

EZ-FLASH Parallel Manual

EZ-FLASH Parallel Manual

[Preparation before use](#)

[How to enter the system settings](#)

[How to start the game](#)

[How to use cheat](#)

[How to replace the cheat database](#)

[How to use sofreset](#)

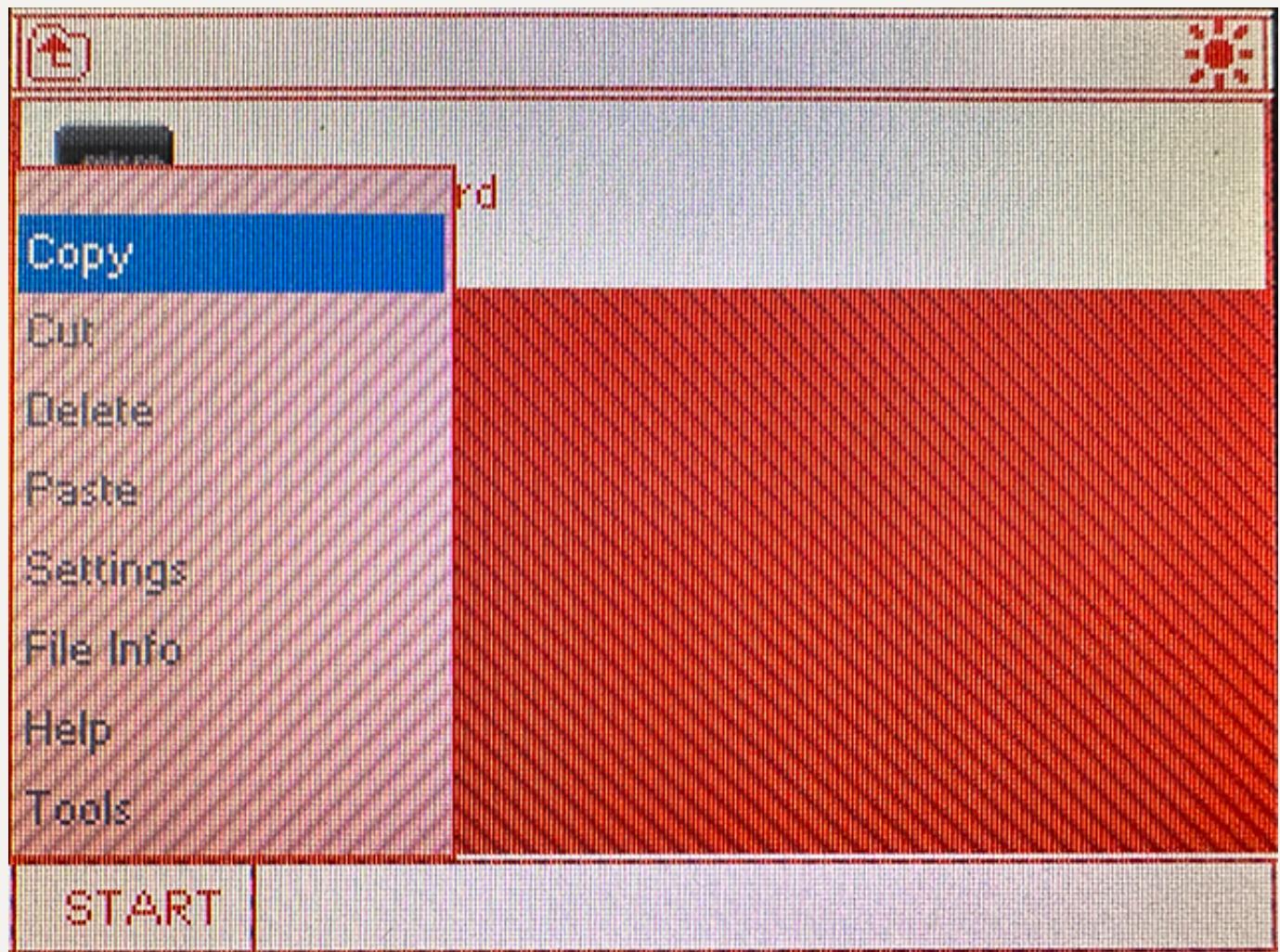
[How to change skin](#)

Welcome to EZ-FLASH Parallel, hereinafter referred to as EZP.

