

Make a SD card for importing roms

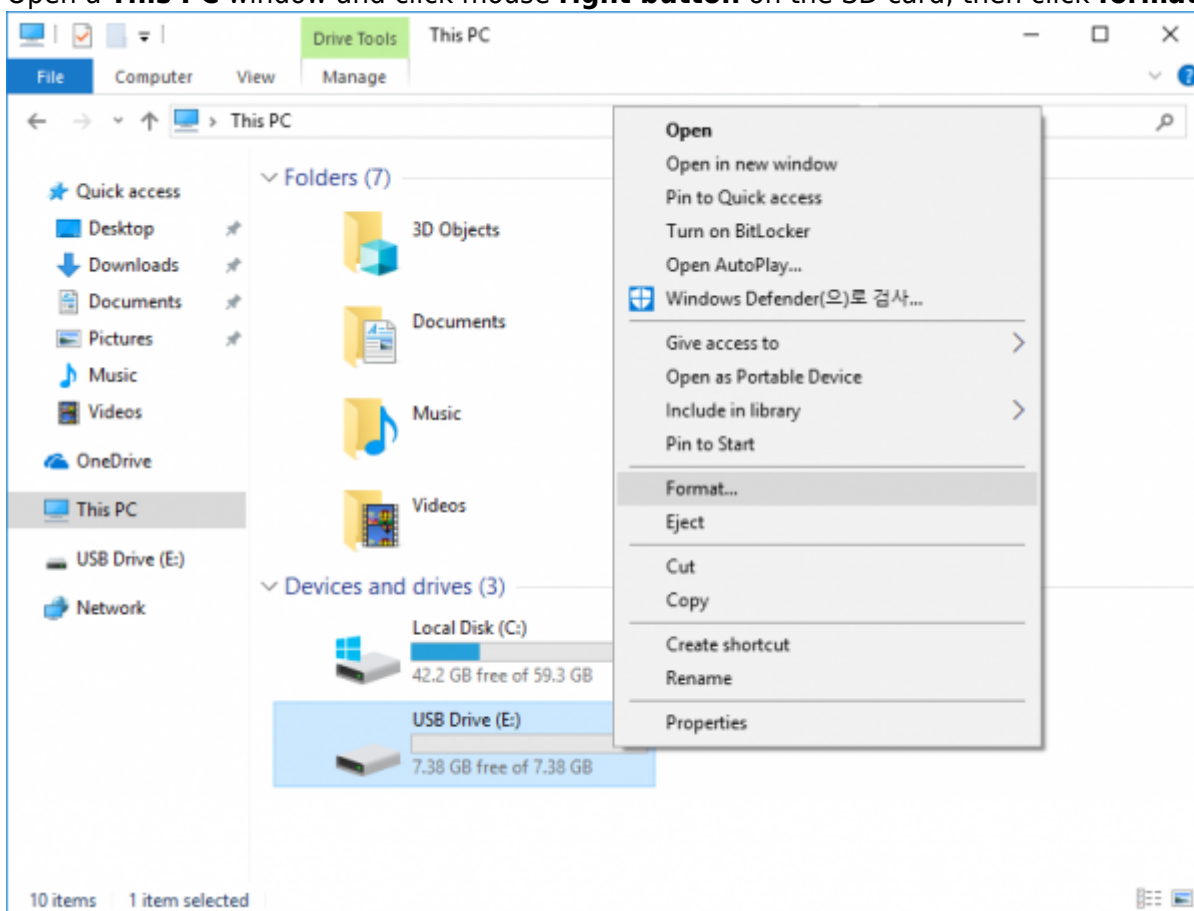
- ODROID-GO supports only FAT file system.
- The Emulator supports
 - Game Boy (GB)
 - Game Boy Color (GBC)
 - Game Gear (GG)
 - Nintendo Entertainment System (NES)
 - Sega Master System (SMS)
 - ColecoVision (COL)

