Q: Does DSLinker Writer need to always insert into slot 2?
A:NO. Only upgrade the firmware or copy game into DSLinker needed.

Q: How to know my DSLinker firmware version?
A:The version number at the top&left of DS down screen.

Q: How to format DSLinker? (New firmware do not need "flashformat" program to format)
1. Insert DSLinker Writer into slot 2 and insert DSLinker into slo 1.
2. Hold the "down" directionnal button and turn on power
3. still holding "down", press "L+R+A+B", will enter format program mode and will do low level format and high level format together.
4. Now, PC can recognise DSLinker as a USB disk.
5. Copy the "DSYSTEM" folder into DSLinker root.

Q: How to low level format DSLinker? (older firmware than 122D before)
1. Insert DSLinker Writer into slot.
2.Hold the "down" directionnal button and turn on power
3.still holding down, push L+R+A+B, will enter low level format program mode and will format.

Q: How to high level format DSLinker file system? (older firmware than 122D before)
A: After low level format DSLinker, please connect to PC with USB cable, if the PC can open the DSLinker as a USB disk, you can copy file into it, you do not need to do high level format. If you can not, please do high level format as follow. Use program "flashformat" on PC to format the DSLinker(Can download from soft page).

Q: "indextab chkerr" error on Dslinker, How to fix it?
A:Do low level format first and use program "flashformat" high level format it later, put System folder on the DSlinker and no more error.

Q: Does DSLinker need FlashMe, SuperKey or PassCard?
A: NO. DSLinker can boot from DS directly.

Q: What type of memory does DSLinker use?
A: DSLinker use NAND flash memory. It's the same as U-Disk flash. So DSLinker can be recognised as a U-Disk when connecting with computer.

Q: What Operation System can DSLinker support?
A: DSLinker work as a standrad U-Disk, so it can be recognised by Windows, Mac and Linux system.

Q: How to connect computer?
A:
- 1. Insert DSLinker into Slot 1, insert DSLinker Writer into Slot 2.
- 2. Connect the DSLinker Writer to the PC with the USB cable. Do not use USB HUB or USB extension cable, please connect to PC USB port directly.
- 3. Open the power of NDS/NDSL, and click the DSLinker ICON at the down screen. DSLinker will enter USB mode.
- 4. Now. DSLinker will be recognised as a U-Disk by PC.

Q: How to copy game to DSLinker?
A: It's very easy. Just Copy (Drag??n Drop files). But make sure the file has been unzip.

Q: How to play game with the DSLinker?
A: Make sure DSLinker Writer is NOT insert. Open the power of NDS/NDSL, and click the DSLinker ICON at the down screen. You will enter DSLinker Operation System, all the games will display as a 3D ICON.

Q: What is DSLinker Operation System?
A: DSLinker Operation System can let you play game and start Moonshell.

Q: How to start Moonshell?
A: Make sure the "moonshell" folder is in the root of DSLinker, if not, please download from "SOFT" page. At DSLinker OS menu, select the MoonShell ICON, press "A".

Q: How can I play MP3 & Movie?
A: Start the Moonshell, and select the media file, press "A".

Q: I can not save a game, what happen?
A: It's save type wrong problem. Because DSLinker support Clear ROM, sometimes the save type is wrong.

Q: How to change save type?
A: At DSLinker OS menu, press "SELECT" or "SELECT + LEFT/RIGHT DIRECTION BUTTON" can change the save type of the game. The game info. is displayed on the top screen. This function is used to when the new game released, the save type is not in the DSLinker database.

Q: Why there are so many .sav files?
A: When you copy a game to DSLinker, DSLinker will create a .sav file for the game when you run the game at first time. it's save for the game.

Q: How to backup game save to PC?
A: Just copy the .sav file to PC.

Q: How to restore game save to PC?
A: Just copy the .sav file to DSLinker, but you must make sure the xxxxx.nds should work with the same name xxxxx.sav.

Q: How does DSLinker save system work?
A: Actually, there is only one hardware save space for game. Example: When you run game A, system will load A.sav to the space, then when you change to run game B, system will backup the save to A.sav and load B.sav to the space. So, each you run a new game, system will backup the hardware space to the last-game.sav you run.

Q: Am I afraid to lost the save?
A: All .sav files storage in the NAND flash memory, so you don't worry about losting save.