Swap Magic 3 CODER User manual

Running Backup/Import/Homebrew software
1. Boot PS2 console with the CODER disc (either CD or DVD version*).
2. When u see the "BOOT DISC" Window comes up, use FlipTop Cover/Slide Tool** to swap the discs with your backup/import/homebrew. For SCPH-7000X slim console users, you need to install Magic Switch Pro V3** on your console, so that you can swap the discs by simply opening the disc cover of your console.
3. Press ⊗ on your joypad to start the program.

*if your backup/import/homebrew is a CD, please use CODER CD version, vice versa.
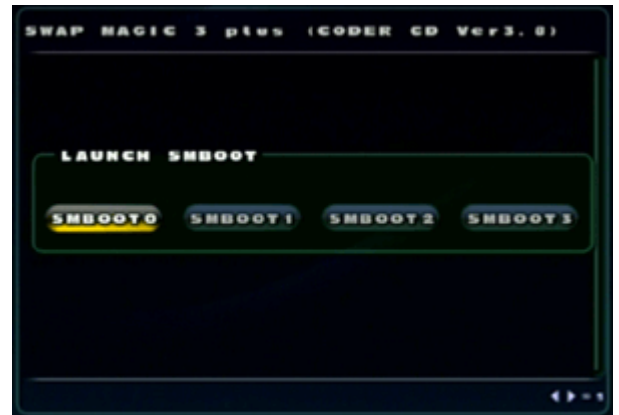**for more information about the operation of FlipTop Cover/Slide Tool and Magic Switch Pro, please visit http://www.swapmagic3.com

Loading your own programs from USB Mass Storage Devices:
1. Rename your program to SWAPMAGIC.ELF
2. Create a folder named SWAPMAGIC in the root directory of your USB Mass Storage Devices and then put the SWAPMAGIC.ELF file in the folder.
3. Plug-in the USB Mass Storage Device to the USB port of the PS2, and then boots your PS2 with CODER disc. If the program (SWAPMAGIC.ELF) is found in "../SWAPMAGIC/", it will be launched automatically.

Store multiple programs in the USB Mass Storage Devices:
1. You can put maximum 4 files in the SWAPMAGIC folder at the same time. You will need to rename those programs to SMBOOT0.ELF, SMBOOT1.ELF, SMBOOT2.ELF and SMBOOT3.ELF respectively.
2. Plug-in the USB Mass Storage Device to the USB port of the PS2, and then boots your PS2 with CODER disc.
3. After booting up your PS2 with CODER disc, you will see a "BOOT DISC" window
4. Select "SMBOOT" and you will see another window "LAUNCH SMBOOT", select the program file and press ⊗ to run the program.

Refresh the TOC size:
1. Boot up your PS2 with CODER disc until you see the "BOOT DISC" window comes up.
2. **For PS2 model SCPH-1000X to SCPH-5500X:**
   Press the "Eject" button on your PS2 console to open the disc tray, replace CODER disc with larger TOC size disc, close the disc tray and CODER will load the disc automatically, when the TOC successfully refreshed, the scrolling text will tell you to swap your own program. Swap the discs with your Backup/Import or Homebrew program by using FlipTop Cover or Slide Tool* and press ⊗ to run the program.

   For PSTwo model SCPH-7000X to SCPH-7500X:
   Open the disc door and remove Magic Switch "Tool A", replace CODER disc with larger TOC size disc, then reinstall Magic Switch "Tool A" *(Caution: the disc will start spinning once the "Tool A" has been reinstalled). When the TOC refreshing finished, the disc will stop spinning and a scrolling text will tell you to swap your own program. Swap the discs with your Backup/Import or Homebrew program and press ⊗ to run the program.

*For more information about the operation of FlipTop Cover/Slide Tool and Magic Switch Pro, please visit http://www.swapmagic3.com

Loading program from PS2 save card:
How to install by the naplink save file:
Here is a nPort save file from http://www.swapmagic3.com/swapmagic.npo for people that know how to use nPort and naplink to install.
*In order to perform these actions, you need to have a connecting cable that connects the PS2 and computer.

How to install by the CD image:
First you need to download the files from http://www.swapmagic3.com/smboot.zip
Then you need to unzip the file (smboot.zip). Afterwards burn the image file (PS2.ISO) into a CD and boot it with the CODER. Referring to the file list found in the "..\SMBOOT\FILE.LST", files in folder "..\SMBOOT" will be installed into the slot1 memory card.
However, you can edit the "..\SMBOOT\FILE.LST" to remove a line of "FILExx=XXXXXX.XXX;1" to install less file, or replace any of the files in folder"..\SMBOOT" with your prefer.
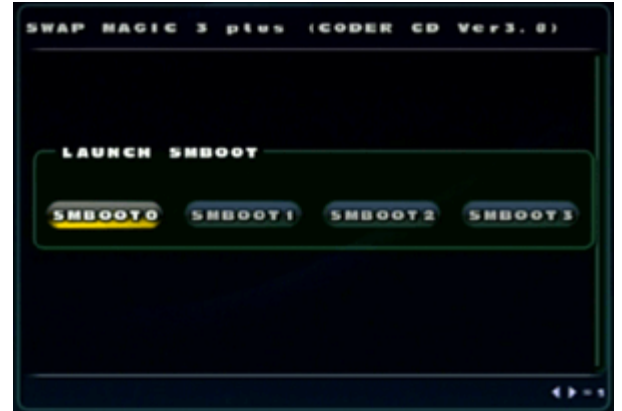
```
FILExx=XXXXXX.XXX;1(XXXXXXX)
    ^       ^         ^
    |       |         |
    |       |         Remark
    |       Filename will be installed into slot1 memory card
 Filename in folder "..\SMBOOT"
```
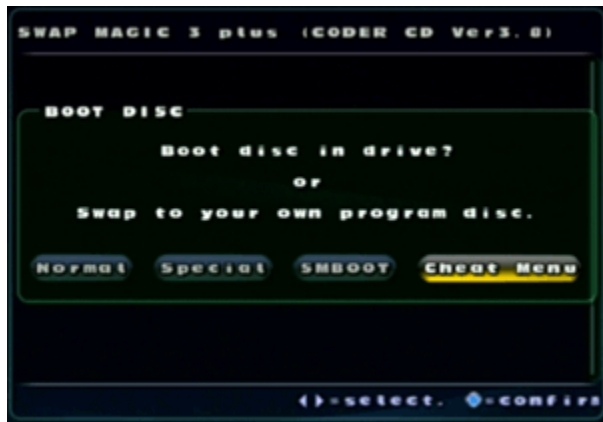
How to launch:

