PsxMemCard

For PS one & PS1

PSxMemCard can not only completely replace the original memory card but also can obtain larger storage space by reading MicroSD card, which solves the problem of permanent storage of game saves.

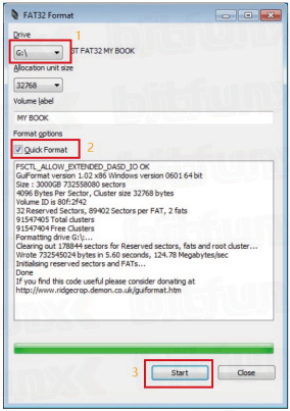
FEATURES

1. Large permanent storage space.
2. Compatible with all PS original and PS one consoles.
3. Completely can replace the original memory card.
4. Support up to 512GB microSD card. Each GB of storage space is equivalent to 8000 original memory card storage space.
5. Switch the multiple saves images through a game pad combination.
6. Allows to copy the saves to or from any others PS1 memory card.
7. Support Freeboot, can work with PS1 ODEs.

CONTENTS

How to Use PsxMemCard?

1. Format your microSD card to FAT32.
   (https://www.bitfunx.com/wp-content/uploads/2022/12/fat32format.zip)
   * The link for **FAT32 Format software**, you can download it from here.
   (Only support win7/win10)



(1) Choose the drive letter that corresponds to your microSD card.
(2) Choose the “quick format” option.
(3) Click “start”. Then the microSD card will be formatted.

2. Download and copy the saves image file (MEMCARD.MCR) to the root directory of your microSD card. (Please note that it must be placed in the root directory.)

(https://github.com/dangiu/PicoMemcard/blob/pmc%2B/release/docs/images/EmptyMemoryCard/MEMCARD.MCR)

* The link for **MEMCARD.MCR** , you can download it from here.

3. Rename **MEMCARD.MCR to 0.MCR.** (0 = zero)

4. Insert your microSD card into the PSXMemCard.

5. Insert the PSXMemCard into Slot 1 or Slot 2 of the console. Then turn on the console. If PSXMemCard initialized successfully, the RED LED of PSXMemCard should fully on.

NOTE: If LED is blinking, It means some error occurred. Please refer to the **LED Status Description** below.

LED Status Description

Normal LED status	Descripton
Led fully on	Working normally
Blinks twice quickly	Memory Card save image switched success
blinking quickly	New Memory Card saves image being created

Error LED status	Descripton
keeps blinking slowly	Failed to read microSD card (MicroSD format error or file corruption)

Attention: When saving the game, please make sure to wait for the LED to go off before shutting down the console, otherwise you may lose the latest progress!

What is the PS1 Saves Image?

Saves Image also called as an. MCR file, which used by ePSXe or another variant of PlayStation emulation software: contains saved game information for games played with the emulator; simulates the functionality of a PlayStation memory card; sometimes used for sharing ePSXe save games on the Internet.

Each. MCR file is a PS1 saves image. You can put it into the PSXMemcard and the PS1 console will automatically recognize it as a memory card.

You can create multiple saves image (MCR file) in the microSD card, so you are equivalent to getting multiple original memory cards. You can freely switch multiple saves images on the PS1 console, in this way, it is equivalent to combining multiple memory cards in PSXMemCard.

Create New Saves Image in MicroSD Card

PSXMemCard comes with a 512MB microSD card. If your signal saves image file full of game saves, you can create new saves image (.MCR file) on your PC or PS1 console by hands to keep saving games.

There are two ways to create the image.

1. Create image on PC:

(1) Copy the saves image **(MEMCARD.MCR)** to the root directory of your microSD card. (The microSD card should be FAT32 format)

(https://github.com/dangiu/PicoMemcard/blob/pmc%2B/release/docs/images/EmptyMemoryCard/MEMCARD.MCR)

* The link for **MEMCARD.MCR**, you can download it from here.

(2) Rename **MEMCARD.MCR** to **0.MCR**. (0 = zero)

(3) If you want to create multiple new images, just repeat the 1.1 and 1.2 steps above.

E.g Create three new empty images.

