Rominator 2008
• Quick Start Guide •

<u>Written by Salamantis (for GBAtemp.net)</u>
For more in-depth information be sure to visit **www.rominator.net,** home of the Official
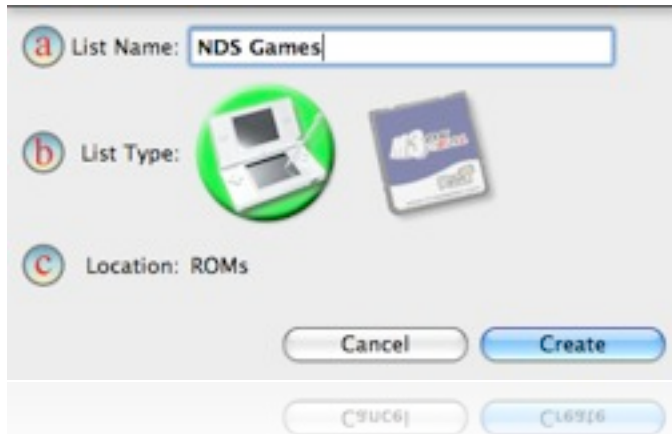Rominator User's Guide!

Table of Contents

a. Rom List: This part contains the Roms you have in your currently selected game list.

b. Game Lists and Flash Cards: As the name suggests, this lists your game lists and flash cards.

c. Toolbar: Easily accessible buttons for the most basic Rom actions. You can also customize the toolbar by clicking '*Customize Toolbar*' found in the '*Edit*' menu. There, you can find many buttons and add them to the toolbar (maximum of 9 items).

d. Status Bar: Displays status about different actions. Check here to see any errors!

e. Add/Remove Buttons: Add or remove a game list or flash card.

f. Refresh: Refreshes the Roms in the current list.

g. Progress Bar: Displays progress on renaming Roms, database update and importing games.

h. Search: Search for a specific Rom.

Creating Game Lists

Game lists are a way to organize your games so you can find them more easily later on. They sort of act like playlists in any Music player application.

There are 2 types of Game Lists: one with a specified location and one without. The game list with a location will read the Roms from that specified folder. The one without location will, when refreshed, just refresh the contents of the list, not the actual Roms themselves.

Here's how to create one:

a. Click the **+** button above the game lists.

b. Specify a name for the list. (**a** on the picture)

c. Leave the list type as is. (**b** on the picture)

d. Specify a location if wanted. I recommend it for your main Rom list. (**c** on the picture)

e. Click '*Create.*'

You can also rename a game list by double-clicking it's name in the list.

Importing Games

Importing games is a very simple process. All you have to do is drag and drop game files (supported files are *.nds*, *.rz* and *.zip*)

Refreshing Game Lists

Refreshing a game list updates the game information and, if there is a folder specified for that game list, the games in the folder. If there's any changes in that folder (added or removed Rom, for example), it will reflect the contents of the game list.

To refresh all you have to do is click this button, found above the game lists:

Removing Games

You might come by a time where you just want to remove a Rom from your list for whatever reason.

You can remove a game from the list itself by selecting the game and pressing the **Backspace** button. If there's a location specified for the list, the game will be re-added the next time you refresh the list.

