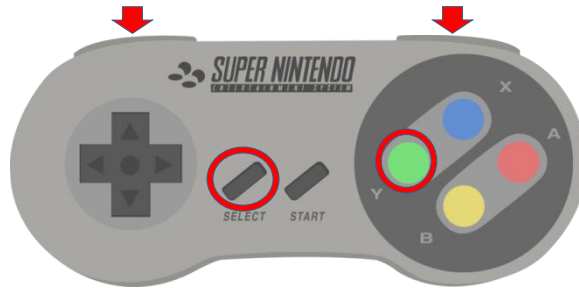# Super Nintendo – InGameReset Functionalities

Force region 50Hz (PAL) (LED green)

L + R + Select + Y

Force region 60Hz (NTSC) (LED red)

L + R + Select + A

Force region of cartridge (LED yellow)

L + R + Select + B

Change to SCICs forced region (e.g. for pairmode with sd2snes)

L + R + Select + D-Pad left OR right

Simple reset of console

L + R + Select + Start

Double reset (change to main menu of sd2snes)

L + R + Select + X

Toggle region timeout on and off

- Regionen timeout:force cartridge region after consoles start-up, reset and double reset for approximately 9s afterwards change to forced region
- LED confirms with off -> red -> yellow -> green -> off -> "LED normal" on switching on
- LED confirms with off -> green -> yellow -> red -> off -> "LED normal" on switching off

L + R + Select + D-Pad up

Toggle region patching on and off

- Region patching, also $213f-D4-Patch: suppresses cartridge error "This Gamepack is not designed for [...]" after reading register $213f by overriding bit 4 (region bit)
- LED confirms with off -> green -> off -> green -> off -> "LED normal" on switching on
- LED confirms with off -> red -> off -> red -> off -> "LED normal" on switching off

L + R + Select + D-Pad down

Toggle lock (type 1) on and off

- Lock (type 1): locks all combinations except this one. Lock can be removed using the same combination again. This lock state is stored during powering off and on the SNES.
- LED confirms with fast flashing red on switching lock on
- LED confirms with fast flashing green on switching the lock off

D-Pad left + D-Pad up + L + R + X + A

Set lock (type 2)

- Lock (type 2): locks all combinations. The lock can only be unset using a reset or switching off and on the console. Reset using the sd2snes' IGRs is not supported; one has to use the reset button.
- LED confirms with fast flashing red

D-Pad down + D-Pad left + L + R + A+ B

(These locking combinations are only available if you have flashed the right *.hex-file to the PIC-microcontroller)

Toggle support of wireless controller by Retro-Bit on and off

- These controllers have a long delay for switching the serial date. Hence the PIC microcontroller has to read slower than normal. Some games, which do not use the AJR (Auto Joypad Read) feature of the SNES, might cause problems if the PIC reads that slow (or not). Thus the support is optional.
- LED confirms with off -> green -> yellow -> green -> off -> "LED normal" on switching on
- LED confirms with off -> red -> yellow -> red -> off -> "LED normal" on switching off

L + R + Start + A+ B + Y + X

Defaults: 60Hz, Regiontimeout: off, Regionpatch: on, Locks: off, Support of WRBC: off