SNES2CDi Program Flashing - Arduino Nano (clone)

Required Materials:

- Arduino Nano Clone
- Appropriate USB cable with Data Transfer
- Arduino IDE Installed and Updated (https://www.arduino.cc/en/software)
    - If your Nano Clone is still not recognized you can download additional CH340 drivers here: http://www.wch.cn/download/CH341SER_ZIP.html
- Modified SNESpad library (https://github.com/FragolRoc/FT-SNES2CDi/raw/main/Arduino%20Code/SNESpad_1.3_mod.zip)
- Current - Stable - SNES2CDi Arduino Sketch (https://github.com/FragolRoc/FT-SNES2CDi/tree/main/Arduino%20Code)

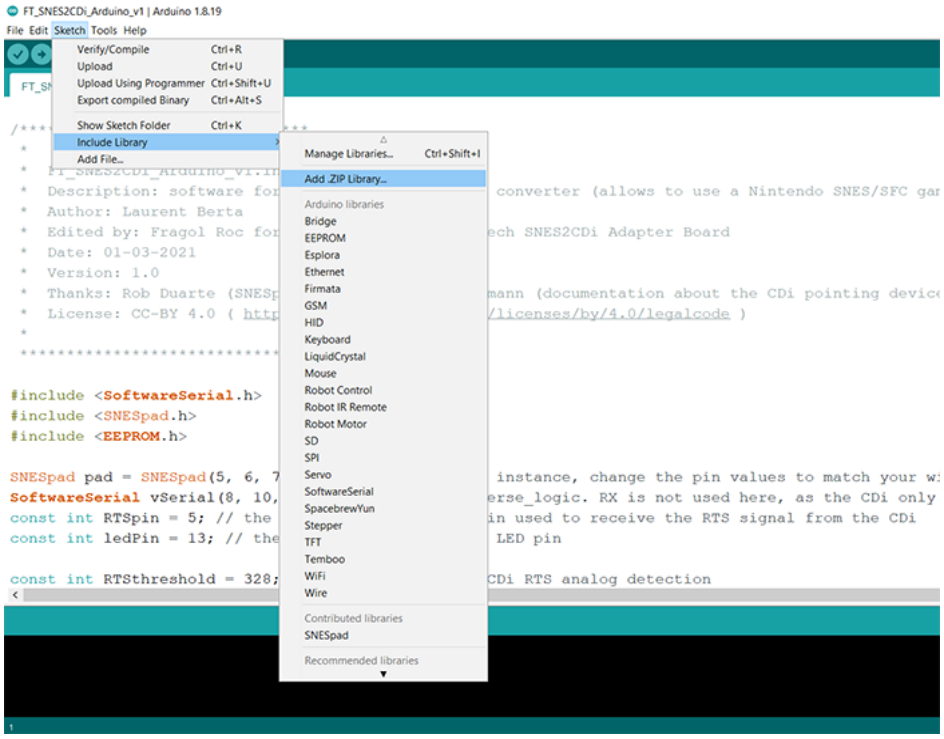
Step 1 - Install Arduino IDE

Install or update the Arduino IDE software on your computer of choice. The screenshots provided are from Windows 10, but menu items can be found in similar locations on Mac OS.

Step 2 - Install SNESpad Modified Library (1.3)

Use the above link to download the modified SNESpad library. The modified library has been edited to work with the SNES2CDi sketch. If you use a different version of this library it is not guaranteed to work.

To install the library from a *.zip file, navigate to **Sketch > Include Library > Add .ZIP Library**. Select the ***SNESpad 1.3 mod.zip*** file from your download location and click Open. This will add the SNESpad library to your Arduino IDE.



Step 3 - Setup Arduino for Nano Clone

Depending on the clone you might need to select different settings to ensure the code is uploaded properly. The following settings are used for the clone included with the SNES2CDi Adapter.

The following settings can be accessed through the Tools menu item

- Board: “Arduino Nano”
- Processor: “ATmega328P (Old Bootloader)”
- Port: (the port in which the Nano is connected*)
- Programmer: “AVRISP mkII”

** If you are having issues determining which port to use for the Nano clone, unplug the clone and open the “Port” menu. Note what ports are available and then plug the clone back into the USB. The port menu should update with a new com port. This will be the com port you use for flashing software. **

Step 4 - Loading/Uploading the Software/Sketch
For this step you can either download the *.ino file from GitHub, or copy the code to the clipboard. If you download the code simply navigate to **File > Open** and then select the sketch. If you copied the code to the clipboard, navigate to **File > New** to create a new sketch and then paste the code. If you are doing the cut/paste option, be sure to remove any “default” code before pasting.

Once the code is either loaded or pasted, verify the code for compilation errors. Click on the **Check Mark** near the top left corner of the window. The IDE will compile the code and check for errors. If the code is compiled without error, move on to the next part. If you run into an error, repeat this step from the beginning.

After code verification, plug the Nano clone into the computer with the appropriate USB cable (with data transfer). Confirm the com port for the Nano clone and then select the **Upload** button (near the Check Mark). The IDE will attempt to connect to the Arduino and upload the sketch. This process should take no more than a minute and will give you a message nea the console stating “Upload Done”. If it seems like the upload is stalling or not making a connection, go back and check your board settings from **Step 3**. If you continue to have issues, please reach out to Fragol Roc (fragolroc@gmail.com). The adapter should be ready to use immediately after flashing the sketch and does not need to be restarted. Plug the adapter into your console and start it up.

Enjoy!