To permanently remove a game, highlight the game(s) you wish to remove and press **Shift + Backspace.** If you want to remove a game off a flash card, all you have to do is press **Backspace.**
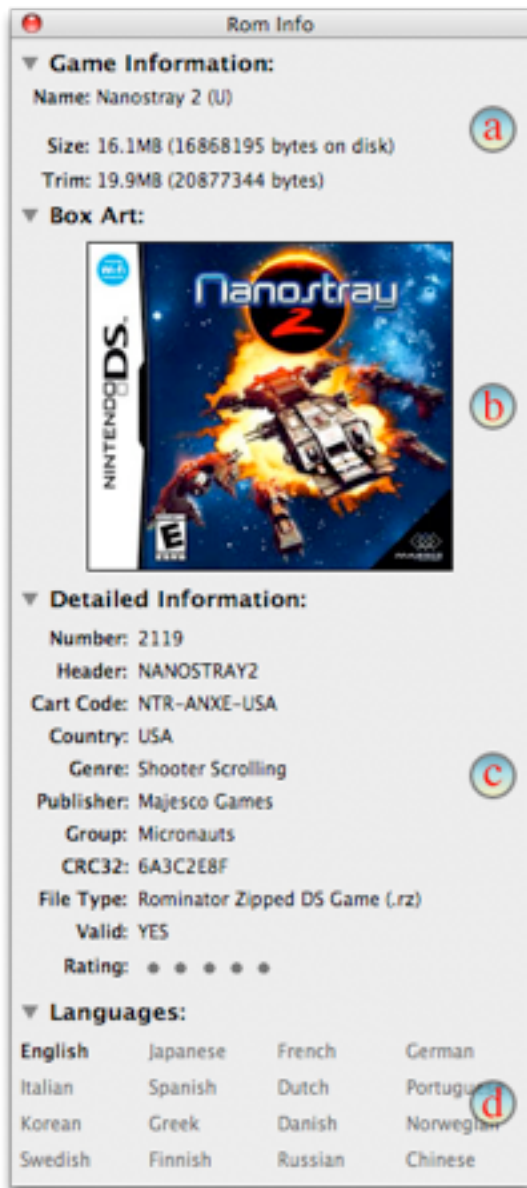
List View Options

List View options are individually stored for each game list you have. They control the way your Rom list looks, and can be customized for your needs. The possibilities are endless! (Keyboard shortcuts for the view options are *CTRL-J* or *CMD-J* for Mac)

a. Select which columns you want displayed from the list (left) by selecting the item and clicking the **>>** button. Remove columns by selecting them in the list (right) and clicking the **<<** button.

b. Select if you want the game icons displayed their full size or only half their original size.

c. Select a color for easy identification of the list in the game lists.

Viewing Game Details

Rom Info

▼ **Game Information:**

Name: Nanostray 2 (U)

Size: 16.1MB (16868195 bytes on disk)

Trim: 19.9MB (20877344 bytes)

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▼ **Box Art:**

ⓑ

▼ **Detailed Information:**

Number: 2119

Header: NANOSTRAY2

Cart Code: NTR-ANXE-USA

Country: USA

Genre: Shooter Scrolling

Publisher: Majesco Games

Group: Micronauts

CRC32: 6A3C2E8F

File Type: Rominator Zipped DS Game (.rz)

Valid: YES

Rating: ● ● ● ● ●

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▼ **Languages:**

English	Japanese	French	German
Italian	Spanish	Dutch	Portugu...
Korean	Greek	Danish	Norweg...
Swedish	Finnish	Russian	Chinese

ⓓ

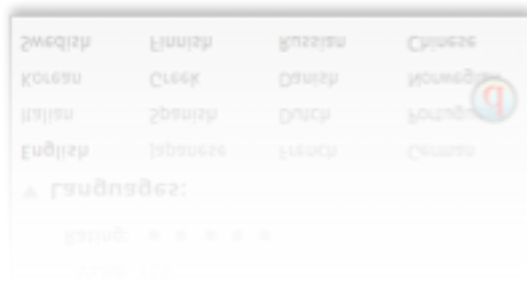The new Rom Info panel is one of the most important features in Rominator 2008.

Access it by pressing **CTRL-I** or **CMD-I** on Macs. Then you can select a Rom in your list and get instant information about everything you really need to know about it, including size, artwork, available languages, Rom number, country, publisher, genre and much, much more.

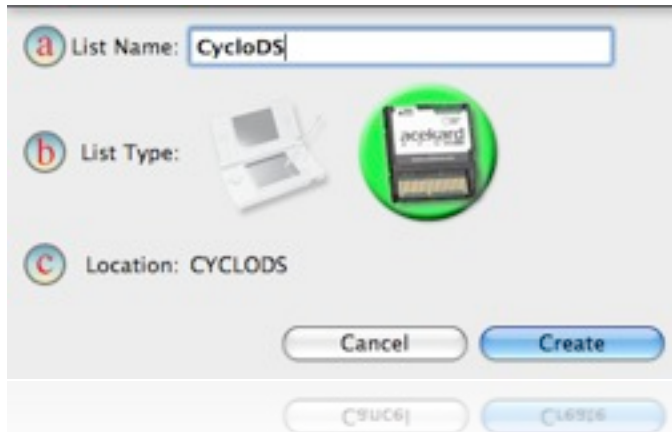**a. Game Info:** Basic information like the title and sizes of the game.

