

# ***EverDrive GBA PRO***

User manual



[www.krikzz.com](http://www.krikzz.com)

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## Features

- Max 10 FPGA
- 40 MB of PSRAM (320 Mbit)
- High-quality 8-layer PCB with hard-gold surface finish
- In-game menu
- Multi-slot save states — up to 98 slots per game
- Multiple sensor support (Solar, Tilt, Gyro)
- Isolated RTC — each game has its own time copy
- Cheat support
- Built-in cheat exporter (compatible with mGBA format)
- Custom menu themes
- Instant ROM loading
- Battery voltage monitoring — replace the battery in time before it runs dry
- NES, GB, and GBC ROM format support (emulation mode)
- Mode-B boot option for DS games with Dual Slot functionality



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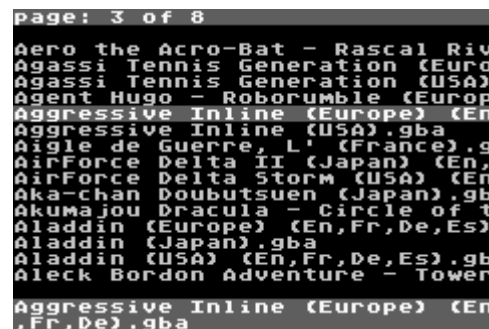
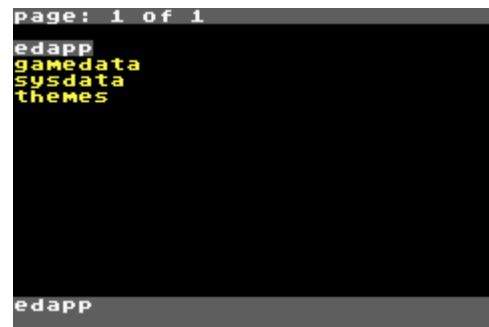
## File manager

This menu is used to navigate the file system, launch games and manipulate files.

### Controls:

- [Left / Right]** – Switch pages
- [Start]** – Open the “Recently Played” menu
- [Select]** – Open the main menu
- [A]** – Open directory or file context menu
- [B]** – Go back or close
- [SR]** – Paste file

Upper bar – Displays current and total page numbers.  
Bottom bar – Displays the full name of the selected file.



## ROM file menu

This menu applies to files with the .gba extension.

### <Start Game, Start Mode-A, Start Mode-B>

Launch selected game.

There are three game start options.

Press left or right to select a mode.

### <Start Game>

Starts the game in normal mode.

### <Start Mode-A>

Starts the game in normal mode.

On the next power-up, the cartridge will automatically launch the last selected game.

All features remain available in this mode, and full compatibility is preserved.

**Mode-A** is disabled the next time you enter the menu.

To enter the menu, hold any button during power-up, or use the In-Game Menu.

### <Start Mode-B>

Use this mode for Dual Slot games on the DS.

On the next power-up, the cartridge will automatically launch the last selected game.

In this mode, the cartridge behaves like a standard single-game cartridge.

The In-Game Menu, Save States, and cheats are disabled.

Not compatible with Analogue Pocket.

To disable **Mode-B**, start the cartridge once without an SD card.

### Cheats

Edit cheat codes for the last played game.

### Game Data

Opens the folder where the save files and cheat data for the selected ROM are stored.

### Rom Info

Displays ROM information, including save type, sensor configuration, RTC settings, and more.

### Configure

Changes default ROM settings. Allows you to select the save type and configure sensors and RTC.

### File Ops

Performs various file operations, including copy, cut, delete, and others.



## Cheats exporter menu

This menu applies to files with the .txt or .cheats extension.

You can import cheat codes from an external file. The file must be in the **mGBA** format.

### Use For Last Game

Applies the imported cheats to the last played game.