Preparation before use

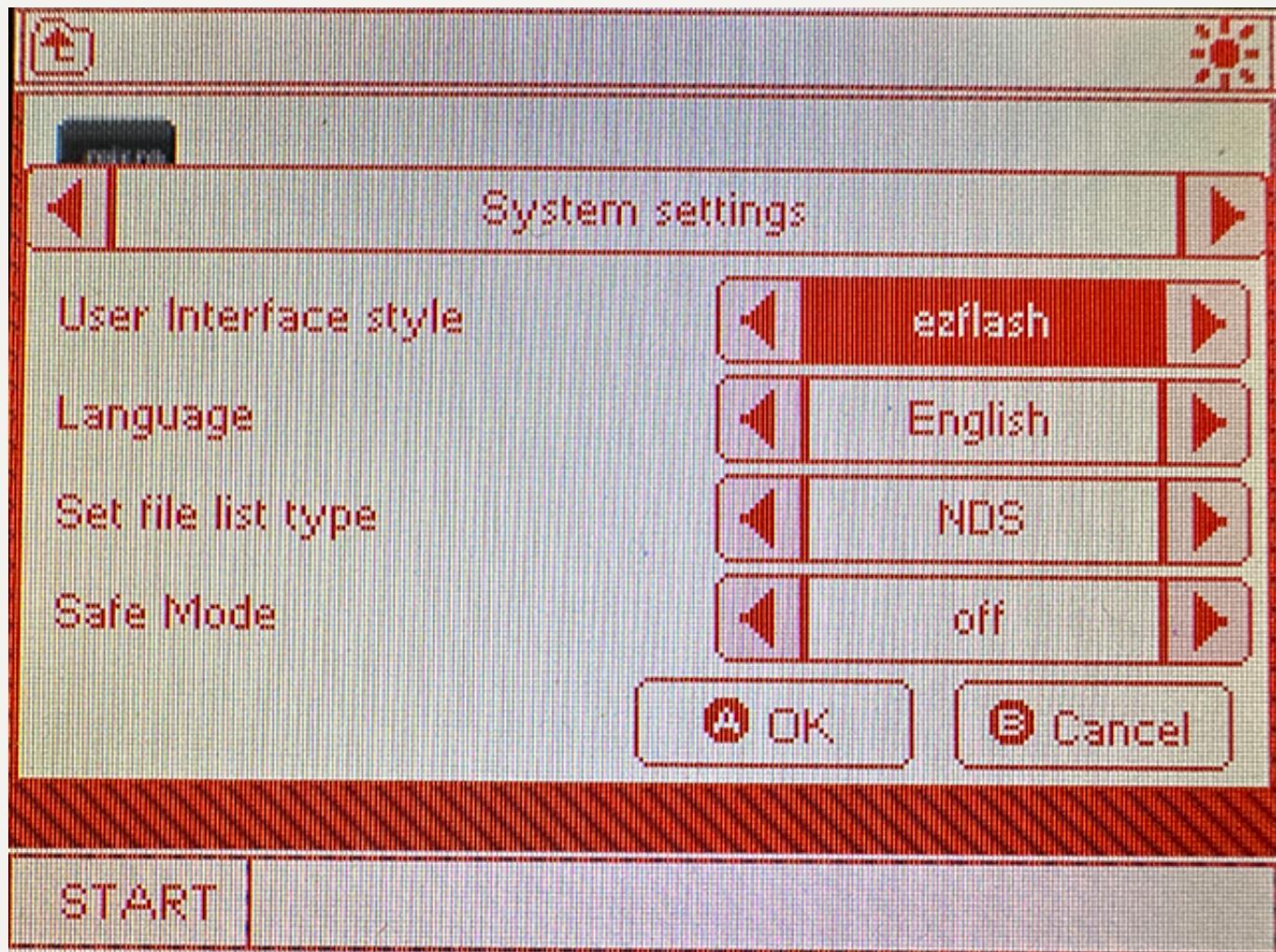
1. Prepare Micro SD card, EZP only supports FAT32 format. **Please use Micro SDHC card with 4GB-32GB capacity, formatted with FAT32 and file allocation unit 32KB. Do not use Micro SDXC card with more than 32GB capacity and ex FAT format.**
2. Go to the official website and download the EZP kernel, unzip it onto the MicroSD, under the right circumstances, there should be the `__ezds` folder and the `EZDS.DAT` file present in the root folder on the MicroSD card
3. Put the game ROM file on the Micro SD card, in order to ensure the stability of the file system, please do not put too many files in a single folder.