b. Box Art: After Rominator has downloaded it, you can view the actual box art of the game.

c. Detailed Info: Here you can find other interesting information on about the game.

d. Languages: Available languages in the game.
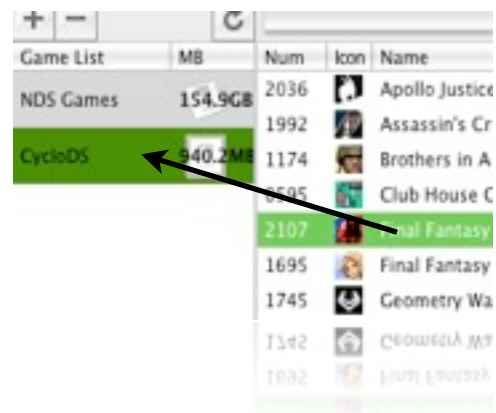
Creating a Flash Card

Creating a Flash Card in Rominator resembles creating a game list. To start, click the **+** button above the game lists.

a. Specify a name for the Flash Card. (**a** on the picture)

b. This time, click the second image. Remember, it doesn't matter what flash card is on the picture. (**b** on the picture)

c. You need to specify a location for the flash card's game directory. Don't just point it to the flash card itself, select the folder in which all your Roms will be stored. (**c** on the picture)

d. Click '*Create.*'
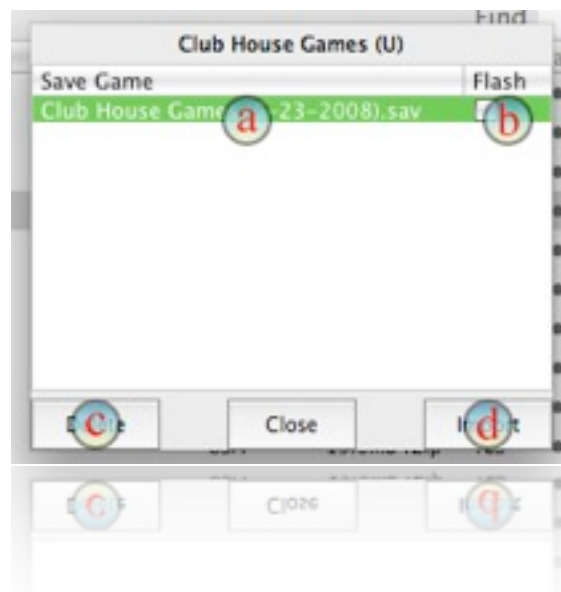
Copying Games over to a Flash Card

To copy games over to a Flash Card, make sure you have set one up, and have games in a game list. Now select the game list and simply drag and drop the game from the list onto the Flash Card.

Backing Up Saves and Flashing Them

To back up a save from a Flash Card, all you need to do is right-click (**CTRL-click** for Mac users) a game and from the contextual menu select **Backup Save**. The save must end with *.sav*. An alternate way to back up your save file is while in the save window shown below, drag and drop the *.sav* file from your computer into this window and it will backup the save for the specified game.
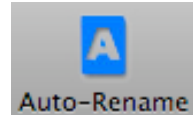
To view what saves you have for a game, select a game in the game list and double-click it. A small window should open:

a. Displayed here are your saves for the currently selected game.

b. Tick the box next to a save to copy it over to your Flash Card next time you flash the game to your card.

c. Click this button to delete the currently selected save.

d. Click this button to export a save to a folder on your computer or flash card.

Auto-Renaming Games

To automatically rename a Rom based on the real title in the database and what you set up in the '*Renaming*' pane in the preferences, right-click on a Rom in the list and select '*Auto-Rename*'. You can also click the button in the toolbar.

Manually Renaming Games

To manually rename a Rom in a game list, select it in the list and press the **Return** key. You should be able to rename the game to whatever you'd like. Keep in mind, the name cannot be more than 255 characters, or contain any characters not allowed by your operating system.

