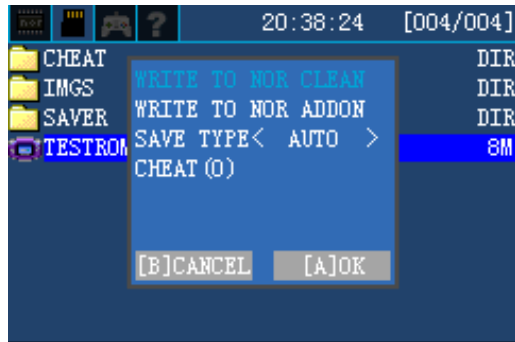
LOAD SAVE FILE: Load the sav file with the same name as the corresponding game on NORFLASH from the SAVER folder to the SRAM chip. Before using the DS-GBA link transfer function, you can use this method to load the save data which required for transfer into SRAM, and then switch to Mode B to link with the DS game.

SAVE SAV FILE: backup the game save file from SRAM to SAVER folder with the same file name as the corresponding game name on NORFLASH. When using this function, please make sure that the save data of the current game does exist in SRAM, otherwise, using this function may cause the save file of the game to be overwritten by other data and lost.

## How to use the cheat

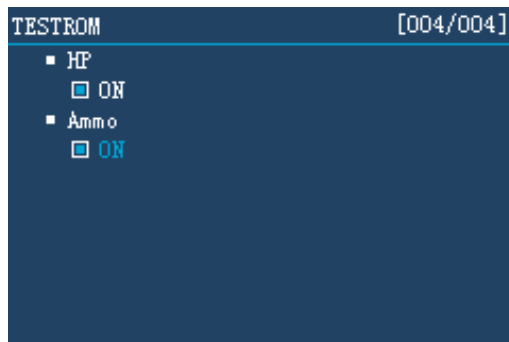


First, you need to use the L or R key to switch to the settings page, turn on the cheat function, and save

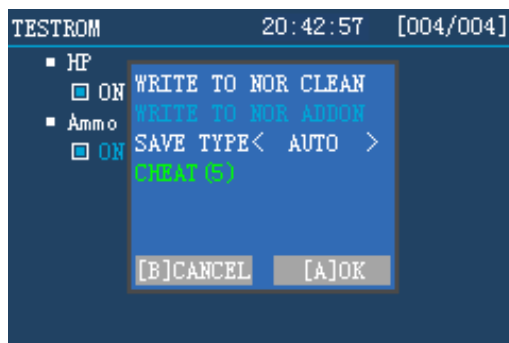


Use the L or R key to switch to the SD interface, press the A key on the game you need to launch, and move the cursor to the CHEAT on the pop-up menu

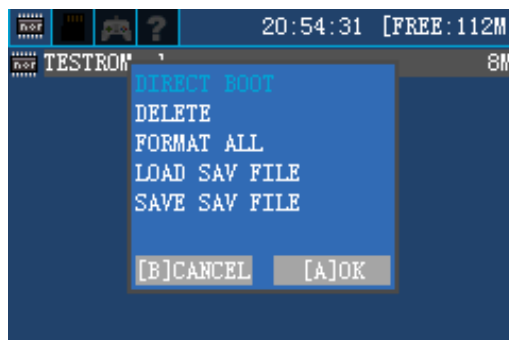
If the CHEAT function is not enabled on the settings page, or if there is no CHEAT library in the root folder of the MicroSD card, or if there is no corresponding cheat file in the library for the game, the CHEAT option will be grayed out and unselectable. If all of the above conditions are met, the corresponding cheat items for that game will be displayed



Press ↑ and ↓ keys and A key to toggle the cheat, press B key to exit the cheat selection page



At this point the CHEAT will be displayed in green and the number of activated items are shown (the number is based on the items in the CHT file, not the number of cheat titles). At the same time, the blue cursor stays at WRITE TO NOR ADDON and you can write the game to NORFLASH by pressing the A key



Once the game is written to the NORFLASH, you can launch it from NORFLASH tab, with DIRECT BOOT

The cheat is disabled by default when launching game.

You can press the L + R + SELECT to toggle it.

Note: Because cheat implements modifications by locking the memory address, some games may fail to read/write the save file due to memory overflow or other situations caused by the data address being locked. Therefore, it is highly recommended to turn off cheat before reading/saving progress.

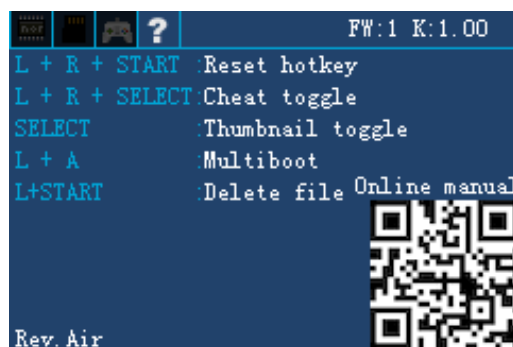
## How to use soft-reset

First, you need to use the L or R key to switch to the settings page, turn on the soft-reset function, and write the game to the NORFLASH via WRITE TO NOR ADDON method.