### Use For Other Game

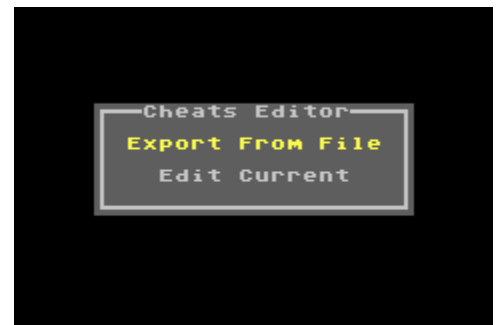
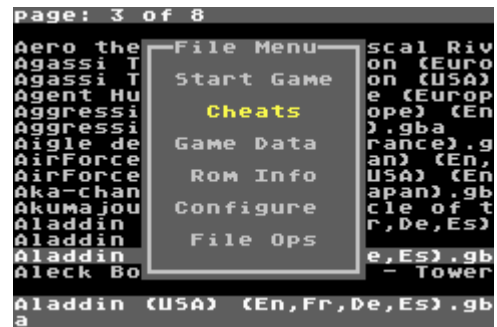
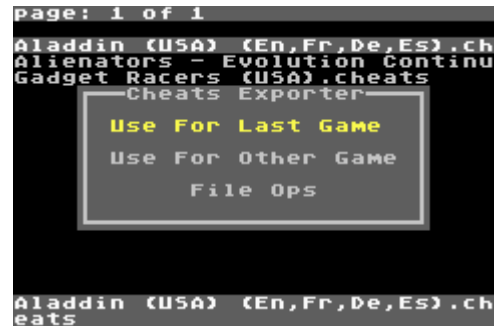
Applies the imported cheats to any other game on the SD card.

After selecting this option, choose the ROM file to which you want to apply the cheats.

Open the context menu for the target ROM, select **"Cheats"**, and then choose **"Export From File"**.

Both options will open the cheat editor menu, where you can view and modify the loaded codes.

When exiting the editor, the system will ask you to confirm the use of the cheats.



## Theme file menu

This menu applies to files with the .bgr extension.

The \*.bgr files contain custom graphic themes for the cartridge menu. Themes allow full menu customization — you can change fonts, colors, menu layout, and add backgrounds with scrolling effects. A few basic themes are included in the **themes** folder located inside the system folder. To create your own themes, use the theme maker tool available at:

<https://krikzz.com/pub/support/everdrive-gba/pro-series/gbatheme>



## Rom Info menu

To access it, open **Context Menu** → **ROM Info** for a .gba file.

This menu displays information about the ROM configuration.

### ROM Type

This field can have three values:

- **STD** – Standard GBA ROM.
- **EDAPP** – A ROM that uses an emulator to run.
- **USR FPGA** – A ROM that uses a custom FPGA bitstream (for example, games with custom mappers).

The number after the dot indicates how many IRQ patches are used to inject the In-Game handler.

If the value is 0, there are no patches for this game in the database, and the In-Game Menu and cheat features will not work.

### ROM ID and ROM Title

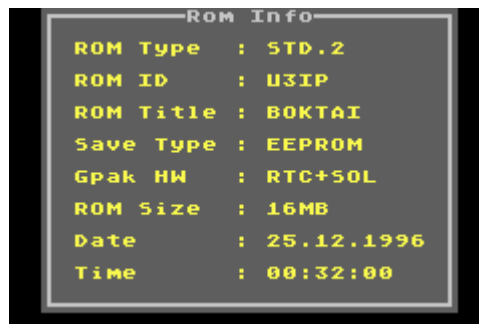
Displays ROM header information, which helps identify specific ROM versions.

### Save Type

Displays the type of backup memory used by the game.

### Gpak HW

If the game requires any additional cartridge hardware (such as sensors or RTC), it will be shown here.





## File Ops menu

### File Info

Displays file size and modification date.

### Hex View

Opens the selected file in the built-in hex viewer.

### Copy/Cut File

Cuts or copies the selected file.

After choosing the desired operation, navigate to the target folder and press **[SR]** to paste.

### Delete file

Deletes the selected file from the SD card.