How to enter the system settings



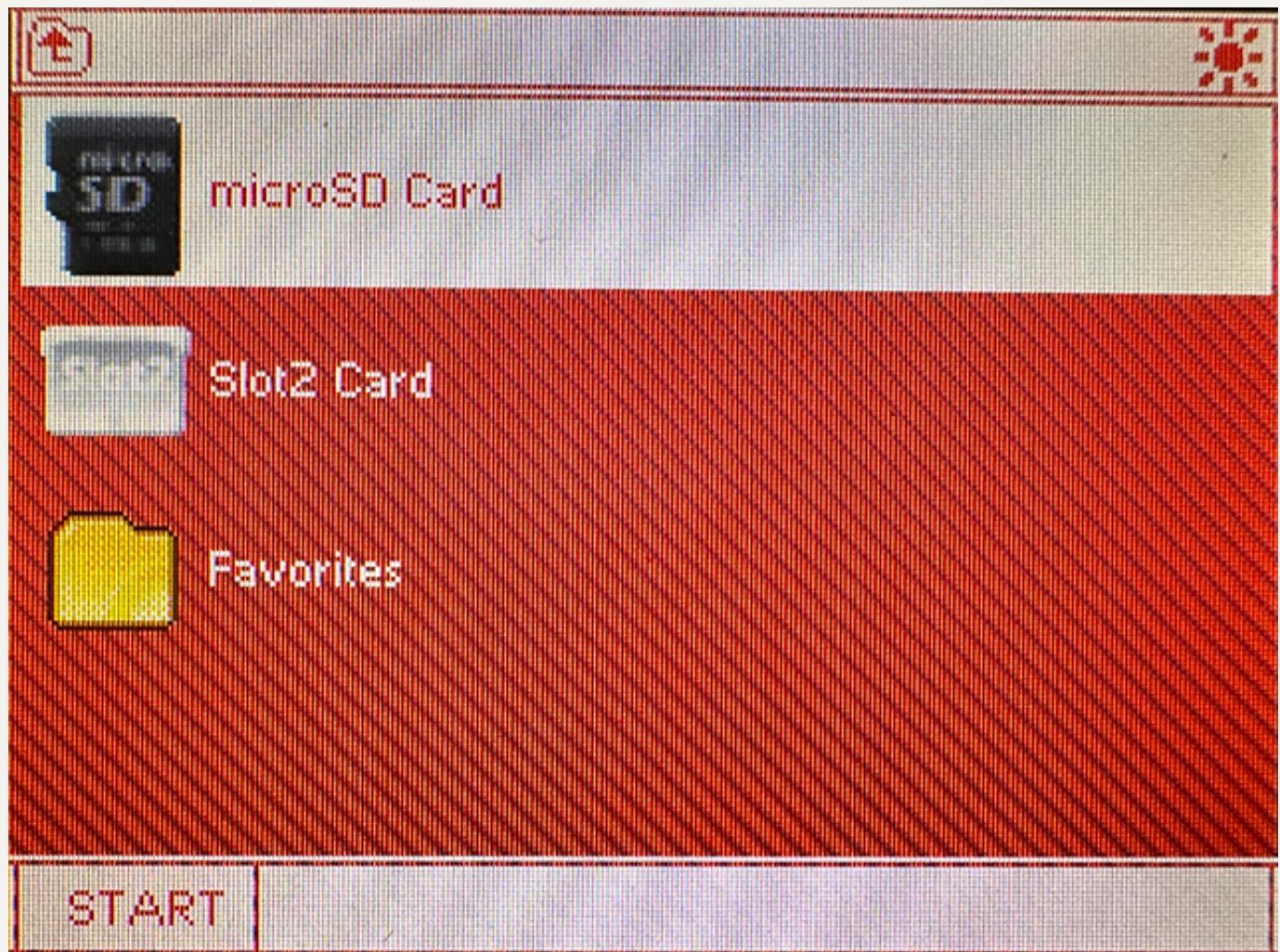
The start menu can be activated by pressing the console's `START` button on the main kernel screen or by tapping `START` in the lower left corner on the touch screen below.

