Super Nintendo – InGameReset Functionalities
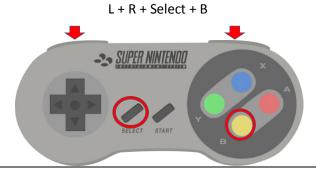
Force region 50Hz (PAL) (LED green)

L + R + Select + Y

Force region 60Hz (NTSC) (LED red)

L + R + Select + A

Force region of cartridge (LED yellow)

L + R + Select + B

Change to SCICs forced region (e.g. for pairmode with sd2snes)

L + R + Select + D-Pad left OR right

Simple reset of console

L + R + Select + Start

Double reset (change to main menu of sd2snes)

L + R + Select + X

Toggle region timeout on and off

- Regionen timeout:force cartridge region after consoles start-up, reset and double reset for approximately 9s afterwards change to forced region
- LED confirms with off -> red -> yellow -> green -> off -> "LED normal" on switching on
- LED confirms with off -> green -> yellow -> red -> off -> "LED normal" on switching off

L + R + Select + D-Pad up

- ## Toggle region patching on and off

- Region patching, also $213f-D4-Patch: suppresses cartridge error "This Gamepack is not designed for [...]" after reading register $213f by overriding bit 4 (region bit)
- LED confirms with off -> green -> off -> green -> off -> "LED normal" on switching on
- LED confirms with off -> red -> off -> red -> off -> "LED normal" on switching off

L + R + Select + D-Pad down

Toggle temporary lock on and off

- Temporary lock: locks all other combinations except this one. Lock can be removed using the same combination. This lock state is stored during powering off the SNES.
- LED confirms with fast flashing red
- LED confirms with fast flashing green

D-Pad left + D-Pad up + L + R + X + A

Set global lock

- Global lock: locks all combinations. The lock can only be unset using a reset or switching off and on the console. Reset using the sd2snes' IGRs is not supported; one have to use the reset button.
- LED confirms with fast flashing red

D-Pad down + D-Pad left + L + R + A+ B