

# EZ-FLASH OMEGA Definitive Edition FAQ

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[One thing you must know before using EZ-FLASH OMEGA Definitive Edition](#)

[What is FRAM](#)

[The battery on the card](#)

[What to do after you got the card](#)

[Common buttons](#)

[How to launch a game](#)

[How to use the cheat](#)

[How to use soft-reset](#)

[How to use save state](#)

[How to write the game to NORFLASH](#)

[Other options](#)

[How to upgrade the kernel and firmware](#)

[What is MODE A and MODE B](#)

[How to set and use MODE B](#)

[What is standalone card mode](#)

[Why my roms can not be recognized](#)

[Why I get glitched screen or unworkable when playing GB/GBC or NES game](#)

## One thing you must know before using EZ-FLASH OMEGA Definitive Edition

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 FRAM to the save file of game AAA in SAVER directory on MicroSD. This overwriting action is inevitable when you have autosave enabled in the enhancement menu.

## What is FRAM

FRAM is short for ferroelectric memory. Unlike the SRAM used in traditional flash card products, FRAM does not require a battery to continuously keeping data. The data retention period is up to 151 years, and the erasure life reaches one hundred trillion times, even if the disk is written 1,000 times a second, it takes more than three thousand years to reach the life limit if it keeps writing.

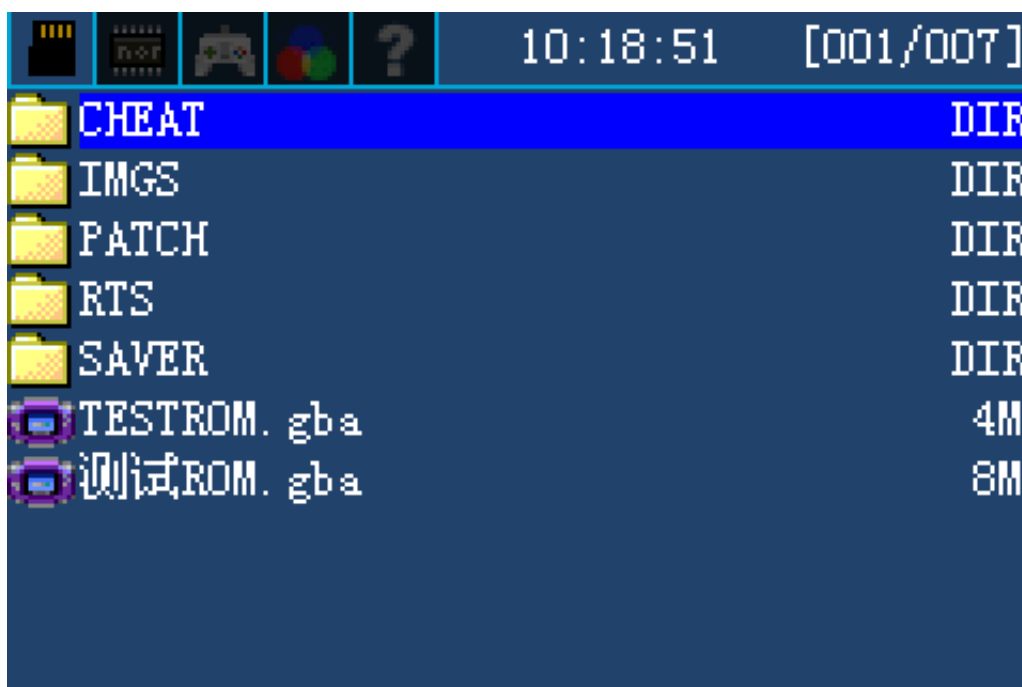
## The battery on the card

The EZ-FLASH OMEGA Definitive Edition does not require a battery to continuously keep the save data because it uses FRAM to keep the save data, the battery on the card is only used to maintain the clock. The battery is installed in a battery holder, which is easy to install and replace. The battery model is CR1025, 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. Extract them to the MicroSD card.



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

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

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

PATCH directory: If launch the game with addon, the kernel will automatically create this directory and save the patch files of the game in it.

RTS directory: If you enable the save state and launch the game with addon, the kernel will automatically create this directory and save the save state file of the game in it.

