Gizmondo SD Card Protection
Version: 1.0
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Document Overview

This document details the SD card protection scheme and the libraries and routines to use it.

1   Introduction

The SD card protection is intended as a simple way to stop people from copying Gizmondo games from one SD card to another. This must be implemented for all Gizmondo games. Each SD card has a unique key generated for it which is checked by the game to ensure it hasn't been copied.

2   PC Generation of Unique Key

Connect a Gizmondo to the PC with ActiveSync running. Place the SD card for the key to be generated on into the Gizmondo. Run the SDIDGenPC.exe program from the Gizmondo SDK bin\SDIDGen folder. Type in the Product ID of the game and click create.

3   Using libSDProt

Functions for using libSDProt.lib in you game.

3.1   SDP_Init

```
BOOL SDP_Init(const char* ProdIdString)
```

This function must be called as the FIRST function in the application. If the function returns FALSE the app should exit immediately without prompting the user. The product id passed must be a valid 10 character gizmondo product id e.g. GZGA123456).

3.2   SDP_Deinit

```
void SDP_Deinit(void)
```

This should be called immediately before the app exits to clean up any resources used by the library.

3.3   SDP_IsSDInserted/SDP_IsSDValid

```
BOOL SDP_IsSDInserted(void)
BOOL SDP_IsSDValid(void)
```

These status functions should be called once per frame during the game loop. The application must respond to missing or invalid SD cards as specifid in GCR.

3.4   SDP_ReturnFromPowerMenu

```
void SDP_ReturnFromPowerMenu(void)
```

If the user presses the power button and the game switches to the power menu, this function must be called upon the app being reactivated after the power menu has closed. This is because the user may suspend the gizmondo and change or remove the SD card before resuming the game.

Revision History

Rev.	Date	Description	Author
1.0	3rd May 2005	Created	DS