Format as FAT

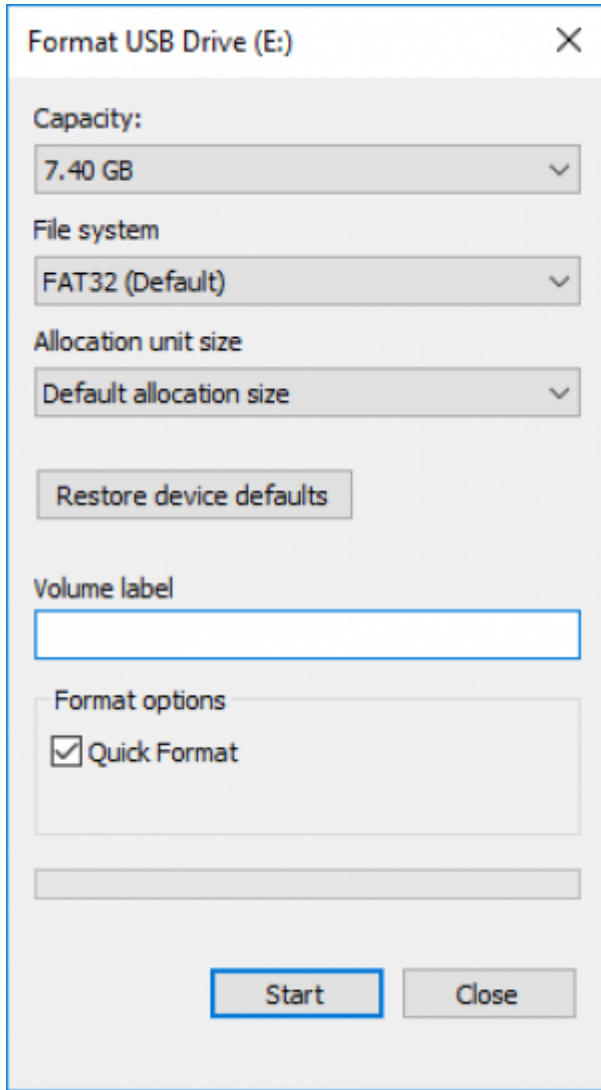
Insert a SD card to the system before proceed with.

Windows

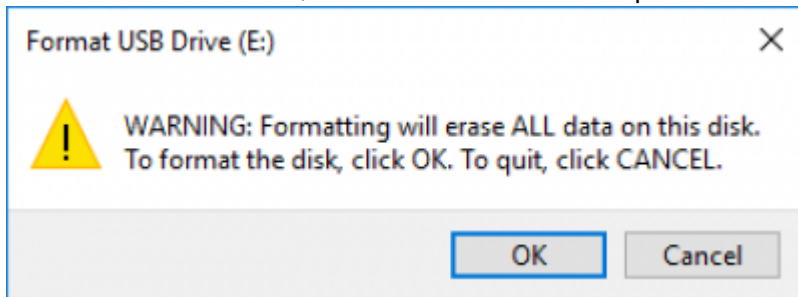
Open a **This PC** window and click mouse **right button** on the SD card, then click **format**.