Select `Settings` to enter the system settings



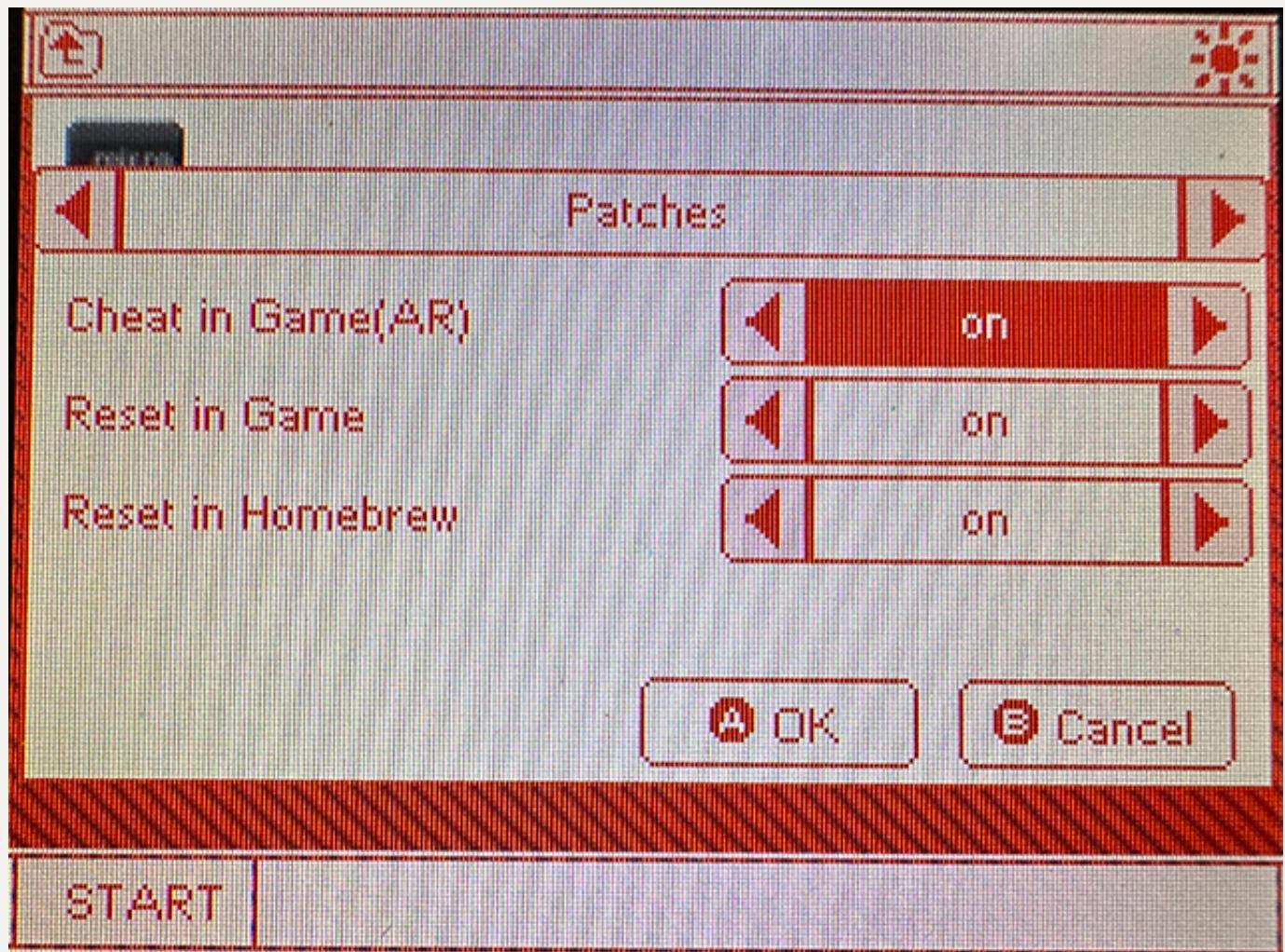
Use the **L** and **R** keys to turn pages in the system settings, **↑** and **↓** to select items, **←** and **→** to switch content in the project, press **A** to save the settings, press **B** Cancel saving and exit system settings