SAVER directory: 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 directory 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

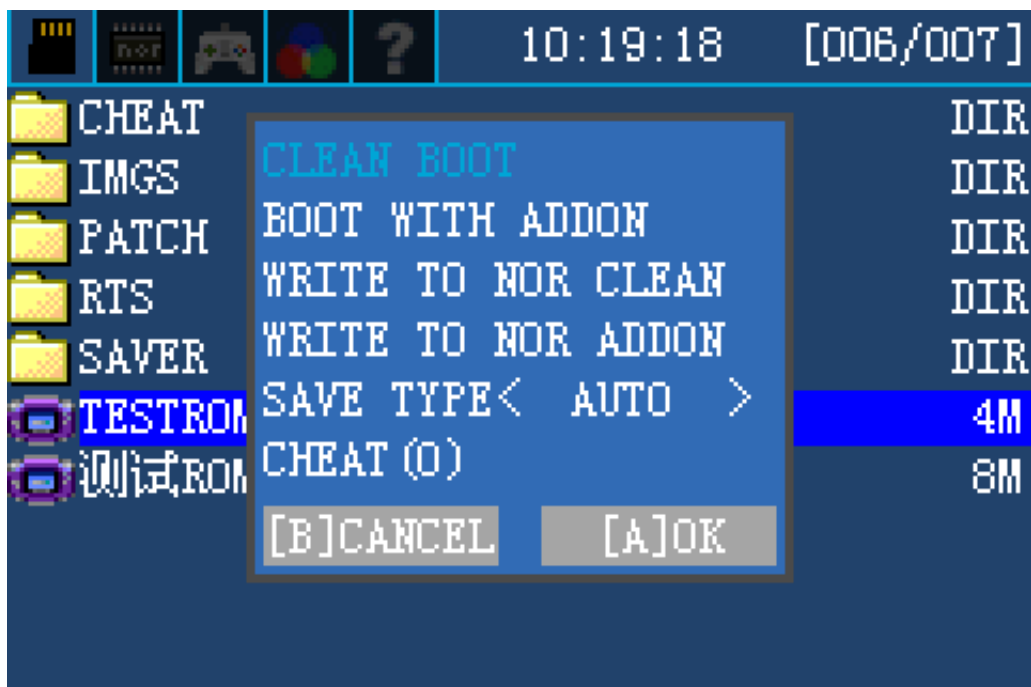
In the launch menu press **↑** and **↓** to select options, press **A** again to confirm. Press **B** to close the launch menu.

Press **←** and **→** to page through the file list

**START** key to display the list of recent played games

## How to launch a game

Move the cursor, select the game you want to play and press **A** to pop up the launch menu



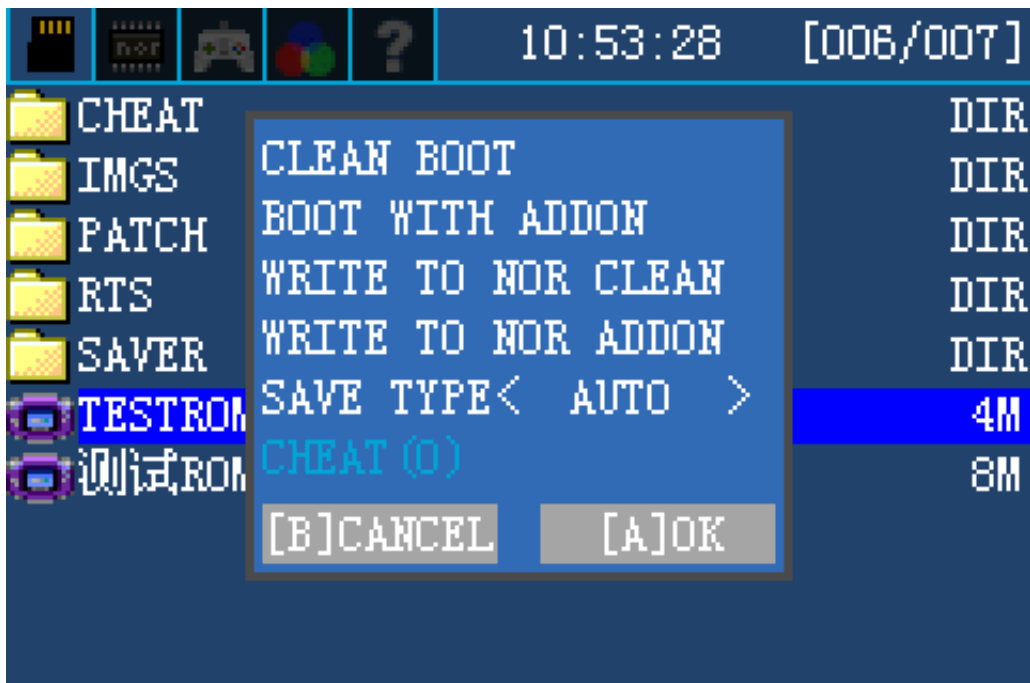
If you don't need soft reset, cheat, save state functions, press **A** on **CLEAN BOOT** to start the game