Once the game is written to the NORFLASH, you can launch it from NORFLASH tab, with DIRECT BOOT

Press L + R + START in game will terminate the game and return to the SD interface immediately.

## About the settings



TIME: You can adjust the on-card RTC here.

ADDON: You can toggle the softreset and cheat here.

LANGUAGE: toggle between English and Chinese

SAVE : Every time the kernel starts, it automatically backup the save data of the last game played without manual confirm. Enable this option means you known every step which you are doing. Wrong operation may cause your save data on the SD card can be overwritten by other game's save data.

MODE B: Used to set the working mode of the card in mode B

## How to upgrade the kernel and firmware

Visit the official website regularly to get the new version of the kernel and firmware.

EZ-FLASH Air embedded the firmware upgrade inside the kernel, so you need to upgrade the kernel first, and then the kernel detects the firmware version difference and automatically prompts to upgrade the firmware.

After downloading the kernel, extract it to the root folder of the MicroSD card.

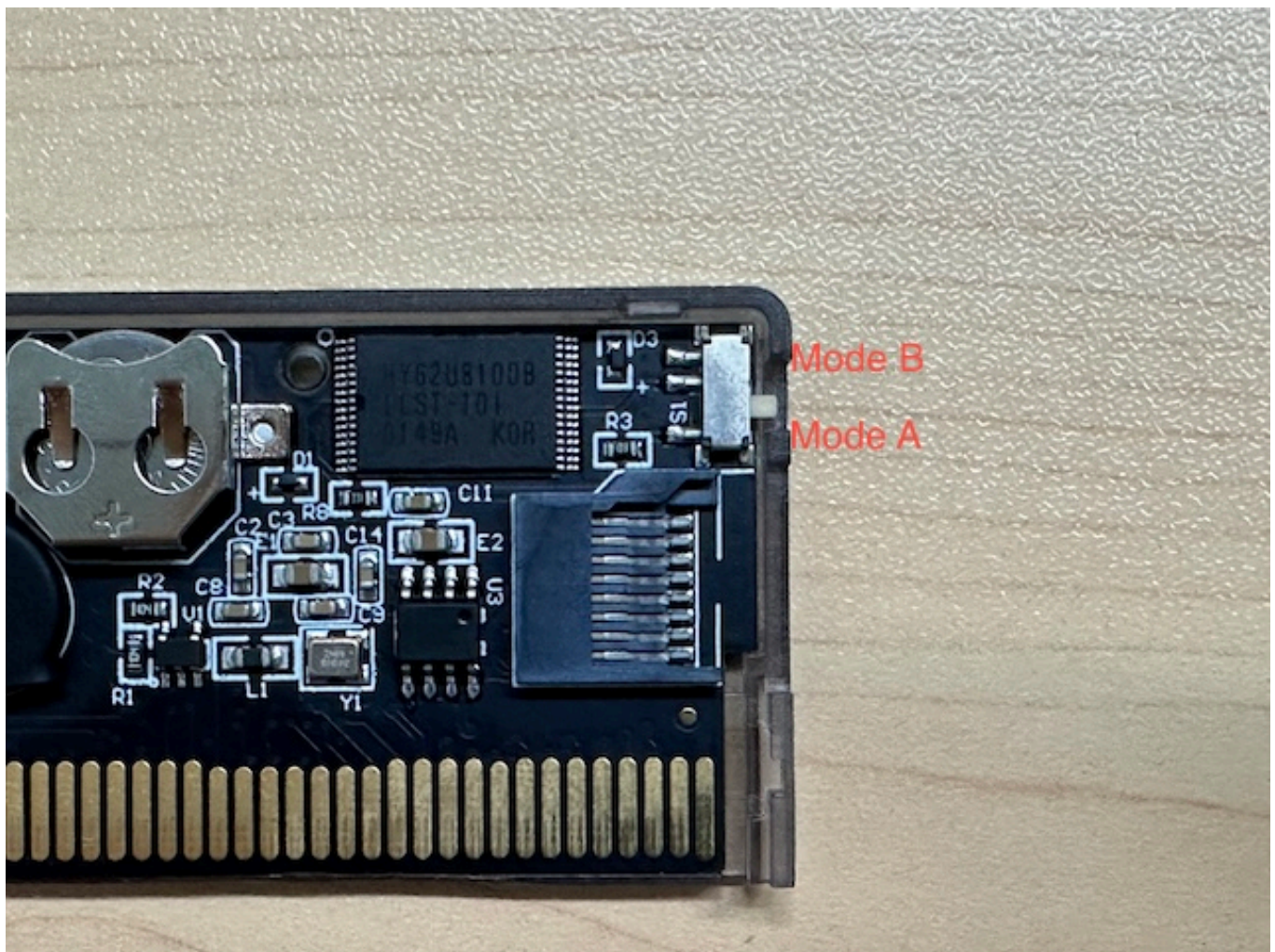
The kernel file name of EZ-FLASH Air is ezairkernel. bin .

