Manual Swap Magic 3.8 CODER

Load backup / import games

1. Load the console CODER disc (either CD / DVD *)
2. When the menu appears on the screen, use your
slidetool / slimtool / housing / cover ** to change the CODER by
your backup.
3. Press X on the remote
* If your backup is on CD, use CD CODER, if
is on DVD, use DVD CODER
** see the accompanying manual

Load programs from USB devices

1. Rename your program SWAPMAGIC.ELF
2. Create a folder called SWAPMAGIC in the root directory of your USB storage device, and place the file there
SWAPMAGIC.ELF
3. Connect the USB device to the console via the USB port and loaded into the console CODER disc. When the console locate the
SWAPMAGIC.ELF file in "../SWAPMAGIC/" will load automatically.

Store multiple programs on USB devices

1. You can store a maximum of 4 files in the folder
SWAPMAGIC simultaneously. You should call
SMBOOT0.ELF, SMBOOT1.ELF .. SMBOOT3.ELF
respectively.
2. Connect the USB device via the USB port
console. Load the disc into your console CODER
3. Once CODER start a menu "appears BOOT
DISC "
1. Select SMBOOT and a window appears "LAUNCH
SMBOOT ", select the file you want and press X in the
I send.

refresh TOC

1. Load your CODER disc in the console and wait for the on - screen menu.
2. For PS2 SCPH-1000X models SCPH-5500X to:
    Press the "Eject" button to open the tray and change CODER by a disk of TOC top, close the tray and load CODER
    automatically. When TOC has been updated, the text on screen will alert you can charge your disk. Change your
    slidetool / housing the disc by its backup and press X on the controller.
  For PSTwo SCPH-7000X models SCPH-7500X to:
    Open the original cover and temporarily remove the SlimToolB piece. Change CODER disc for disc TOC higher, then,
    SlimToolB replace the piece (the disc will start turning at this time). When you update the TOC, the text on screen will
    You warn you that you can load your disc. Replace the disc with your backup and press X on the controller.

CHEAT FUNCTION

FUNCTION ENTER CODE TRICKS

To enter cheat codes, load the disc into CODER
console and select "Cheat" from the menu screen.
Function keys:

Select games / tricks
See cheats / codes or return to the previous menu

loading game
On / Off games / tricks
See tricks for the game
return
Options menu

Using the tricks in the game:

1. To enter a cheat function, enter SwapMagic
   Coder and Select "Cheat".

2. Use the arrows   to select the game.

3. Press   to activate the tricks of the game,
   or press the right arrow to display all
   tricks of the game, you can reselect

   pressing the button   .
4. Press "Start" to start the game with tricks
   selected.

Adding a new game title:

1. Enter SwapMagic Coder and Select "Cheat".

2. Press   to open the options menu.
3. Select "Add Game", which will open a window with that

   first name. Enter the name of the game and press
4. After adding the new game, you can use "Edit Game"
   to edit the name of the game or "Remove Game" for
   remove it from the list.

How to **Add / Record new tricks for a game:**

1. Enter SwapMagic Coder and Select "Cheat".
2. Use the arrows   to select a game.

3. Press   to open the options menu.
4. Select "Add Description" which will open a window
   same name, where you can enter a description of

   trick. Select   when finished.
5. You can use the options "Edit Description" to edit the
   description or "Remove Description" to delete it .
6. Use the arrows   to select the trick, and press
        to enter the codes for that trick.

7. Press   to open the options menu.
8. Select "Add Hexcode" which will open a window
   same name; Trick enter the code and select

        when finished.
9. You can use the "Edit Hexcode" to edit the
   hexcode, or "Hexcode Remove" to remove it .

10. To save the new cheat codes, press   for
    open the options menu.
11. Select "Save Now" to record the new codes in the
    memory card.