## 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

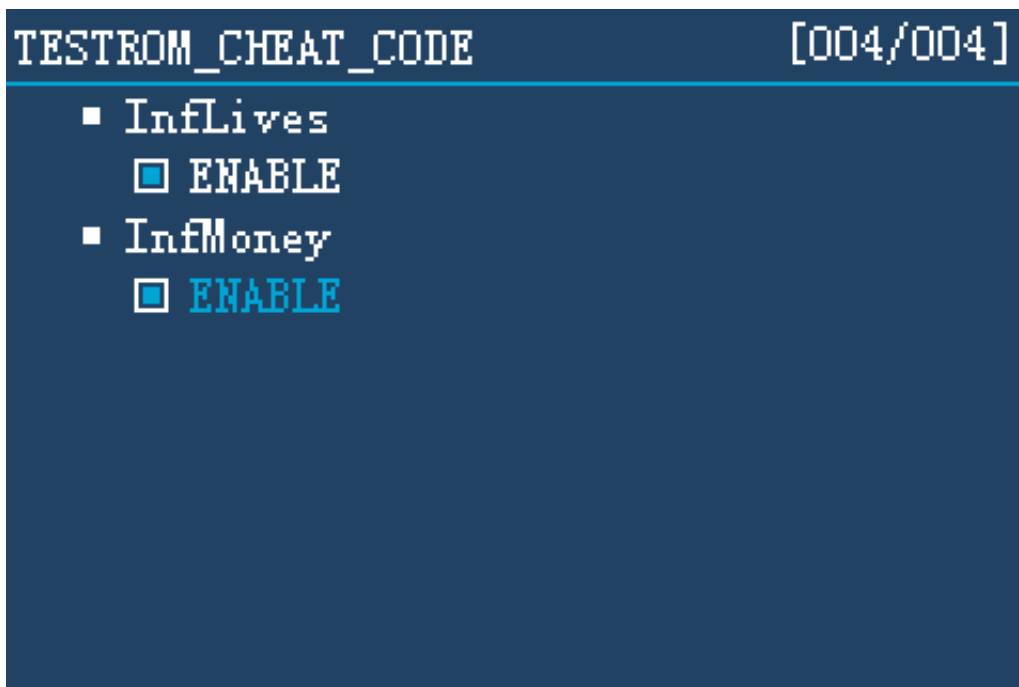


Use the **L** or **R** key to switch to the SD interface, press the **A** key on the game you need to launch, and move the cursor to the **CHEAT** on the pop-up menu

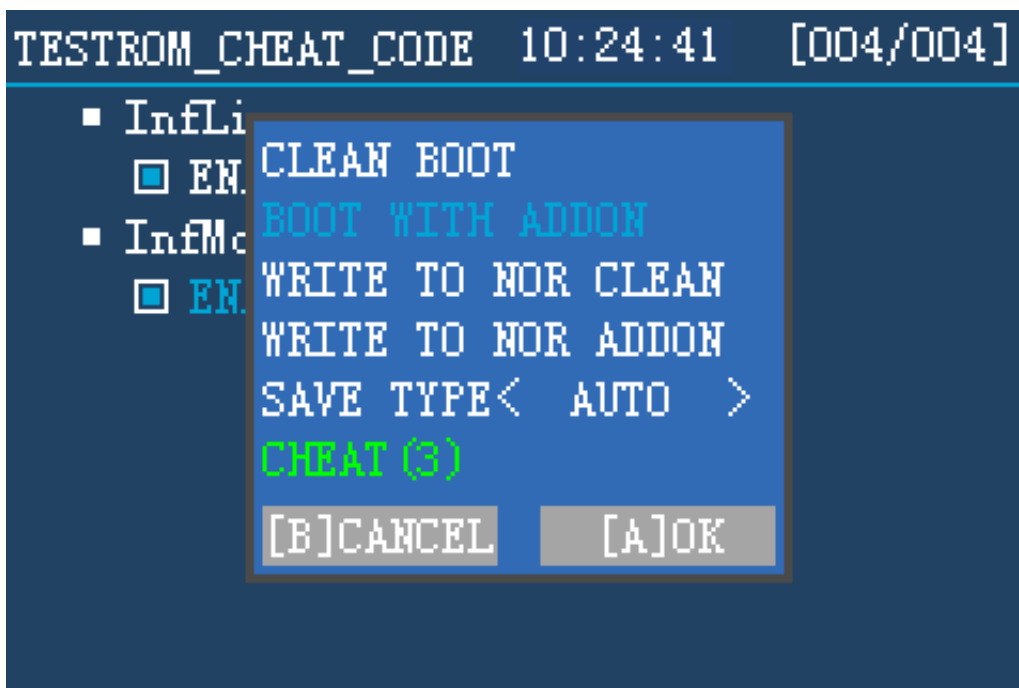


If the CHEAT function is not enabled on the settings page, or if there is no CHEAT library in the root directory of the MicroSD card, or if there is no corresponding cheat file in the library for the game, the CHEAT option will be grayed out and unselectable.