2. Create new image on your console:

(1) Insert your microSD card into the PSXMemCard.

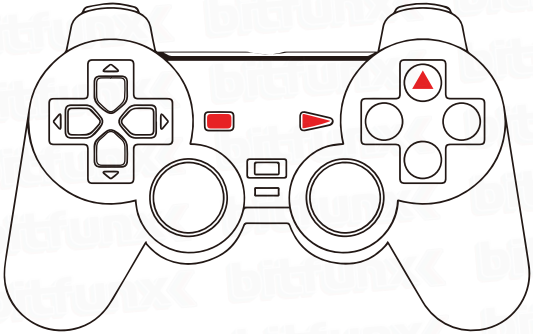
(2) Then insert the product into the console.

(This operation cannot be performed on the PS2 console. And The controller must be inserted into the slot on the same column as PsxMemCard.)

(3) Turn on the console. Select MEMORY CARD.

(4) Hold and press **START + SELECT +TRIANGLE** can create a new image.
So Congratulations you got another empty memory card.

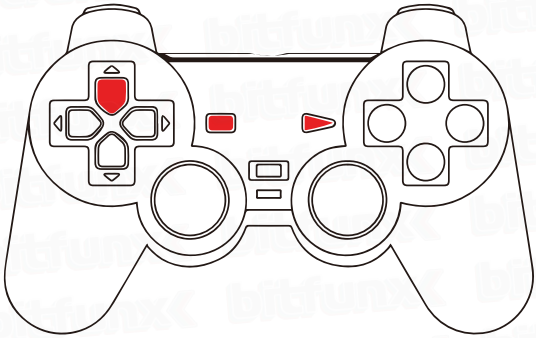
NOTE: LED Keeps blinking quickly means the new image is being created. If the process of creation was completed, the LED will turn fully on.



Switch Multiple Saves Images in PSXMemCard

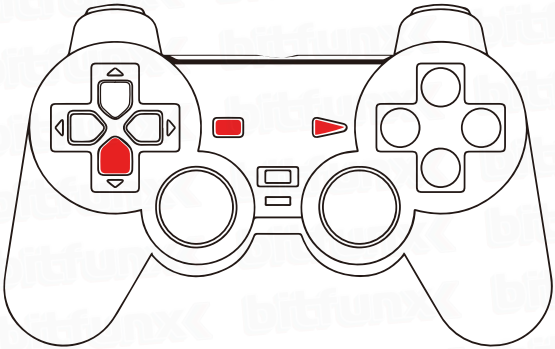
1. Hold and press **START + SELECT+ DPAD UP** can switch to the next memory card.
   (e.g from 0.MCR to 1.MCR)

   NOTE: LED blinks twice quickly means the saves image is being switched.
   If the switching process completed, the LED will turn fully on.



2. Hold and press **START + SELECT + DPAD DOWN** can switch to the previous memory card.(e.g from 1.MCRto 0.MCR)

NOTE: LED blinks twice quickly means the saves image is being switched. If the switching process completed, the LED will turn fully on.



How to Back up Your Saves to PC?

1. Use SD card reader to insert your microSD card into PC.
2. Create a folder on your PC .
3. Copy the saves in the microSD card to the folder.

How to Restore the Saves?

If you have the .MCR saves image files on your hands, you can restore it into the PSXMemCard, just copy and paste. You can also transfer your saves in your original PS1 memory card to the PSXMemCard.

1. Copy the .MCR file to the root directory of the microSD card.
   (PsxMemCard only supports saves image in .MCR format.)

2. You must rename the .MCR file to fit the PSXMemCard.
   (Rename the .MCR files sequentially starting with the number 0(zero)).

3. Insert the microSD card into the PSXMemCard.

4. Now, you can use the product to run the saves on your console.
   (“0.mcr ” will be recognized automatically.)

5. This product is fully compatible with the original memory card.
   So you can transfer the saves from original memory card to the product.

FAQS

(If you encounter a problem not mentioned here, please send an email to support@bitfunx.com.)

Q1: Is It compatible with ODE?

A1: Yes, It is compatible with ODE.

Q2: How does the function of playing a burned CDs work?

A2: It works via freeboot program.