Compressing and Decompressing Games

Rominator can compress games in rZip format, a special format only it uses. Compressed games cannot be played on the Flash Card, but they free up space on your hard drive. Flashing compressed games will automatically decompress them, so you don't have to worry about that.

To compress or decompress a game, right click it in the list and select either **Compress** or **Decompres**s, depending on it's current file type, or you can use the toolbar for a one-click compression or decompression.

Trimming Games

With Rominator 2008 comes a new Instant-Trimming function. You can trim your games safely in a click of a button and before you can wink your eye it'll be trimmed down to a much smaller size.

To trim down a game, you can either right click on a **decompressed** game and select **Trim,** or you can use the toolbar's **Trim** button.

Verifying the CRC32

The CRC32, a file's checksum, can be used to see if your game is the real copy of the game. A patched game or any other modifications to the Rom itself will change the CRC32.

To verify the CRC32, you can right click on a game and select **Verify CRC32,** or use the toolbar button. After the verification, you can enable '*Clean Dump*' in the View Options to see if your copy is the real deal.

DS Game Catalog

The DS Rom Catalog allows you to see a list of all the currently released DS games that are currently in the database, and individually look at a game's information.

a. Game List: This list shows you all the games in the current database. Click on a game to see it's information.

b. Box Art: A picture of the currently selected game's box art.

c. Game Information: Internal Rom information of the currently selected game. Game icon is only available if the Rom is in your game list in Rominator.

d. Filters: These allow you to filter the games in the list by different categories.

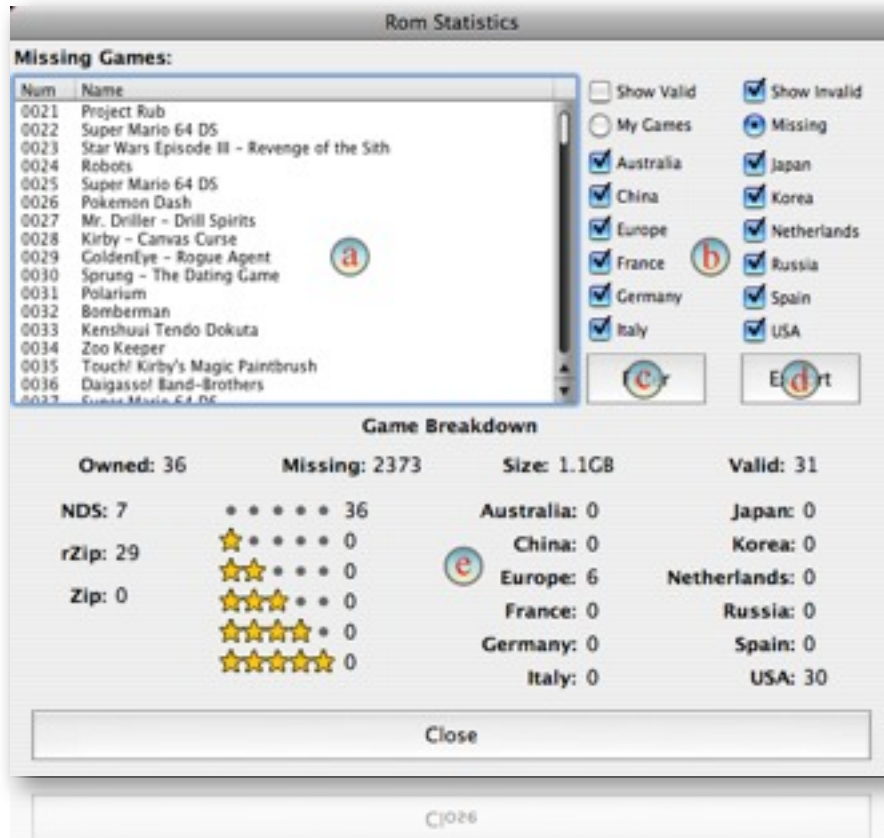**e. Search:** Type in a word to search the games in the database.

f. Metacritic Info: Here, you can see the game score (on 100) and a short description about the currently selected game. Information is pulled from www.metacritic.com.