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 **BOOT WITH ADDON** and you can launch the game by directly pressing the **A** key

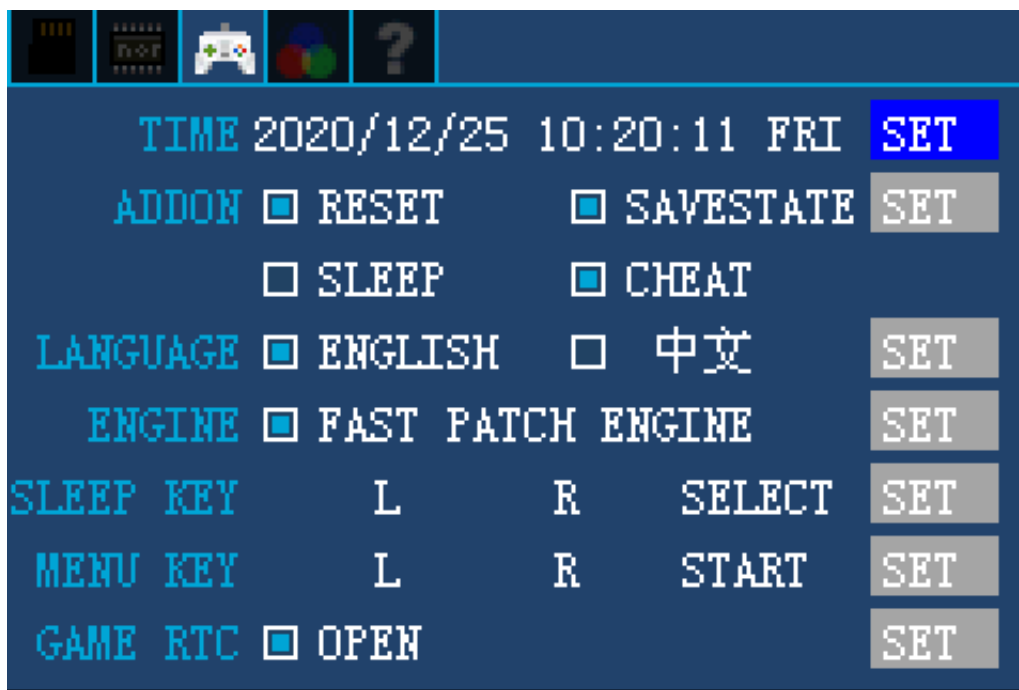
After the game starts running, the CHEAT is inactive by default. Press **L + R + START** to call out the in-game menu, and move the cursor to **CHEATON** and press **A** to make the cheat function active.

**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. The way to turn off cheat is the same as activating cheat, press **L + R + START** to call out the in-game menu, and

move the cursor to **CHEATOFF** and press **A** to turn off the cheat function.