Insert the MicroSD card with the new kernel into the card, insert the card into the game console, press and hold the R button of the game console, and turn on the power of the game console. After the blue EZ-FLASH is displayed on the screen, the kernel will be automatically upgraded. After the upgrade, the kernel will detect the firmware version on the card, if the firmware version on the card is lower than the firmware version embedded in the kernel, the firmware upgrade menu will appear, press A to confirm the upgrade.

Do not turn off the power of the game console when upgrading the kernel and firmware, as this may permanently damage the card.

The kernel and firmware versions can be found in the upper right corner of the system help page

## What is MODE A and MODE B



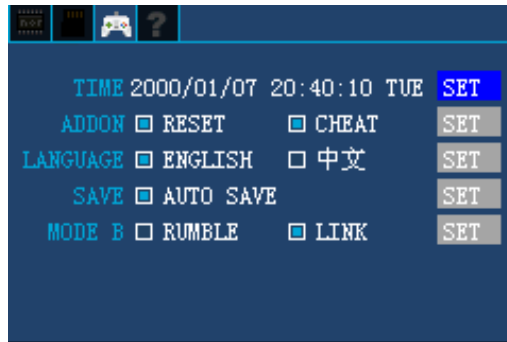
In the corner of the EZ-FLASH Air card, there is a toggle switch that can be toggled by a sharp object such as a card pin or toothpick to switch between Mode A and Mode B.

Mode A is equivalent to the original EZ-FLASH product function, through the graphical interface to operate the game card

Mode B is set with the DS model additional functions, such as rumble pak, DS-GBA link transfer function

## How to set and use MODE B





Use the L or R key to switch to the SETTING tab.

Move the cursor to set the working state of Mode B, and then save it.

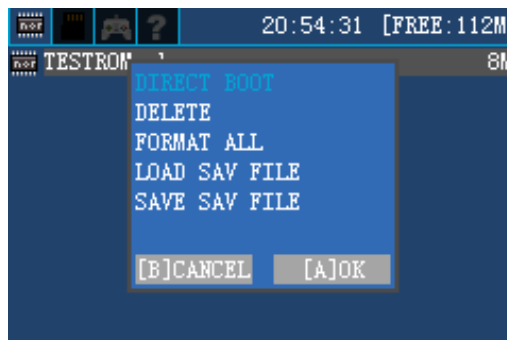
RUMBLE: After setting to rumble mode, in Mode B, it can be used as DS's rumble pak with DS games that support rumble function.

LINK: set to link mode and have games written on NORFLASH, can be used as a standalone GBA card in Mode B state, it can be used with DS games that support DS-GBA link transfer

Note: Mode B of EZ-FLASH Air already comes with mode initialization, no need to use third-party HOMEBREW or kernel for 3in1 initialization on Slot1 card

## What is standalone card mode

When mode B is set to link mode, a game is written on NORFLASH, and the mode toggle switch is set to position B, the card can be used as a standalone GBA card (even if no microSD card is inserted). When there are multiple games written on NOR FLASH, only the game listed first can be used as a standalone card mode.



Loading and saving the game save in standalone card mode can be achieved by SAVE SAV FILE in the NOR FLASH menu.

LOAD SAV FILE and LOAD SAVE FILE: Load the sav file with the same name as the corresponding game on NORFLASH from the SAVER folder to the SRAM chip. Before using the DS-GBA link transfer function, you can use this method to load the save data which required for transfer into SRAM, and then switch to Mode B to link with the DS game.

SAVE SAV FILE: backup the game save file from SRAM to SAVER folder with the same file name as the corresponding game name on NORFLASH. When using this function, please make sure that the save data of the current game does exist in SRAM, otherwise, using this function may cause the save file of the game to be overwritten by other data and lost.

## **Why my roms can not be recognized**

Please check if the file name is longer than 100 characters, if the file name is too long, the kernel will not recognize the file as the correct ROM, please change the file name to a shorter one.

If you copy the games via Non-Windows OS, the files and folders may missing a file attribute which is Archiving. it will cause our kernel to ignore all files and folders without this attribute.

All files and folders with a read-only attribute will cause our kernel to ignore them.

## **Why I get glitched screen or unworkable when playing GB/GBC or NES game**

Because EZ-FLASH Air is using emulator to run GB/GBC and NES games, some large-capacity GBC and NES games cannot be fully emulated due to the limitation of the emulator and GBA performance, so there will be a glitched screen or unworkable. For a perfect GB/GBC game experience, you can buy an EZ-FLASH Junior.