How to start the game

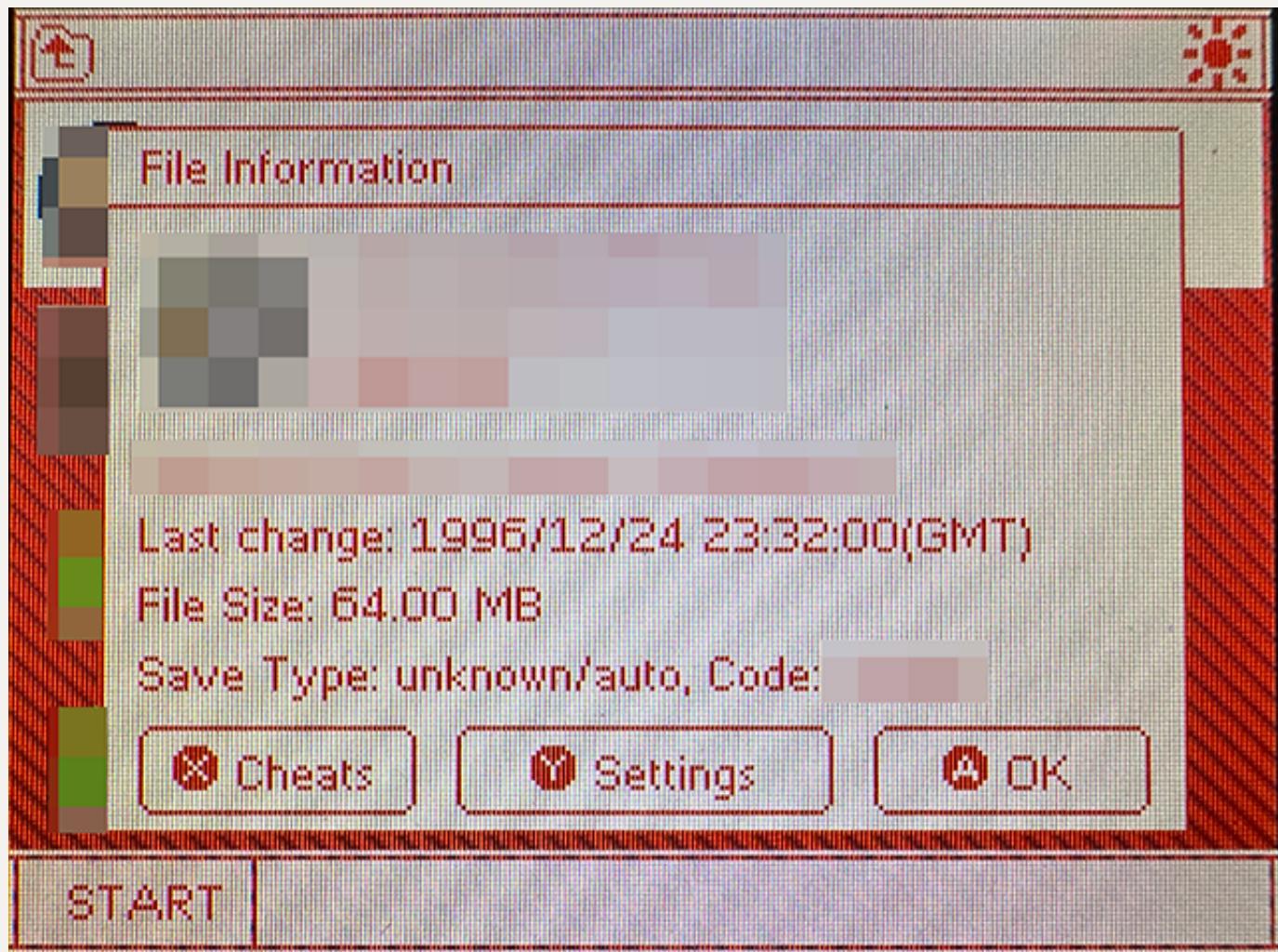


Select the SD card icon on the bottom screen, tap the icon with the touch screen or press the **A** key to access the list of files on the Micro SD, use the **↑** and **↓** to scroll up and down, the **→** and **←** to turn the page, and press the **A** key on the selected game file to launch the game.