## 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 save

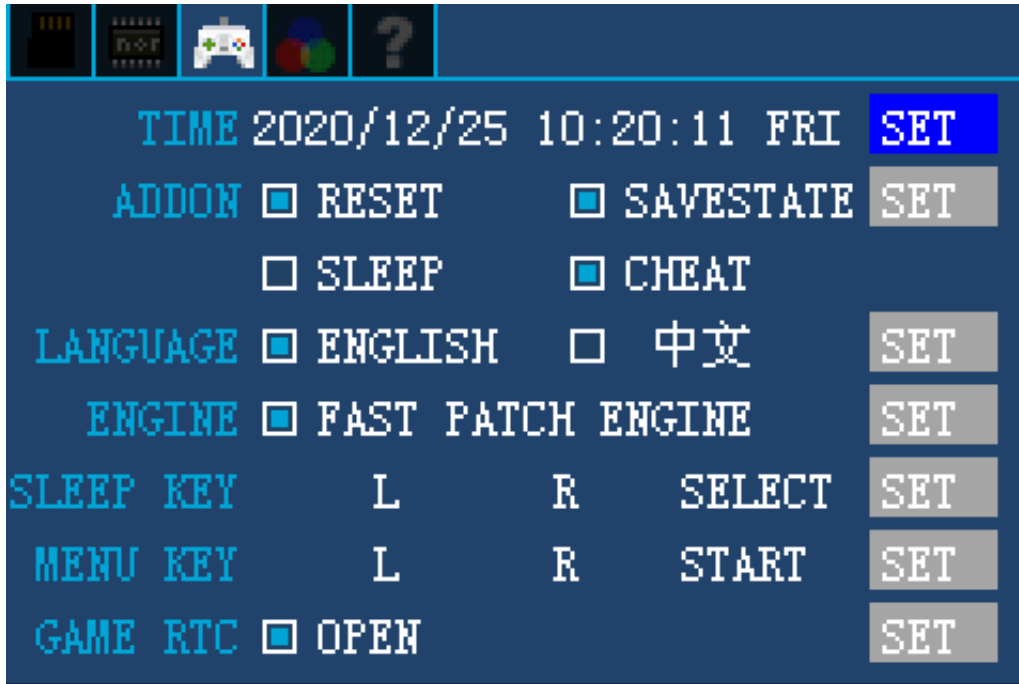


Start the game with **BOOT WITH ADDON**

Press **L** + **R** + **START** to call out the in-game menu, select **RESET** to perform a soft reset, terminate the game and return to the SD interface

## How to use save state

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



Start the game with **BOOT WITH ADDON**

Press **L** + **R** + **START** in the game to call out the in-game menu

Select **SAVE** to save the current game state to the **RTS** folder on the MicroSD card

Select **LOAD** to restore the previous saved game state

**Note:** Save state on physical hardware is different from the same name one on computer emulators and is limited by hardware restrictions, such as read and write restrictions on various registers. On the other hand, the emulator on the computer simulates the hardware through software and has full read/write access to the registers. Therefore, the use of save state on physical hardware will be accompanied by some graphics glitches, music noise and other issues, and the high frequency of access to save state(save/load) may cause a crash.

## How to write the game to NORFLASH

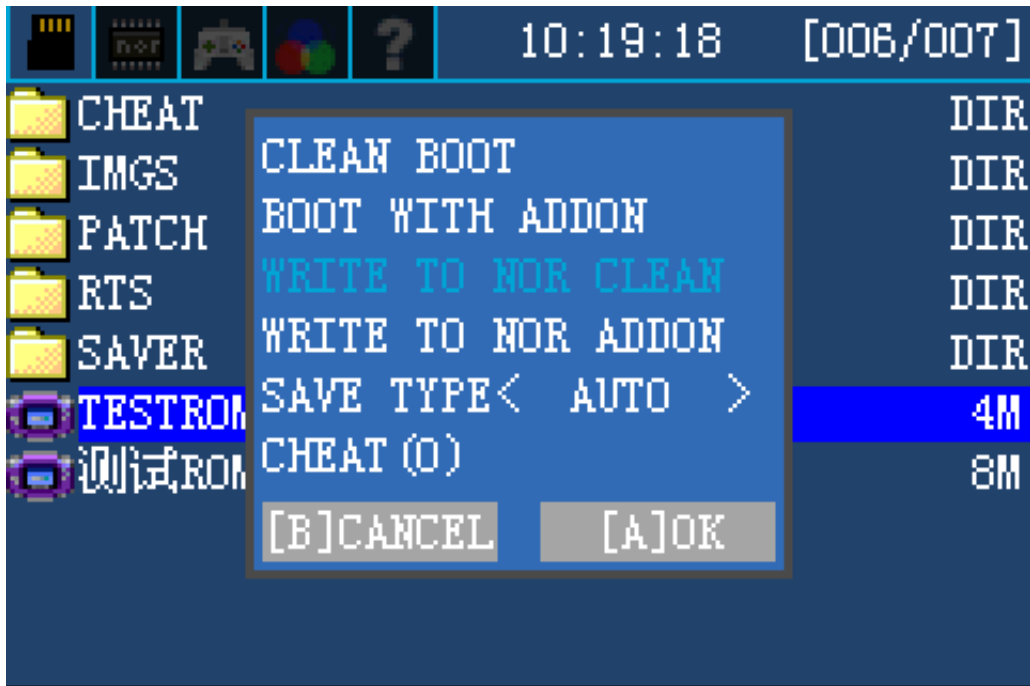
To use the following functions you must write the game to NORFLASH