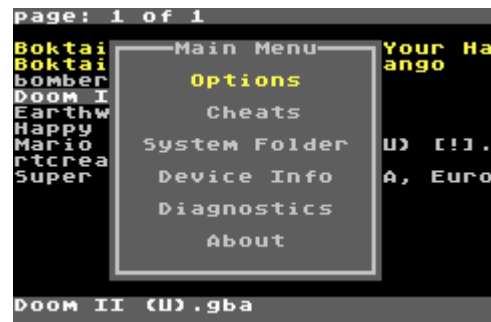
Empty folders can also be deleted — open an empty folder and press **[A]** to access the folder delete menu.



## Main Menu

This menu provides access to the main settings and system information.

Press **[Select]** to open this menu.



## Options Menu

### In-Game Menu

Configures the in-game menu behavior. Three modes are available:

**AUTO** – The in-game menu is disabled for games with known compatibility issues and enabled for all others.

**OFF** – Completely disables the in-game menu. If a game shows glitches in Auto or On mode, use this option for best compatibility.

**ON** – Enables the in-game menu for all games.



### Cheats

Enables or disables cheat codes.

This option has no effect if the cheat list for the selected game is empty.

### File Sorting

This option controls the alphabetical sorting of the file list.

When disabled, files are displayed in the order they were written to the SD card.

If sorting is disabled, there is no limit on the number of files within a single directory.

When sorting is enabled, the menu can display up to 1024 files per folder.

Disabling sorting also slightly increases folder access speed, especially for directories containing a large number of files.

### Solar Sens

Adjusts solar sensor sensitivity.

There are three possible values: **MIN** (close to the original cartridges), **MED**, and **MAX**.

The default value is **MED**.

### Invert Tilt

Some early games lacked built-in sensor calibration and were designed to work correctly only on top-loading consoles such as the AGB-001.

For these games, this option can be enabled when using a bottom-loading console, such as the AGS-001.

### [In-Game Combo]

In this menu, you can set the button combination used to open the In-Game Menu.

Press and hold two or more buttons for about two seconds to assign the desired combination.

### [RTC Setup]

Here you can set the system date and time.

In-game time is based on the system clock, so changing the system time will also shift the in-game time accordingly.

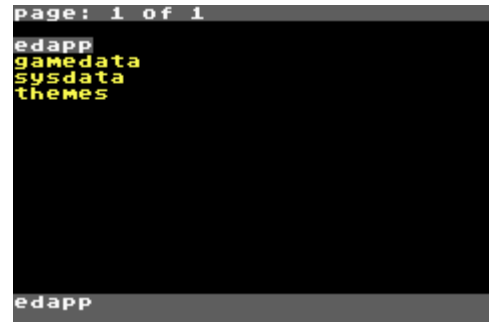
The system time is also used for timestamping files, which makes it easy to track the creation dates of save files.



## System folder

The system folder is physically located inside the `/edgba/` directory, but it is hidden from the file list. To access it, open **Main Menu** → **System Folder**.

The system folder contains all cartridge configuration files and game save data. Its contents and their purposes are described below.



### edapp

This folder is designed for installing emulators for different ROM types. To install an emulator, simply create a folder within edapp named same as the file extension for which you're installing the emulator, and then place the emulator itself in the created folder. For example, the path to the emulator for .gbc files might look like this: `edapp/gbc/goomba.gba`

### gamedata

Each game can create a subdirectory within this folder and store its data there, such as saves, ROM settings, cheats, and RTC settings. Deleting such a subdirectory will reset all settings and configurations for the corresponding game to their default values.

### sysdata

The cartridge stores its global settings and temporary files in this folder. Deleting the contents of this folder will reset the cartridge settings to default values.

### themes

Here you can find several simple pre-installed graphic themes for the cartridge menu.

## Device Info menu

This menu displays various information about the cartridge. To access it, open **Main Menu** → **Device Info**.

### Cart Type

Short version of the cartridge name.

### Firmware

Installed firmware version.