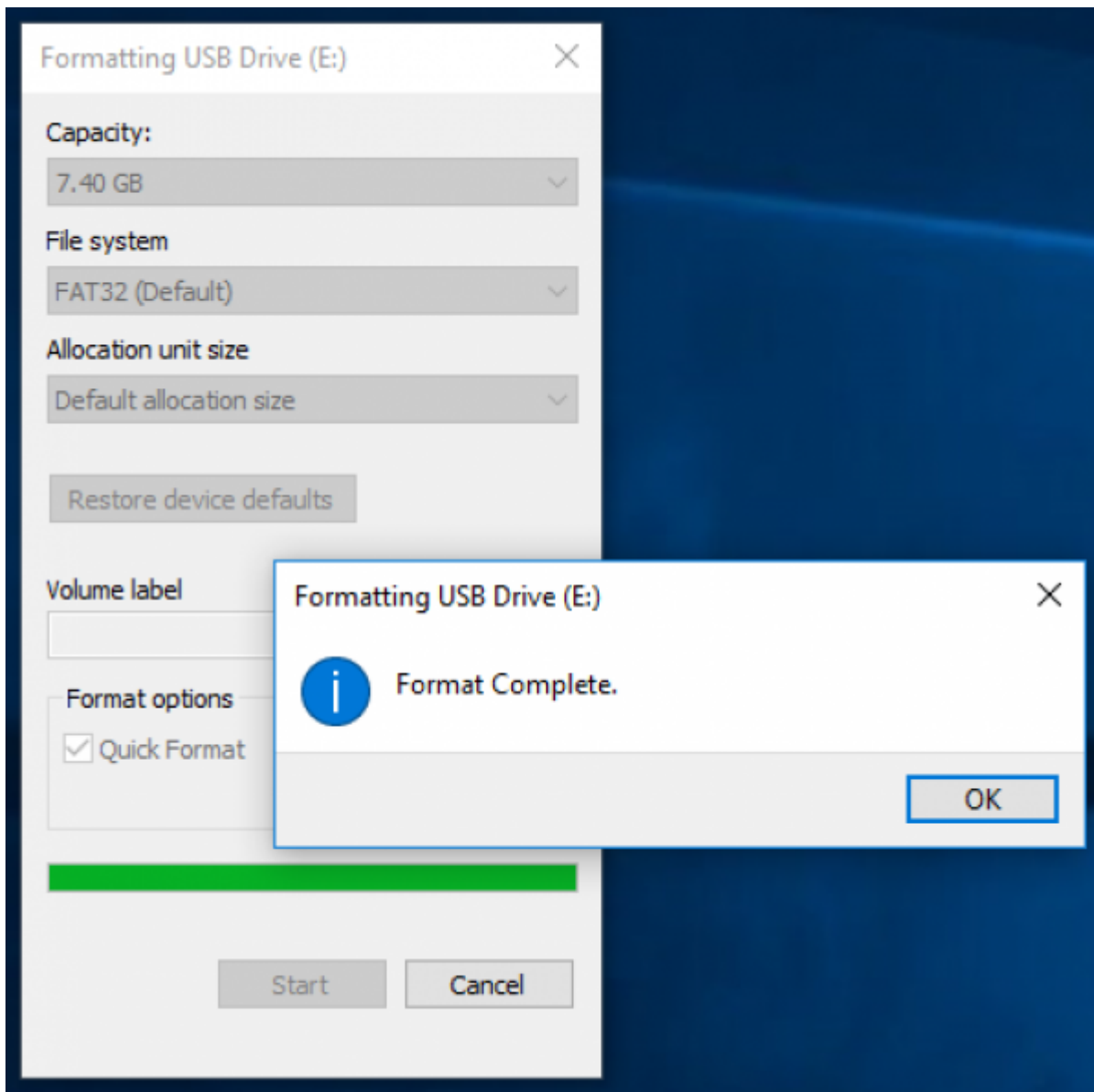
Select options referring to the screenshot below, and make sure that **FAT32** is selected for the **File system**.



Click the **Start** button, then click **OK** button to proceed.



Then this tool formats SD card as FAT file system.



Linux

Press shortcut **ALT+CTRL+T** to open a Terminal window.

Find out the device file name for inserted media.

```
joshua@joshua-desktop:~$ sudo fdisk -l
...
Disk /dev/sdc: 7.4 GiB, 7948206080 bytes, 15523840 sectors
Units: sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disklabel type: dos
Disk identifier: 0x00000000

Device      Boot Start      End  Sectors  Size Id Type
/dev/sdc1           2048 15523839 15521792   7.4G 83 Linux
```

In my case, **/dev/sdc** is that name.

Unmount the partitions for the SD card.

```
joshua@joshua-desktop:~$ sudo umount /dev/sdc?
```

Enter the following command to format as FAT.

```
joshua@joshua-desktop:~$ sudo mkfs.fat /dev/sdc1  
mkfs.fat 4.1 (2017-01-24)
```

Eject and insert again the SD card.

And Enter the command below to check if the SD card is mounted well and the partition is FAT.

```
joshua@joshua-desktop:~$ df -Th  
Filesystem      Type      Size  Used Avail Use% Mounted on  
...  
/dev/sdc1      vfat      7.4G  4.0K  7.4G   1% /media/joshua/3B5E-B96C
```