64MB (512Mb) commercial movie ROM

GBA and DS link and transfer function

Standalone card mode

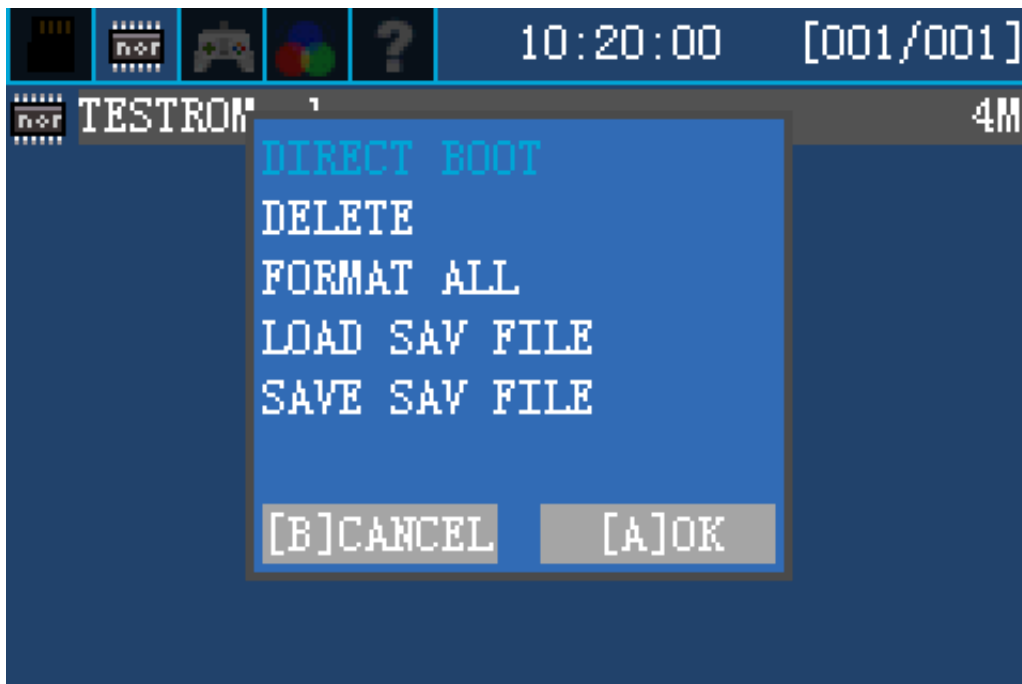
In the SD interface, select the game you need to write to NORFLASH and press **A** to bring up the menu



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

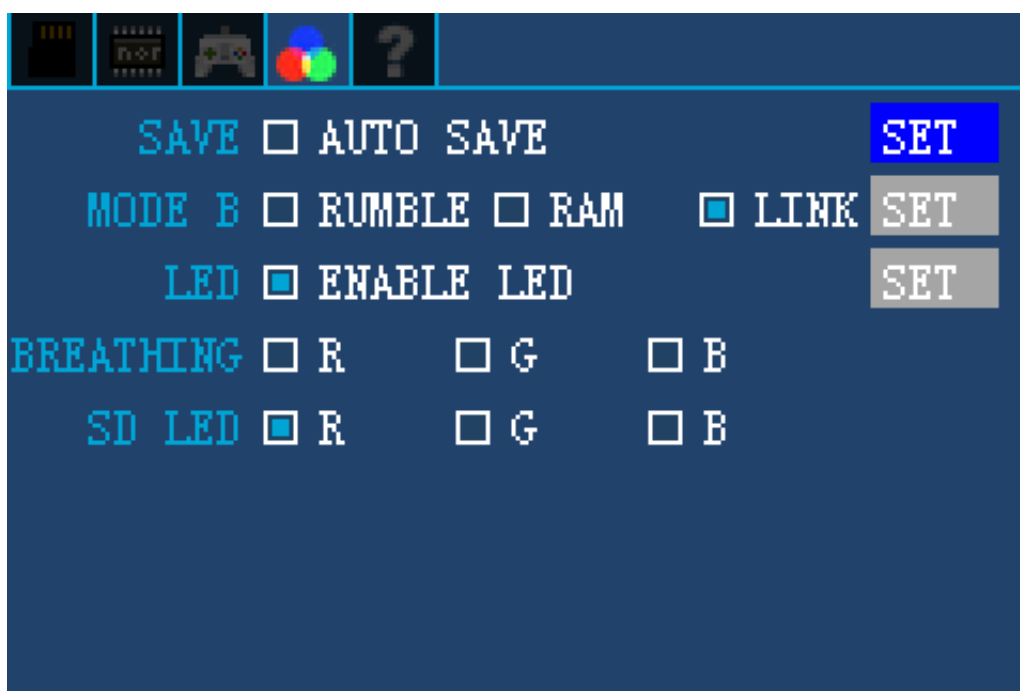


LOAD SAVE FILE: Load the sav file with the same name as the corresponding game on NORFLASH from the SAVER directory to the FRAM chip. Before using the DS-GBA link transfer function, you can use this method to load the save data which required for transfer into FRAM, and then switch to Mode B to link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

SAVE SAV FILE: backup the game save file from FRAM to SAVER directory 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 FRAM, otherwise, using this function may cause the save file of the game to be overwritten by other data and lost.

