



EDGE Reference Manual v1.0

<http://www.edge-ds.cn>

EDGE is a multi-functional Micro SD adapter for NDS and NDS Lite (Slot 1) which allows you to play games, listen to MP3's, view images, read e-books and enjoy the vast collection of homebrew applications for NDS. You can also take advantage of the inbuilt cheat code functionality to enjoy more freedom with your favourite games.

Features

- Completely plug & play - no FlashMe, PassMe or PC software required
- 100% game compatibility, supports clean ROM's - works on any OS
- Full NDS download play support, including problem games such as Mario Kart DS
- Action Replay compatible cheat code engine, comes bundled with cheat codes for over 330 games!
- Uses MicroSD card, both FAT16 and FAT32 supported
- Save type is automatically detected, no need for a save type database
- Save directly to MicroSD rather than onboard flash
- User friendly, easily skinnable interface. Both touch screen and button operation supported
- Multi-lingual user interface
- Excellent homebrew compatibility thanks to the DLDI auto-patcher
- Moonshell included to provide media playing functionality, soft-reset is supported
- PassMe function (boot from slot 2)
- Supports rumble and memory expansions

Operation Guide

Before you use EDGE, you must first download and install the most recent EDGE OS from the official website. Download the OS file and extract the contents of the archive (with the directory structure preserved) to the root of your MicroSD card. Then, load all your favourite games and applications to your MicroSD card, insert it into the EDGE and then plug the EDGE into your NDS or NDSL. Now you're ready to play the games, media or applications of your choice!

Download the latest EDGE OS from the official website: [http://www.edge-ds.cn/](http://www.edge-ds.cn)

Main Menu

Upon launching the EDGE application, you will be presented with three icons. On the left is the **Games / Homebrew** icon which is used to browse and load commercial and homebrew ROMs stored on the MicroSD card. In the middle is the **Media** icon which is used to launch the media playing software (described below). On the right is the **Settings / Misc** icon which is used to configure various aspects of EDGE's operation.

Games / Homebrew

From the main menu select **Games / Homebrew**, which will take you to the game list. Use the NDS stylus to scroll downwards or upwards to the desired storage location and tap once to launch the ROM, it's that simple. Should you not wish to use the stylus for navigation, you may also use the D-pad for scrolling and A button to enter a folder or execute a file. The B button will take you to the previous directory, or back to the main menu if you are browsing from the root directory. The L shoulder button acts as page down and R shoulder button page up, for page by

page navigation. The X button toggles between the three file view modes: ROM view where the game name stored inside the ROM file is displayed, file view where the file name of the ROM is displayed and list view which is similar to file view mode except 10 items are displayed per page rather than just 4.

Cheat Codes

EDGE contains an Action Replay compatible cheat code engine, giving you access to game enhancements such as infinite lives, infinite health, all levels unlocked and much more - the possibilities are endless! EDGE comes with a bundled cheat database containing up-to-date codes for over 330 different games which means you can take advantage of the cheat code functionality right away.

Cheat Codes are disabled by default and must be enabled from the settings screen before they can be used. After selecting a game to play, EDGE will scan the cheat code database to see if there are any codes available for the game you have selected. If codes are found then you are asked if you wish to select any codes to enable. If Yes is selected, you are taken to the cheat code selection screen. If No is selected then the game will simply start as normal without any codes enabled.

As with the game list, the cheat code selection screen may be navigated using either the stylus or buttons. Use the D-pad for scrolling, the A button to toggle a code on/off or open/close a folder and the X button to clear all selected codes. When you are done press the START button to launch the game with the cheat codes you have selected enabled.

Savegame Function

EDGE allows you to save your game states as if it were a regular game cartridge. The save game files are stored in a special format on your Micro SD card. The save game file is the ROM filename + ".sav" extension, so for example with "Super Mario Brothers.nds" the save would be stored as "Super Mario Brothers.sav". You may navigate the save game files with your PC and back them up if you please.

Game Sharing

Original NDS cartridges may offer a game sharing function, where only one physical game cartridge is required for two system owners to play the same game. EDGE offers exactly the same functionality and game sharing is enabled in exactly the same manner as a regular game cart.

Some games offer a feature where they can connect with a Nintendo Wii console (currently Pokemon Diamond/Pearl support this feature). Naturally, EDGE allows this feature to function in exactly the same manner as a regular game cart.