To enable Metacritic scores and descriptions, go to the preferences and check **Show Metacritic Data in DS Catalog.**

Rom Statistics

Creating a Flash Card in Rominator resembles creating a game list. To start, click the '**+**' button above the game lists.
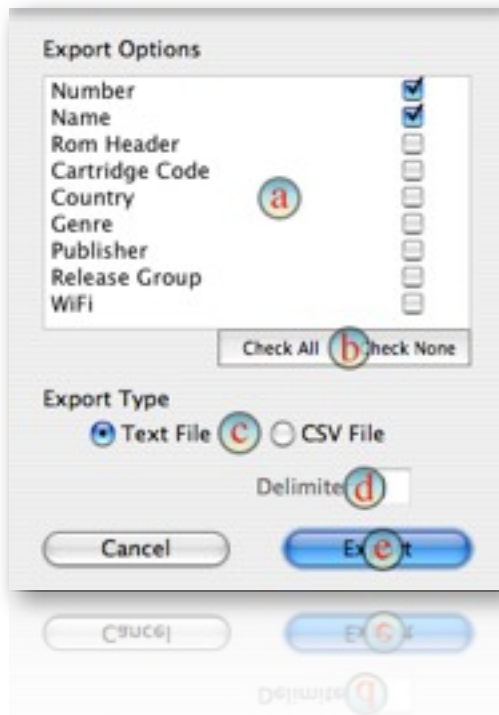

a. Game List: Lists the games that fit the selected rules. (see **b**)

b. Sort Options: These options allow you to display the games that fit your rules. Here you can filter by country, the validity of the Roms and display the Roms that you own or that you don't own.

c. Filter Button: Once you have chosen your rules, hit this button to filter the games in the list.

d. Export Button: Allows you to export the games in the list to a file. (see **below**)

e. Game Breakdown: Here you can see a breakdown of your currently owned games. See how many are from which countries, what file types you have, how much games have you rated with a specific amount of stars, and many more.

Exporting from the Statistics Window

If you want to export a list of games that match certain rules in your Rom Statistics window, then you can easily do so. In the Statistics window, once you have found your rules, hit the '*Filter*' button then the '*Export*' button.

a. Export Options: Select what you want to be included in your exported file.

b. Check All/None: Quickly select all the options or not.

c. **Export Type:** Select what type of file do you want to export to, wether it be a plain text file or a CSV delimited file that can be opened with applications like Excel.

d. **Delimiter:** A delimiter is a character that separates data, so Excel knows to put the next piece of data in a new cell.

e. **Export Button:** When you are done, hit this and Rominator will ask you for a location to export to.

Save Defender

Saves are the most important files on your flash card, mainly because you can't restore them like they were before. They contain all your game progress data, so if you lose one, you'll have to restart from scratch. Save Defender is a great new way to backup your saves automatically so that you can keep your saves and easily restore them when something goes wrong.

a. Enable/Disable Box: Check this box to enable Save Defender.

b. Flash Card List: This list contains your flash cards that are being used by Save Defender. You can select one and see it's saves. To add a new one, select '…*Add*

Card to Save Defender' from the drop-down menu, select the card you want to be added, then create an initial backup.

c. **Date/Time Selection:** Select the date and time you want to see the saves for. If, for example, you want to see saves from 2 days ago, move the date slider to 2 days ago and adjust the time, and the saves displayed will be the ones corresponding to that date.

d. **Save List:** Displays the saves for the selected date and time.

e. **Restore Button:** If you want to restore a save, select it in the list and hit the restore button. Select a location to restore and there you have it, the save from that exact date and time will be wherever you put it.

Cheat Database

GBAtemp.net has a cheat database containing all the newest cheats for use with almost every cart. This database is updated daily by a member called Narin. Rominator can now update the cheats on your cart by itself to the newest cheat file.

Access the cheat menu by double-clicking a flash cart in your Game and Flash Card list.

a. Name: Set your flash card's name here.

b. Flash Card Type: This is important for cheats to work: select your flash card from the drop-down list. CFW means custom firmware (Bliss, YSMenu, etc).

c. **Location:** Your game folder on your flash card.

d. **Cheat Update:** Here, you can see the latest cheat update that you last downloaded. Update your cheats by clicking the Update button, and watch the progress to see if everything goes well.

e. **Auto-Update Cheats:** *only available to registered users* Check this box if you would like Rominator to automatically update your cheat database if there's a newer one at launch.