## Other options

### EZ-FLASH OMEGA Definitive Edition enhanced menu



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 know 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.

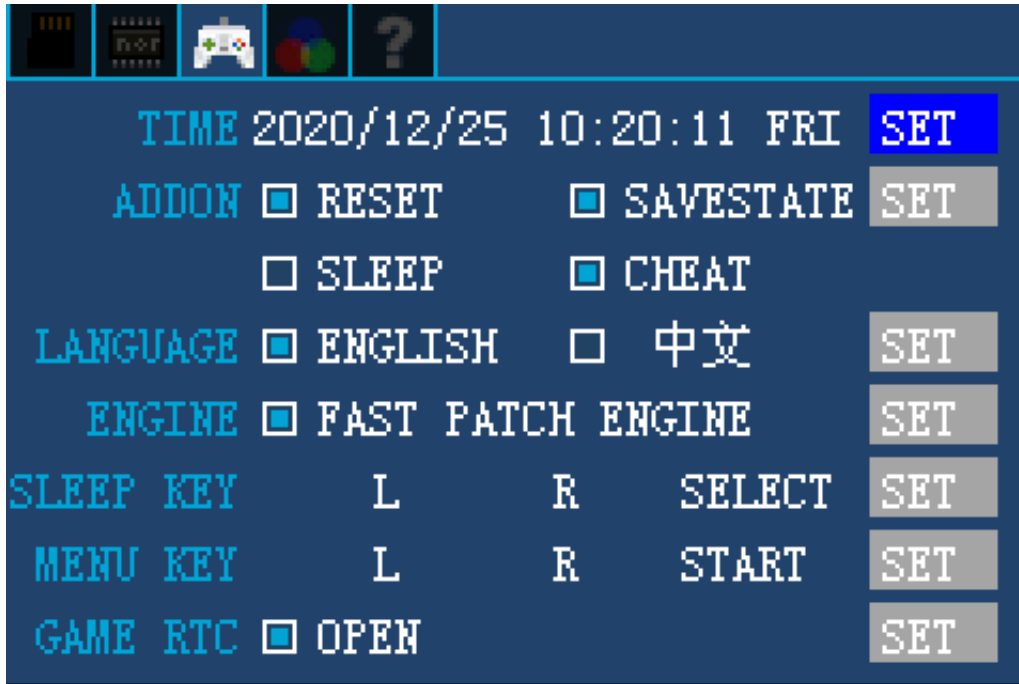
MODE B: Used to set the working mode of the card in mode B

LED: Toggle RGB LED on the card

BREATHING: used to set the color of breathing light, all unselected, equivalent to turn off the breathing light

SD LED: used to set the color of the light when the SD card working, all unselected, equivalent to turn off the SD work light

Setting page



TIME: Set the clock on the card

ADDON: Set the items which can be used in the ADDON

LANGUAGE: toggle between English and Chinese

ENGINE: toggle between the fast patch engine or the manual patch engine

SLEEP KEY: If sleep is enabled in the ADDON function, this key combination is used to enable sleep

MENU KEY: the key combination used to call out the in-game menu

GAME RTC: Toggle the game clock module on the card, blue dot = enabled, empty box = disabled, if you don't need to play the RTC-related games, you can choose to turn it off to save some power consumption. The toggle of this function does not affect the clock at the top of the main interface of the kernel

## How to upgrade the kernel and firmware

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

EZ-FLASH OMEGA Definitive Edition 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 directory of the MicroSD card.

The kernel file name of EZ-FLASH OMEGA Definitive Edition is `ezkernelnew.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