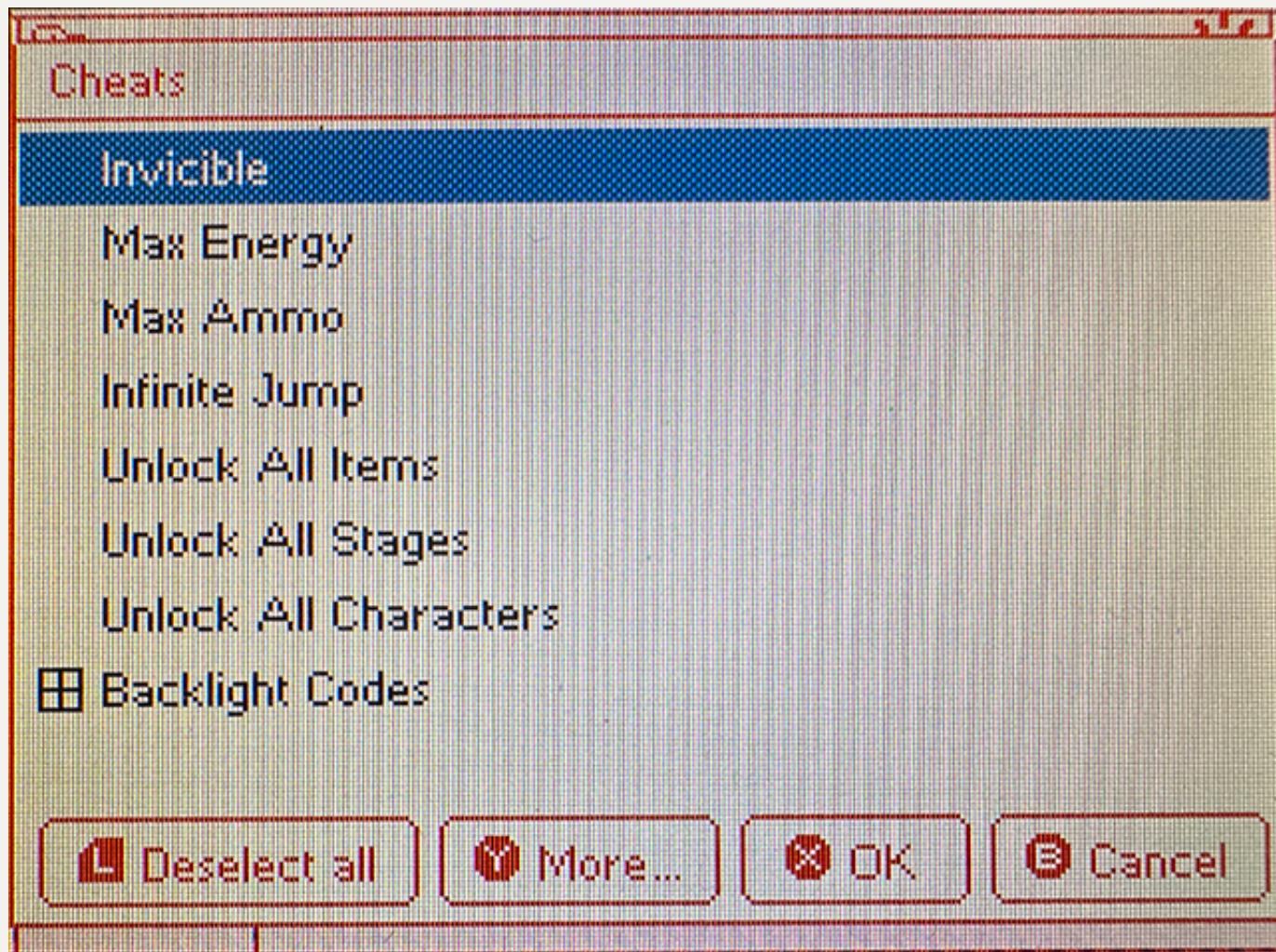
How to use cheat



Enter the system settings, press **R** to switch to the patch option, enable the cheat option, press **A** to confirm