The version number reflects the firmware build date: the first two digits before the dot represent the year, and the digits after the dot indicate the month and day.

### Battery

The current voltage of the battery that is used to power the RTC. If it falls below **2.50V**, it's time to replace the battery.

### Build Date

Displays the manufacturing date of the cartridge.

### Serial Num

Unique serial number of the device.

### Games Played

Displays the total number of games launched on this cartridge. Games started from the "Recently Played" menu are not counted.



## Diagnostics menu

This menu is used to check the technical condition of the cartridge, detect compatibility issues, and measure the SD card's performance with this cartridge.

To access it, open Main **Menu** → **Diagnostics**.

```
EverDrive diagnostics Menu
-----
Testing RAM0 .. OK
Testing RAM1 .. OK
Testing RDY .. OK
Testing DMA .. OK
Testing SRM .. OK
Testing EEP .. OK
Testing FLA .. OK
Testing HAN .. OK
Testing SDC .. OK
SD RD speed ... 16516 KB/s
SD WR speed ... 7314 KB/s
IO RD speed ... 206 KB/s
IO WR speed ... 251 KB/s
Test time ... 8.842sec
-----
Press any key
```

## Recently Played menu

This menu provides quick access to a list of recently launched games.

You can start any game from the list without searching for it on the SD card.

To open this menu, press the **[Start]** button.

```
Recently Played
Aladdin (USA) (En,Fr,De,Es).gba
MarioWare - Twisted! (USA).gba
Koro Koro Puzzle - Happy Panec
Yoshi - Topsy-Turvy (USA).gba
gyro_mb.gba
Tilt_Mb.gba
Boktai - The Sun Is in Your Ha
Inspector Gadget Racing (Europ
Super Mario Advance (U) [!].gb
My Little Pony - Crystal Princ
007 - Everything or Nothing (J
GT Advance 2 - Rally Racing (E
Digimon Rury (USA) (Unl).gba
Math Patrol - The Kleptoid Thr
Hudson Best Collection Vol. 1
Aladdin (USA) (En,Fr,De,Es).gb
a
```

## In-Game menu

To access this menu during gameplay, use the key combination configured in **Main Menu** → **Options** → **[In-Game Combo]**.

The default combination is **[SL] + [SR]**.

### Controls:

**[A]** – Open the selected menu item

**[B]** – Return to the game or the previous screen

**[Select]** – Preview the selected save state slot

**[Left / Right]** – Switch save state slot

```
[A]Opn, [B]Ret, [SEL]Prev
Save State
Load State
Cheats
Reset Game
Exit Game
Slot: 00
Date: 24.09.2025 16:22:10
```

The bottom bar displays the currently selected save state slot number and its timestamp.

### Save State

Saves the current game state.

### Load State

Restores the game state from the selected save state slot.

### Cheats

Opens the cheat editor.

### Reset Game

Restarts the game.

### Exit Game

Returns to the cartridge menu.

## Emulators instalation

The cartridge supports running ROMs from other systems using third-party emulators. To install an emulator, navigate to the **/edgba/edapp/** folder on the SD card and create a new subfolder named after the file extension of the system the emulator supports. Then copy the emulator file into that folder.

For example, the path to the emulator for *.gbc* files might look like this:

**/edgba/edapp/gbc/goomba.gba**

## Recovery

If a firmware update fails and the cartridge does not start, you can perform an emergency firmware recovery.

To do this, take any firmware file, rename it to **recovery.efu**, and place it in the root directory of the SD card.

Then turn on the console and wait for the cartridge to automatically restore the firmware.

Once the recovery process is complete, the cartridge menu will appear on the screen.

## Limitations

- Some games may become unstable when using cheats or the In-Game Menu. If you experience any crashes or glitches, try disabling cheats and the In-Game Menu.
- We do our best to ensure that our cartridges are compatible with various console clones and modified systems. However, we cannot guarantee full compatibility with all of them, especially with modern clones released after our device.
- Save states created on Analogue Pocket will not work on original GBA systems, and vice versa.