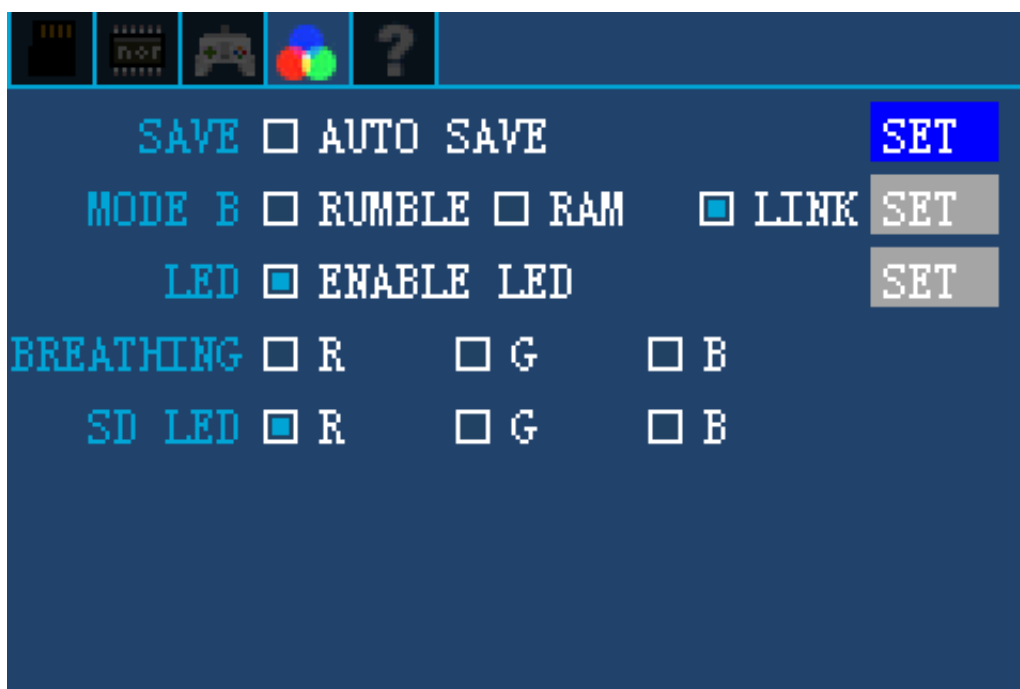


In the corner of the EZ-FLASH OMEGA Definitive Edition card, there is a toggle switch that can be toggled by a sharp object such as a card pin or toothpick to switch between Mode A and Mode B.

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

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

## How to set and use MODE B



Use the **L** or **R** key to switch to the page as above

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.

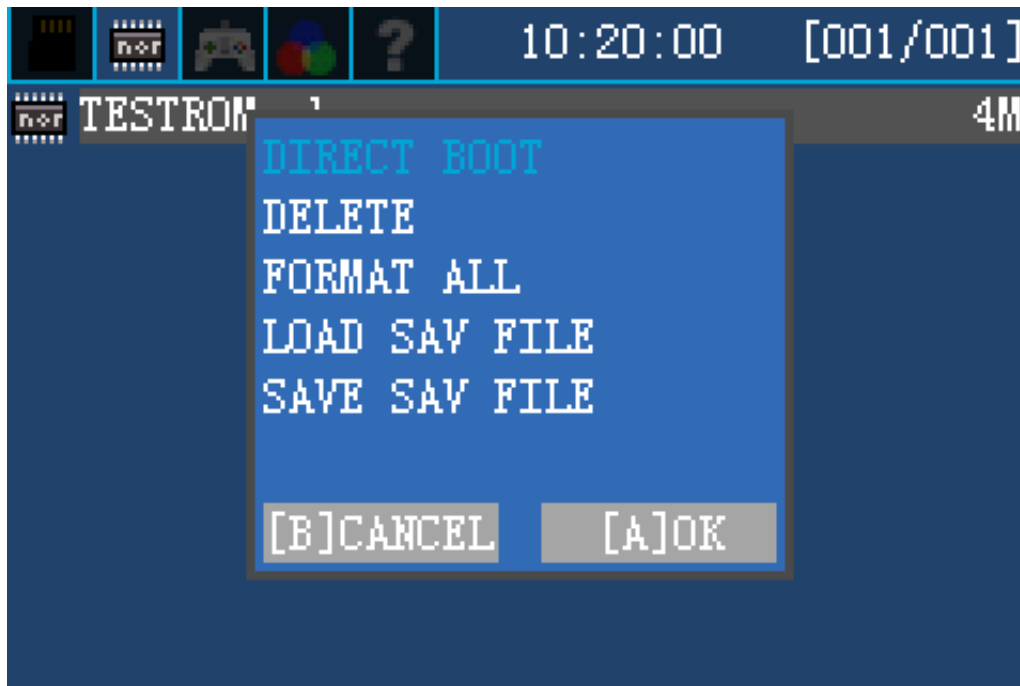
**RAM:** After setting to ram mode, in Mode B, it can be used as DS's memory expansion card with DS browser or other HOMEBREW that supports memory expansion

**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 OMEGA Definitive Edition 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 **LOAD SAV FILE** and **SAVE SAV FILE** in the NOR FLASH menu.

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

**SAVE SAV FILE:** backup the game save file from FRAM to SAVER directory 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 FRAM, 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.

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

Because EZ-FLASH OMEGA Definitive Edition 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.