

# SNES-Station

## v0.2.0 WIP

### CD Recording Guide

The best way to use SNES-Station is to have a modchip fitted to your PS2 (the type that doesn't require you to swap discs to load a CDR).

This will allow you to use long filenames on your CD, which makes it easier to identify individual ROMs.

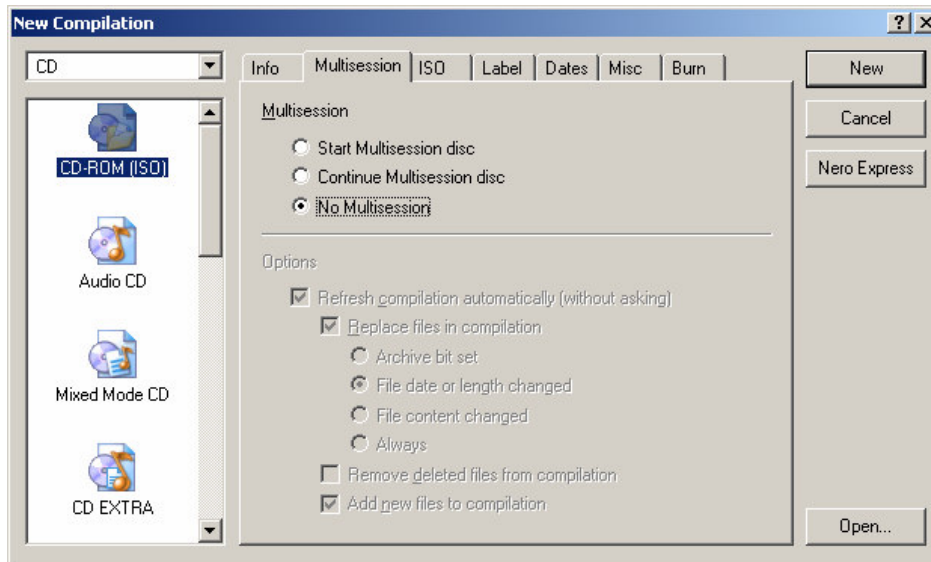
I will cover creating a CD for a modded consoles first, since this is the preferred method. I will then cover creating a CD for use on non-modded consoles. (or those with older mod chips that require you to swap discs).

Before proceeding, I would like to mention that we suggest you use the GoodSNES utility, available at <http://snes-station.gamebase.ca>, to name and organize your ROM files. If you are deathly afraid of DOS, use the windows front-end at <http://goodwindows.emuhq.com>.

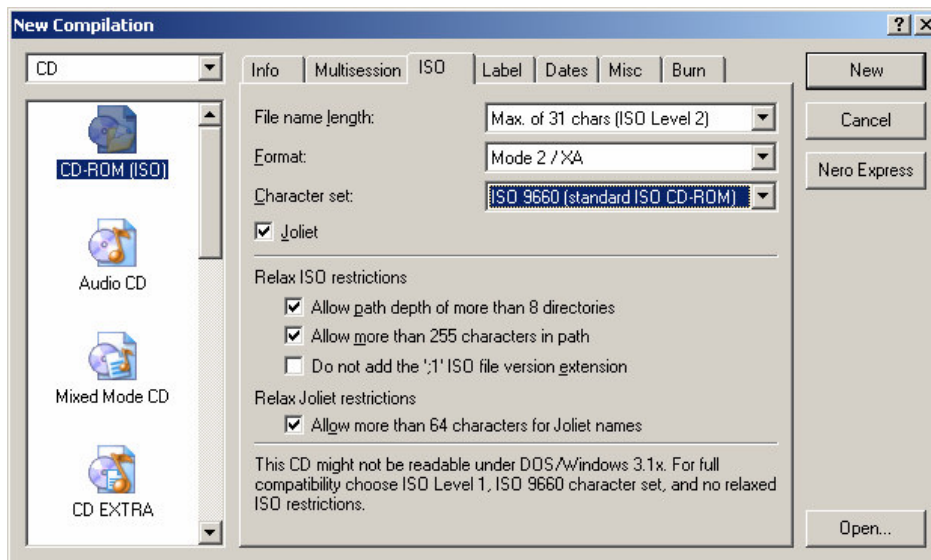
## Creating a CD for Modded Consoles

For this guide I will work through the procedure using Nero Burning Rom from Ahead Software, but a similar method can be followed using most other CD recording applications available.

1. Open up Nero and make sure that “CD-ROM (ISO)” is selected, and that “No Multisession” is checked.



2. Click on the ISO tab in the New Compilation Wizard. Make sure that “Mode 2/XA” and “ISO 9660” are selected. If you are using long filenames like those generated by GoodSNES, select “ISO Level 2” and “Joliet.”



3. Click "New."
4. Over in the File Browser, browse to your SNES-Station folder and drag and drop the following stuff (order doesn't matter in this case):

SYSTEM.CNF  
INSTALL.CNF  
SNES\_EMU.ELF

Your ROM files in whatever directories you want.  
(having your ROMs organised into directories makes it easier to find the one you want)

5. I also usually rename the volume from "NEW" to something like "SNES\_STN" but it's not necessary.

Now you are ready to burn the CD. Click on File>Write CD. Make sure that the options "Write" and "Finalize CD" are checked, and that "Disc at Once" is selected as the Write Method.

## Creating a CD for un-modded Consoles

Unfortunately there is no easy way to create a CD with long filenames for un-modded consoles, so this restricts the length of the names used for your ROM files.

This method uses the freeware CDGenPS2 application to create a CD which may be loaded on an un-modded console. However this does assume that you know how to load CDRs on your un-modded console (no you cannot just load the CDR directly !!)

1. Open up CDGenPS2. Browse to your SNES-Station folder and drag and drop the following stuff (order **DOES** matter in this case):

SYSTEM.CNF

SNES\_EMU.ELF

Your ROM files in whatever directories you want

2. You must limit the amount of ROM files you put on the CD due to the TOC limit of your boot disc. This is generally about 70 minutes or about 600 megabytes worth.
3. After dragging the files and directories, right click on the SYSTEM.CNF entry and click "Edit." Check the "Fix LBA" box and type in "12231" then hit "OK." This is particularly important for those of you still using old versions of the Gameshark2/Action Replay 2.
4. You can also change the name of the volume from CDGENPS2 by clicking the "VOL" button.
5. Once you are all set to go, click the IMG button. Remember where you save the.BIN file. This step might take a while, depending on how big your image will be. Also, it may seem that the program is freezing up – this is normal. Just let it do its thing.
6. Now burn the image you just created using your favourite CD burning utility (ie. Nero, CDRWin, etc.). Remember to set the Writing Method to "Disc at Once".

If you still need help, visit us at #ps2-emulation on EFnet