

MEGA EVERDRIVE

X SERIES

User Manual

Manual Version:

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OS: v3.06

**STONEAGE
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Mega EverDrive X3/X5/X7

Please note that not all versions of the Mega EverDrive support all of the features listed below. For instance, the Mega EverDrive X7 version is the only version that supports the In-Game Menu / Save States. The menu options will not be selectable if they are unavailable for the version you are running.

ROM Files and System Hardware

1. ROMs must NOT be compressed into archives such as *.zip, *.rar, *.7z, ect. The default file extension for Sega Genesis roms is *.bin. Other common file extensions you may see include: *.gen, *.md, and *.smd. Those extensions may or may not work depending on the source. They must be the original Raw .bin format to work, and can't have extra headers that may have been input by older floppy based copiers. There is a tool available for removing the headers so that these files will work. Please check our EverDrive Resources page to download that tool.
2. Although modified or hacked game ROMs may sometimes work, they are not officially supported and are not guaranteed to work.
3. Modified / over clocked systems or clone Sega Genesis Consoles may or may not work. There is no guarantee the user's Mega EverDrive cart will work on a modified, over clocked, or clone Sega Genesis Console.

Basic Controls

A Select Item

B Go Back

C Bring up Main Menu (press twice if on File Menu)

Up / Down Navigate up or down the menus

Left / Right Go up or Down a page at a time

(Basic Controls continued)

Start (From file browser) Instantly loads selected game from current session, or the last game loaded from previous session

Start + Down (During Game Play) Open In-game Menu.

Main Menu

To access the Main Menu, simply press C from any page. If you are already on the File Menu, press C once to back out of the File Menu, and again to bring up the Main Menu.

Options Press A to toggle between options or On/Off

Game Region: Change game region between US NTSC, EU PAL, JP NTSC, and WORLD.

MegaKey: (On) Enable MegaKey or (Off) Disable MegaKey .

Reset to Menu: (On) Pressing reset button goes straight to menu or (Off) Pressing reset button resets game just like a normal cartridge.

In Game Menu: (On/Off) If turned on, pressing Down + Start while in game will bring up an in game menu for save states and for returning to the main menu.

Cheats: (On/Off) Enable or Disable the cheat system.

Sort Files: (On/Off) Enable to sort all files alphabetically.

Hide System Dir: (On/Off) Enable to hide the system directory from being shown on the menu.

YM2413: (On/Off) Turn on to enable FM sound expansion for compatible Sega Master System games.

SMS Bios: (OFF/US/EU/JP) Sega Master System BIOS region loading function.

Recently Played

Press A to bring up the recently played menu. Use up and down to select the most recently played game you would like to play. Press A to launch the selected game.

(Main Menu continued)

Start Random Game

Press A to launch a game that is chosen randomly.

Cheats

Press A to enter code(s). Press start after entering each code. Press B to exit cheats Menu.

Toolbox

- **Device Info** Press A to see information about the Mega EverDrive cart
 - **Cart:** Shows cartridge version information
 - **Cart Gener:** Shows cartridge model number
 - **OS Version:** Shows the operating system version currently loaded
 - **Megakey Mode:** Shows the megakey mode (hardware / software)
 - **System Type:** Shows the region of the game system
 - **32X Addon:** Shows if a 32X is currently connected
 - **CD Addon:** Shows if a CD attachment is currently connected
 - **Assembly Date:** Cart's day and year of assembly
 - **Assembly Time:** Cart's time of assembly
- **Diagnostics** The hardware will be tested with reading and writing from ROM / RAM / SD Card.
- **Game Ram to SD** Saves Battery Backup data to SD card in SAVE folder. Save file will be given the same name as the rom, with a .SRM extension.
- **SD Game to RAM** Loads Save State from SD card to Battery Backup RAM.
- **Reset to Default** Reset all Settings to their defaults, clears recently played list, and battery backed save. This does not delete the battery backed game file or the snapshot saves from the SD card. Those files will still be loaded the next time the game rom is loaded.

About

Extra information about the cart.

File Menu

To access the File Menu the user must be in the file browser. Highlight the file and hit the A button.

Select and Start

Press A to set highlighted game file as current game and start the game.

Select Only

Press A to set highlighted game file as current game, but do not start the game. To start this game later you can press start to launch whatever game is selected (must exit back out of main menu or file menu first).

Cheats

Press A to enter code(s). Press start after entering each code. Press B to exit cheats Menu.

Rom Config

Press A to show info about the rom, including Rom Type, Rom Region, EEPROM, Game Size, SMS Header, and Header CRC.

Hex View

Press A to see a view of the Hex Code for the rom.

In-game Menu

To access the In-game Menu the user must first have the in-game menu function enabled. During gameplay press start + down at the same time to bring up the menu.

Save State

Save snapshot of current state. Save file will be created with the same name as the game rom, with the extension .sav. File will be saved to Mega/SNAP/ folder

Load State

Load last snapshot save.

(In-game menu continued)

Back to Main Menu

Takes the user back to the Mega EverDrive's main menu.

Additional Information

Operating System

The Mega EverDrive loads its operating system directly from the microSD card.

The Mega EverDrive OS (Operating System) file is "MEGA.BIN" and should be located in the /MEGA/ folder and must also be located on the root folder (it must be a main folder and not be located inside any other folder) of the microSD card.

To download the latest operating system, please visit the website in the FAQ's section below

To update the OS, copy the new OS file (SMSOS.BIN) to /MEGA/ folder on the microSD card and overwrite old OS file.

Game Saves

For games that utilize battery-backed saves, a file will be created on the microsd card. (please note that this file isn't created until the next time a game is loaded, it is temporarily held in the battery backup memory, unless you use the toolbox / Game Ram to SD feature). This file will be the same name as the rom, with the extension changed to .srm, and will be placed inside the /Mega/SAVE/ folder. For Instant Save States, a file will also be created with the game rom name, but instead with the extension .sav. and placed in /MEGA/SNAP/ folder. When the user runs this game again, the save data and/or Instant Save State data will be loaded from the microSD card to SRAM automatically so that the saves will be available when the game is loaded. You can back these files up to another folder or device if you want to keep older copies of the save files / save states, and can replace the current file any time you want to go back to an old one. Only one save file and one save state can be used at a time.

In-game Menu

Some games may not work or may operate erratically if the in-game Menu option is enabled.

Snapshot Saves (Instant Save States)

Snapshot Saves may not work perfect for all games. Some games may lose sound, hang, or other possible glitches may happen. This function will most likely be improved in future OS updates but may never work perfect on every single game. Currently only one save state per game is possible, although you can back-up any save-state file to use again in the future.

Mega EverDrive FAQs

Q: Can I use the Mega EverDrive on a clone system?

A: While some clone consoles may work, we do not recommend or support them.

Q: Can I use the Mega EverDrive without a microSD card after the game is loaded into memory?

A: No.

Q: Can I play Sega Master System game roms on the Mega EverDrive?

A: Yes, most Sega Master System games will run natively on original Sega Mega Drive / Genesis hardware.

Q: Can I play Sega 32X game roms on the Mega EverDrive?

A: Yes, but you must have a 32X add-on installed to load 32X game roms.

Q: Where can I get the latest OS updates for my Master EverDrive?

A: Please visit

Q: Where can I get support on my Mega EverDrive?

A: Please visit <https://stoneagegamer.com/mega-everdrive-resources.html>