Insert the memory card into memory slot 1 and boot with CODER disc, if the program "..\SWAPMAGIC\SWAPMAGIC.ELF" is found in the root directory of the memory card, it will be launched by CODER automatically.

If you program is named in "SMBOOT0.ELF" "SMBOOT1.ELF" "SMBOOT2.ELF" "SMBOOT3.ELF", insert your memory card into memory slot 1 and boots your PS2 with CODER, when you see "BOOT DISC" window comes up, Select "SMBOOT" and you will see another window "LAUNCH SMBOOT", select the file name and press ⊗ to run the program.

Cheat Code Function:

Enter Cheat Code Function:
To enter cheat codes, boot PS2 with CODER and select "Cheat" in the "BOOT DISC" window.

Function keys:
↑↓   = Select games/cheats

←→ = Browse cheat/codes or return to previous menu

Start = Boot game

⊗   = Enable or Disable games/cheat

◯   = Browse cheats for game

△   = Return

▢   = Option menu

Playing a game with cheat:
1.   Select "Cheat" after boot up PS2 with CODER to enter Cheat Function.
2.   Use "↑↓" to select game title.
3.   Press ⊗ to enable all cheats under the game title or press"→" to browse cheats under the game title, select cheat by pressing "↑↓" and ⊗ to enable the cheat.
4.   Press "Start" to start games with selected cheats.

Adding new game title:
1.   Select "Cheat" after boot up PS2 with CODER to enter Cheat Function.
2.   Press ▢ to open Option Menu.
3.   Select "ADD GAME", you will see "ADD GAME" window comes up, enter the game title name and select ✔ when finish.
4.   After adding a new game title, you can use "EDIT GAME"/"REMOVE GAME" from the Option Menu to edit game name or remove game title from the list.

Adding/Saving new cheats for game:
1.   Select "Cheat" after booting up PS2 with CODER to enter Cheat Function.

2. Use "↑↓" to select game title.

3. Press "→" to see cheats under the game.

4. Press ⬜ to open Option Menu.
5. Select "ADD DESCRIPTION", you will see "ADD DESCRIPTION" window comes up, enter the cheat description and select ✔ when finish.
6. You can use "EDIT DESCRPITION"/"REMOVE DESCRIPTION" to edit a description name or remove the cheat description from the list.
7. Use "↑↓" to select cheats, then press "→" to enter codes area under the cheat description.

8. Press ⬜ to open Option Menu.
9. Select "ADD HEXCODE", you will see "ADD HEXCODE" window comes up, enter the cheat code and select ✔ when finish.
10. You can use "EDIT HEXCODE"/"REMOVE HEXCODE" to edit a hexcode or remove a hexcode from the list.
11. To save the new cheat codes, press ⬜ to open Option Menu.
12. Select "SAVE NOW" to save those new cheat to the memory card.

A MESSAGE FROM THE SELLER, TROUBLESHOOTING AND MORE GUIDES:

Thanks for your purchase. I have included additional links below to guides for the "Slide Tool" for original PS2 and "Magic Switch Pro" for PS2 Slim. Both discs have been tested. It's a common for original PS2 systems to have problems reading CD based PS2 games (purple bottom discs). If your system cannot read the Swap Magic CD the PS2 laser is likely the issue. If one disc doesn't work in your PS2 you can find Swap Magic disc images online (.elf files) and use the disc that works to boot the .elf file of the disc that doesn't off a USB stick via the smboot.

Troubleshooting:
If the disc boots and you see the Swap Magic screen then all functions will work. If you cannot get an import game to work your swap technique may be incorrect, the particular game could be incompatible, or you are trying to use a dual layer DVD game (DVD9) which don't work with the Swap Magic. If a backup (burned game) doesn't work then you have a bad burn, incorrectly burned game, bad game file, or a disc quality issue or incompatibility (DVD-R discs work best compared to DVD+R/DVD-RW/DVD+RW discs).

HTML links to guides below. A PDF reader is required to view the guides. Type the URL address as it appears into your web browser:

Magic Switch Pro installation guide ➜ rebrand.ly/MagicSwitch
Slide Tool guide ➜ rebrand.ly/SlideTool
Backup link to this manual ➜ rebrand.ly/SwapMagic