

Step1: Prepare the BlueCard

- A) Prepare the BlueCard and a MicroSD card, and formatted the MicroSD card as FAT32;



- B) Copy all files from BlueCard folder to the ROOT of the MicroSD card.

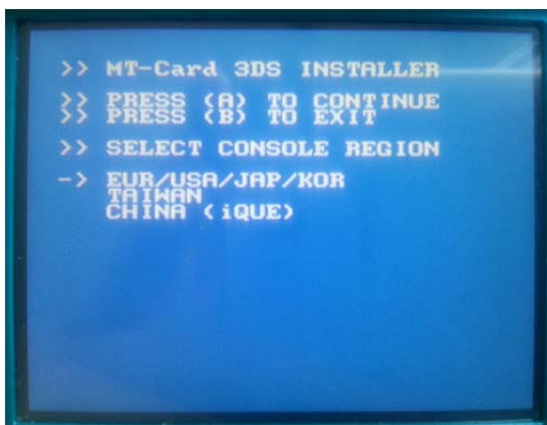
_rpg	2013/12/31 15:42
_DS_MENU.DAT	2013/8/17 11:01
_DSMENU.DAT	2013/1/22 14:26
changelog.txt	2013/8/17 11:20
MT_INSTALLER.NDS	2013/12/30 14:38
readme.txt	2012/2/3 6:20

Step2: Run MT_INSTALLER.NDS (repeat on every DS mode entry)

- A) Insert the MicroSD card into the BlueCard, and power-on your 3DS console, then press KEY A go to the menu of BlueCard;



- B) Running MT_INSTALLER.NDS in BlueCard menu, and selecting your console type, then press KEY A to exit after finished.



Step3: Prepare the SD card of 3DS console

Copy Launcher.dat to the ROOT of the SD card of your 3DS console.



Step4: Run Launcher.dat (repeat every power cycle), console version: 4.1-4.5 only

In order to choose "System Settings"->"Other Settings"->"Profile"->"Nintendo DS Profile" on the Menu of 3DS console, and the console will restart soon.



Step5: Copy games (and saves)

A) Prepare the YellowCard and a MicroSD card (Sharing with the BlueCard is OK), and formatted the MicroSD card as FAT32;



B) Copy ROMs (*.3ds) and SAVes (*.sav) to the ROOT of the MicroSD, the MT-Card will create a 512KB .sav for you if it can't find a save file with the same name. BTW, the 4GB ROMs please trimmed first.

123.3ds	2011/12/30 0:00	3DS	262,144 KB
123.sav	2013/11/7 15:06	SAV	512 KB

Step6: Menu operation

A) You can enter the menu of Launcher.dat by pressing KEY L when choosing "Nintendo DS Profile", and you can use KEY LEFT and RIGHT to select functions (Pressing KEY A to choose, the other functions are being developed, coming soon);



- B) You can choose "Go Menu" return to the menu of console, and you can quick return by pressing KEY R anywhere also;
- C) You can choose "Select Game" to select the ROM to run, pressing KEY UP and DOWN for selecting file, pressing KEY LEFT and RIGHT for page up and page down, and KEY A for OK, KEY B for cancel.



Step7: Switching games by pressing KEY

The MT-Card has a KEY build-in, you can switch the game by pressing the KEY on the menu of 3DS console. It will be locked when starting the game, and will be released after exiting the game by pressing KEY HOME. Please pressing the KEY again after the game icon display is completed. It will lead to the console disorder if you pressing the KEY very quickly, please re-insert the MT-Card in that case.

Step8: About the SAVE

The MT-Card saves the game SAVE to the .sav file with the same name at the same time. It is necessary to pressing KEY HOME to backup the game SAVE, you can even pull out the MT-Card after saved in the game, and you can backup the game SAVE by copying it to PC also.

Others:

The MT-Card has a LED build-in, following shows the information:

1	Can't find MicroSD card	ON
2	Chip error	ON 1S, OFF 1S
3	Find a .SAV file with the same name, but the file size does not equal 512KB	ON 0.3S, OFF 0.3S, The MT-Card will switching to the next ROM after re-inserted.
4	Create .SAV file	ON when creating .SAV, OFF after finished
5	Create .SAV file error (The remaining capacity is not enough)	ON 0.1S, OFF 0.1S
6	Game writes SAVE	ON in the process of writing
7	Pressing KEY to switch games	ON when starting, OFF after finished