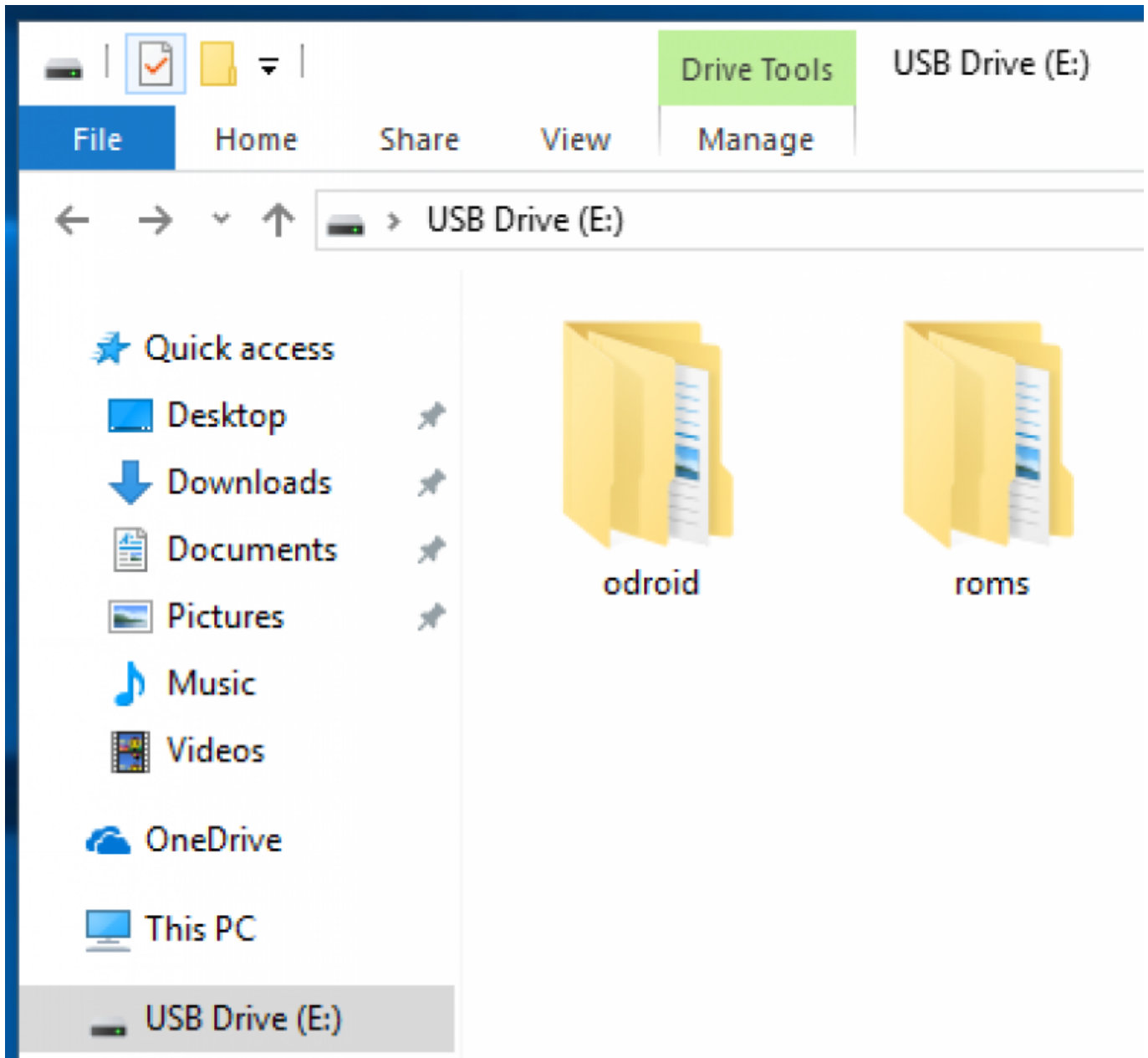
Download the skeleton files and move them

[Download](#)

Skeleton file

Uncompress and you can see 2 directories, **odroid** and **roms**.

Move them into the top-level of the FAT formatted SD card.



Move your games

- Move the games to the proper directory under the **/roms** directory of the **SD card**.
 - Generally, the name of the target directory is the **abbreviation** of the system.
 - e.g. If you have some **Sega Master System** games, move it to **/roms/sms** directory.

Move the games to the proper location of the SD card.

- Additional ROMs can be added to the appropriate folder in **/roms**:
 - **nes** - Nintendo Entertainment System
 - **gb** - Nintendo GameBoy
 - **gbc** - Nintendo GameBoy Color
 - **sms** - Sega Master System

- **gg** - Sega Game Gear
 - **col** - ColecoVison
- ROM files must be decompressed (unzipped) and have the same extension as the folder in which they are placed.

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