

SD MEDIA LAUNCHER

For GameCube™/Wii™

User Manual



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SD MEDIA LAUNCHER FOR GAMECUBE/WII USER MANUAL

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1. INTRODUCTION

Congratulations on your purchase of Dattel's *SD Media Launcher* for Nintendo GameCube™ and Wii™.

SD Media Launcher is your one-click solution to playing hundreds of homebrew games, emulators and even some classic titles on your Nintendo GameCube™ or Wii™.

SD Media Launcher uses interchangeable SD memory cards to store all your homebrew games and includes a simple console-based browser application that allows you to view the programs present on your memory card and choose which program to run.

Use the USB memory card adapter, included, to load content onto *SD Media Launcher's* 1GB SD memory card using your PC.

2. GETTING STARTED

2.a. Pack Contents

- 1 x SD Media Launcher Action Replay disc
- 1 x SD Media Launcher GameCube™-style memory card
- 1 x USB SD memory card adapter

Note: SD Media Card must be purchased seperately.

2.b. System Requirements

Operating System: Windows XP Pro/Home

The USB SD memory card adapter included with *SD Media Launcher* is automatically recognised by Windows XP Pro/Home as a removable drive.

Other operating systems may be compatible with the USB SD memory card adapter, but are not supported.

2.c. Putting Homebrew ROMs on your SD Memory Card

Adding homebrew ROMs like software, games and emulators to your SD memory card is really simple. First, make sure you are adding files of the right type:

Suitable File Types

SD Media Launcher is designed to play homebrew ROMs created for the GameCube™ console and in the *.DOL or *.BIN format.

If a file is called "autoexec.dol" or "autoexec.bin" it will be *automatically* run by *SD Media Launcher*.

Copying Files from your PC

Slot your SD memory card into the USB SD memory card adapter and then connect the adapter to your PC. Windows XP automatically recognises the adapter as a removable drive and assigns it letter.

Use 'My Computer' or 'Windows Explorer' to drag and drop

Where to Get New Homebrew

There are hundreds of sites dedicated to providing great, free homebrew ROMs for your GameCube™. Search for "GameCube homebrew" in your favourite search engine for the most up-to-date leads!

2.d. Using Your SD Media Launcher

Once you've copied some GameCube™ homebrew files to your SD memory card, remove the card from the USB adapter and slot it into GameCube™-style memory card before slotting that card into your GameCube™ or Wii™.

Which slot?

As standard, you should use slot A or your GameCube™ or Wii™ console.

If you are having any problems running a particular homebrew program from slot A, try running it from slot B instead. This will be a limitation of the program itself as *SD Media Launcher* is happy running programs from either slot.

Running *SD Media Launcher*

Put the *SD Media Launcher* disc in your GameCube™ or Wii™ console and boot/reboot the machine.

When the software loads you should see a list of the files and folders in the root of the SD memory card. Use your controller to navigate and select a file you would like to run as follows:

'UP' / 'DOWN'	Highlight a file or folder
'A'	Open a folder or run a file
'B'	Go back up to a previous folder level

Press 'A' on a file to run it. The screen goes black whilst your program is loading; please be patient.

Note: *Once a homebrew game has started, you can't return to the SD Media Launcher menu without resetting your console.*

2.e. Using Other SD Memory Cards

SD Media Launcher is compatible with all makes and types of SD memory card including SD, MMC and MicroSD (a small adapter may be required).

3. TECHNICAL SUPPORT AND CUSTOMER SERVICES

If you are experiencing difficulties with any aspect of your *SD Media Launcher*, please ensure you have read and understood the contents of this user manual before contacting Datel's Technical Support department.

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