Press the **Y** key on the game ROM to bring up the ROM properties page



Press the **x** key again to enter cheat settings

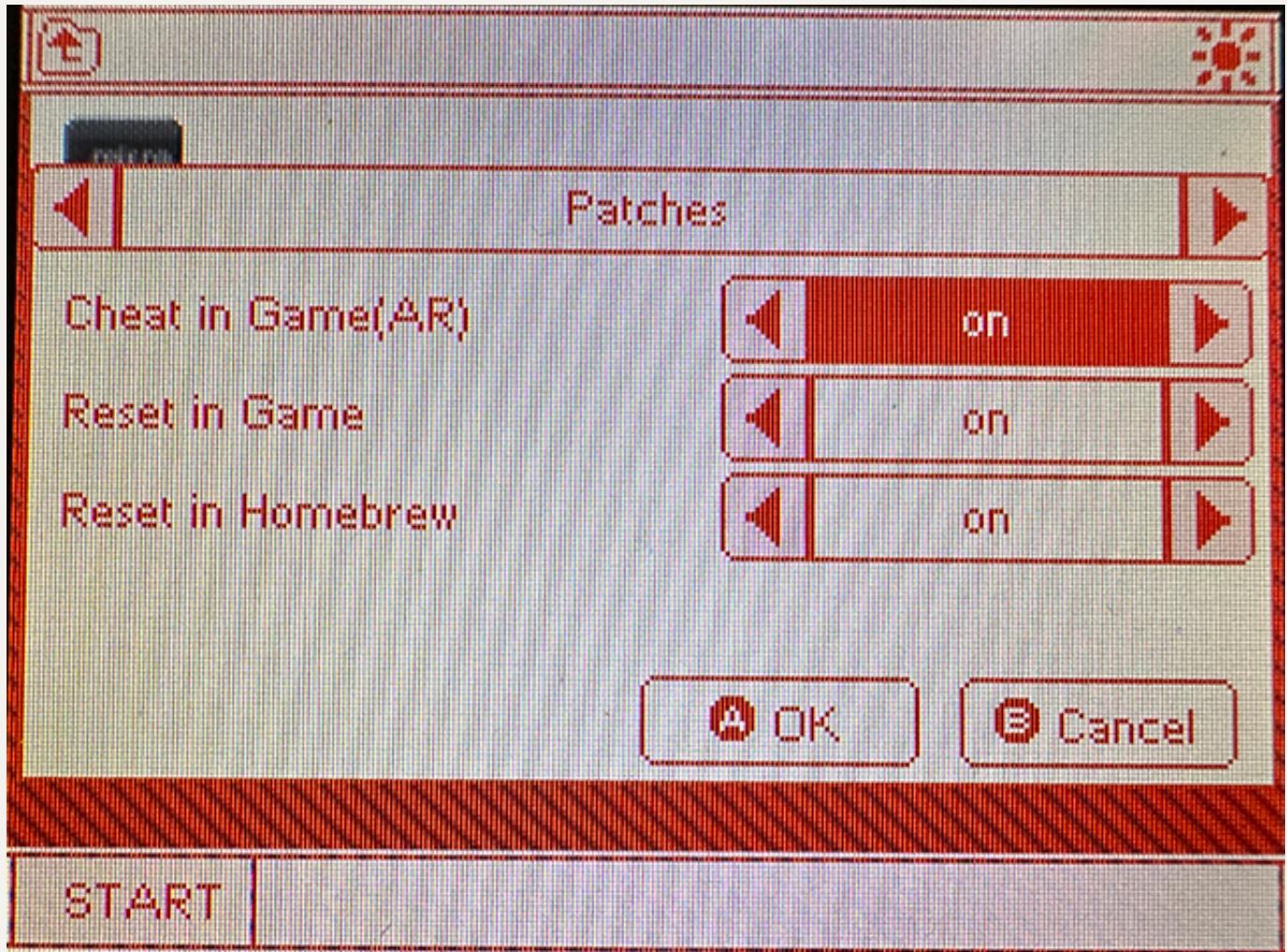
Press the **A** key on the corresponding cheat item to enable it, and press the **x** key to confirm it.

When you start the game again, cheats will be automatically enabled.

How to replace the cheat database

The cheat database that comes with the kernel already covers most commonly used games. If users feel that the built-in database cannot meet their needs, they can search for `usrcheat.dat` that is compatible with the Wood kernel format on the Internet, download it and copy it to `__ezds\ cheats` directory, just overwrite the file with the same name. It is recommended to back up the original files before overwriting so that they can be restored in case the newly downloaded database encounters incompatibility or other problems.