Homebrew Software

EDGE is capable of running homebrew applications without any preparation on the users' part. Our dynamic auto-patch feature will enable homebrew software to access the MicroSD card without any fuss whatsoever. The conventional method of manually patching DLDI drivers into homebrew software is not required for our device.

If you wish to access a slot 2 device from homebrew software, then it is necessary to disable DLDI auto-patching. To disable DLDI auto-patching, hold SELECT while executing homebrew software.

Skinning

The EDGE GUI is fully skinnable, and skins are easy enough to make so that anyone can do it! To use one or more skins, simply transfer the required skinning files to the folder **\EDGE\skins** on your MicroSD card and then select the desired skin from the settings menu. Please note that each skin should have its own folder within the \EDGE\skins folder – so for example if your want to use a skin called “Mario”, create a directory called “\EDGE\skins\Mario” on your MicroSD card and then copy the skinning files into this directory. Skinning files consist of several .BMP files and a single .XML file – this means that you need to extract these files first, do not just copy the .ZIP/.RAR file onto the MicroSD card! So for example, for the Mario skin you might have a file structure similar to this:

```
\EDGE\skins\Mario\skin.xml
\EDGE\skins\Mario\top.bmp
\EDGE\skins\Mario\bottom.bmp
\EDGE\skins\Mario\scrollbar.bmp
\EDGE\skins\Mario\cheat-icons.bmp
\EDGE\skins\Mario\menu-icons.bmp
```

Supplementary Features

The **Boot From Slot 2** feature allows you to boot your slot 2 device. In effect EDGE acts as a PassMe in this mode.

To keep the main menu file listing tidy, it's possible to hide folders which you do not want to appear in the list. To do this, simply set the folder attributes to hidden with your operating system (to do this with Windows, right click on the folder you wish to hide, click “Properties” and make sure “Hidden” is checked).

Media

The media icon will launch the Moonshell media player application if it has been preloaded to your MicroSD card. If you wish to return to the EDGE main menu after Moonshell has been started, simply tap the icon in the upper left corner of the bottom screen and then tap “RESET.MSE”. You may download the Moonshell application from the official EDGE website:

<http://www.edge-ds.cn/>

Settings / Miscellaneous

The settings menu allows toggling of different LCD screen brightness (NDSL only), selection of different languages, cheat codes, the current skin and finally, booting from a slot 2 device.

FAQ

Q: Which languages does the EDGE support?

A: English, Indonesian, Simplified Chinese, Traditional Chinese, Tagalog

Q: Will I be required to patch games or alter them in any way before use on EDGE?

A: No

Q: How does the save game functionality work?

A: EDGE saves a game as if it were a regular game cartridge. The resulting .sav files can be backed up to PC or replaced with a previous or more recent .sav file from the same game.

Q: Is the EDGE OS software upgradeable?

A: Yes, free and regular updates will be provided for download.

Q: Is homebrew software supported?

A: Yes, and patching DLDI drivers manually is not required.

Q: Can EDGE be used with the Rumble Pack or Opera Browser RAM Expansion?

A: Yes

Q: Will battery life be affected?

A: No, we have purposely chosen low power consumption components to avoid this issue.

Q: Can I drag and drop files to my MicroSD card using Windows, Mac OS or Linux?

A: The bundled EDGE card reader is mass storage compliant, so any operating system can be used to manage the MicroSD file transfers.

Q: Are any custom files or software required in order to manage files for EDGE?

A: No, files can be dragged and dropped to the MicroSD card using any standard PC OS.

Q: What colour is the EDGE cartridge?

A: EDGE is currently offered in black

Q: Will I have to modify my NDS or NDS Lite in any way, shape or form?

A: No, EDGE will never require any user tampering with his NDS console. Furthermore, EDGE updates are independent of console revision.

Q: Are both NDS and NDS Lite consoles supported?

A: Yes

Q: Can EDGE be used on a DS from anywhere in the world?

A: Yes

Q: Do I need a PassMe or Passkey device in order to use EDGE?

A: No, just the EDGE and a MicroSD card.

Q: Can the EDGE OS be re-skinned?

A: Yes.

Additional Information

For more information regarding EDGE please see the official website:

<http://www.edge-ds.cn/>