How to use sofreset



Enter the system settings, press **R** to switch to the patch option, enable the soft reset option, press **A** to confirm

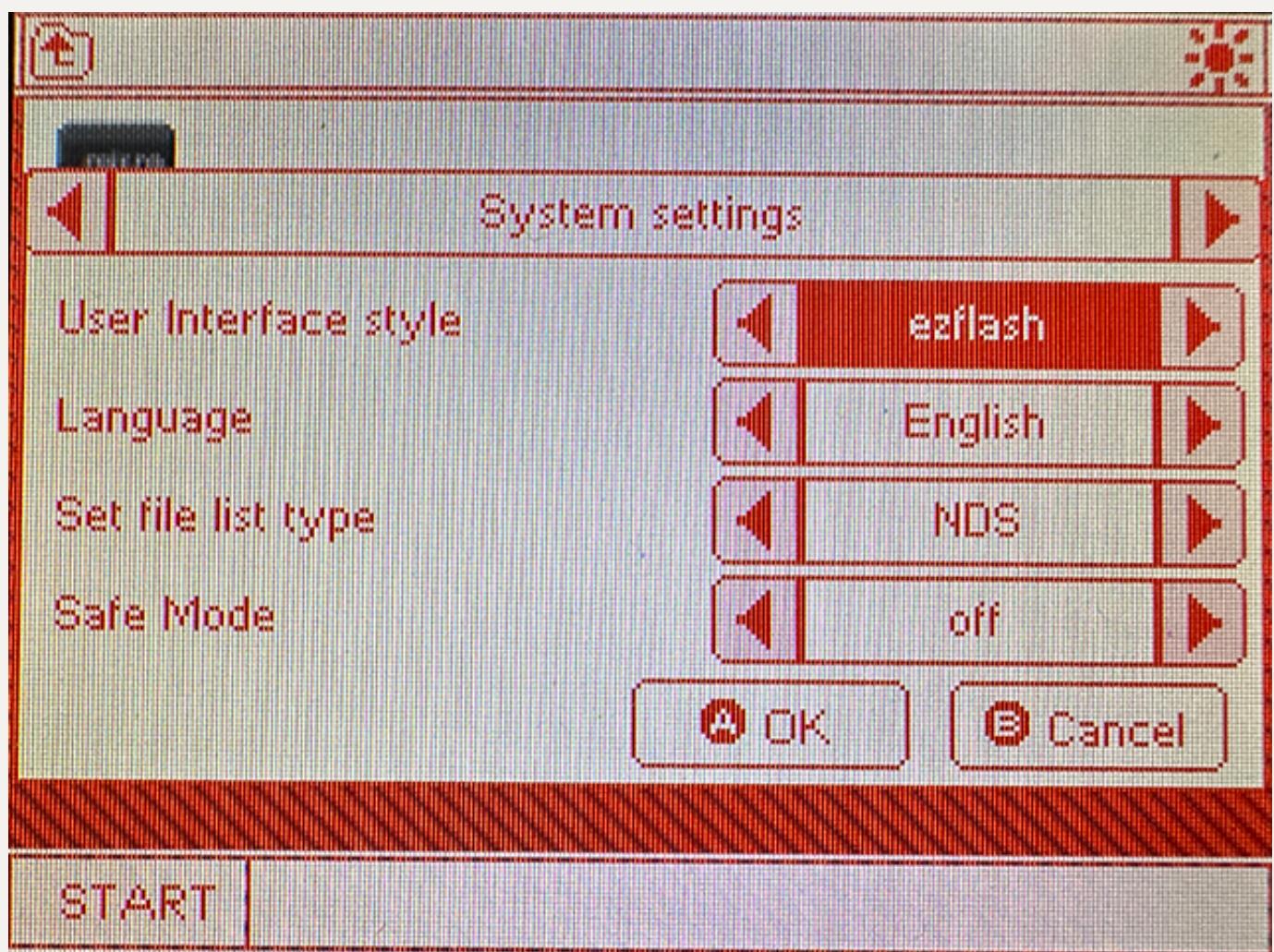
The soft reset hotkey is **L + R + A + B + ↓**

Press this key combination simultaneously in the game to achieve a soft reset and return to the kernel interface.

When running the game again after soft reset, there is a small chance that a white screen may appear. This is normal. Just turn off the power of the game console and restart the game.

How to change skin

EZP is compatible with the current Wood interface skin made by the Internet community. Download the corresponding interface and extract the interface file to the `__ezds\ui\` directory. Please confirm that the newly decompressed interface file directory is at the same directory level as the original ezflash ui.



Enter the system settings, press `←` or `→` in the interface style of the system options page to switch to the newly installed interface file name, press `A` to confirm, the kernel will automatically restart and switch to the new interface skin.

Thank you for reading this manual. With the subsequent development of the kernel version, the content of this manual may change accordingly.