

**in**

**COLLABORATORS**

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 7, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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WildSMEG Turbo 1.2  
Released 1st November 1993

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Disclaimer  
Distribution  
Introduction  
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Running For The First Time  
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SMEGCable  
DSP Docs  
Who To Blame  
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### 1.3 WildSMEG Turbo 1.2 - Disclaimer

#### D I S C L A I M E R

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### 1.4 WildSMEG Turbo 1.2 - Distribution

#### D i s t r i b u t i o n

This program and associated documentation may be freely copied and

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distributed. We make no charge for this software, so if you paid for it, you were done.

## 1.5 WildSMEG Turbo 1.2 - Introduction

### I n t r o d u c t i o n

What is WildSMEG! ?

WildSMEG! is a unique utility for the Front Far East Super Wild Card. Now on revision 1.2, it presents you with most of the utilities you already use in one package, and then some!

Currently, WildSMEG! supports ROM versions  
2.2CC

,  
2.6CC  
and  
2.6F

.  
If your Wild Card does not have any of these ROMs, please contact JFM Consoles for upgrade details. Their address and telephone number is supplied in the Acknowledgements section of this manual.

Very important information for  
v2.2CC  
owners.

## 1.6 WildSMEG Turbo 1.2 - ROM v2.2CC

There are two very different versions of the 2.2CC ROM. If you purchased your WildCard after mid-June, the chances are that you have the newer 2.2CC ROM. If WildSMEG! fails to control your WildCard, just rename the other 2.2 ROM (WildSMEG.22N) as WildSMEG.ROM in your WildSMEG: directory. Alternatively, contact

JFM Consoles  
for

an update.

## 1.7 WildSMEG Turbo 1.2 - ROM v2.6CC

This is currently the latest version of the Wild Card.

## 1.8 WildSMEG Turbo 1.2 - ROM v2.6F

---

This is the latest version of the ROM for the Magicom to Wild Card Upgrade board.

## 1.9 WildSMEG Turbo 1.2 - Requirements

### R e q u i r e m e n t s

WildSMEG! requires the following :

Commodore Amiga  
Super Famicom/Nintendo  
Super Wild Card from Front Far East (SMS 3201)

SMEGCable(tm)  
for best results.

WorkBench/KickStart 2.04 or greater.

Important Note For  
GVP-680X0  
Users

## 1.10 WildSMEG Turbo 1.2 - Important Note To GVP Users

The 'CPU' Utility which comes with these cards is incompatible with the WildSMEG! calibration routines. Please disable 'CPU' until WildSMEG! has been configured.

## 1.11 WildSMEG Turbo 1.2 - Getting Started

### G e t t i n g   S t a r t e d

Installing WildSMEG! is very simple. All you have to do is double click on the WildSMEG! Install Icon. It's a standard Commodore Installer script, so you've probably used it before.

For those of you who prefer to install manually, follow the instructions below.

- 1] Create a directory for WildSMEG! to reside.
- 2] Copy the distribution files to the directory.
- 3] Find out which version ROM you have.
- 4] Copy the WildSMEG.xxx ROM file to WildSMEG.ROM.  
For example, if you have ROM 2.6CC, enter;  
COPY WILDSMEG.26C WILDSMEG.ROM.





```

| +-----+
| | STATUS          PROGRESS BAR | |
| +-----+
+-----+

```

## 1.13 WildSMEG Turbo 1.2 - Running For The First Time

### R u n n i n g F o r T h e F i r s t T i m e

When you first run WildSMEG! it makes a config file in your WildSMEG drawer, it then auto calibrates the time out delays for Transfer and receive, depending on the speed of you machine. After that it resets the wildcards stack and screen. It is now usable.

WildSMEG! calibration is 'one time' only operation.

Important Note For  
                   GVP-680X0  
                   Users

## 1.14 WildSMEG Turbo 1.2 - Iconify

### I c o n i f y

Selecting the Nintendo Status Icon will Iconify WildSMEG!.  
 The icon comes up where you last left it !!!

## 1.15 WildSMEG Turbo 1.2 - Reset

### R e s e t

There is a small buggette (??) in the Super Wild Card. For some reason, the Wild Card can hold data in memory, even when the power is off, preventing you from resetting. You can remedy this by doing the following :

- 1] Switch off the Wild Card
- 2] Click the Reset button in WildSMEG!
- 3] Switch on the Wild Card

This should unlock the Wild Card. This problem does not occur in the original Magicom or the Wild Card Upgrade Boards.

Note :

A SCART or monitor lead can have the same effect on the WildCard. This can be fixed, so if you are having problems



```

Run DRAM
RUN IC Card
|
D

C
|
| +-----+
| +-----+
| | STATUS          PROGRESS BAR |
| +-----+
+-----+

```

## 1.18 WildSMEG Turbo 1.2 - Play Game

1] Play Game. Simply sends and runs a game file. You can also send split files and run them, provided they are all in the same directory. The part number which is being sent is display next to the count down. Always remember to select part one first.

Pro Fighter files are fixed automatically as there are being sent.

## 1.19 WildSMEG Turbo 1.2 - Send & Save

2] Send & Save. Sends a game file and prompts you to enter a new filename if required. It then automatically instructs the Wild Card to store it on floppy. Each file's header is checked, and corrected if the block count is not the same as the file size.

This function was added because some patches corrupt the Block Count in the header.

The mode (ie. Normal/HighROM), the game runs in can only be changed using the Fix Header button on the

```
File Menu
.
```

\*NEW IN 1.2\*

WildSMEG! now sends both SWC and normal data files to the Wild Card. When a file which has an invalid SWC header is detected, WildSMEG! presents a requester for you to verify if it is a data file or an SWC image file.

Send & Save now supports multiple saves from a single send. Simply press SAVE on the MultiSave requester

until all copies are made.

## 1.20 WildSMEG Turbo 1.2 - Send BRAM

3] Send BRAM. Sends a previously saved battery RAM file.

## 1.21 WildSMEG Turbo 1.2 - GameBoy

4] GameBoy. Sends the GameBoy DOS to the Wild Card. WildSMEG will now send the "WildSMEG:Gameboy.DOS" to the Wild Card. A separate file was used in preference to an internal DOS because the Gameboy.DOS can now be updated easily by replacing "WildSMEG:Gameboy.DOS".

The DOS file must be located in your WildSMEG: directory.

## 1.22 WildSMEG Turbo 1.2 - Run DRAM

5] Run DRAM. Runs the game in memory. Unfortunately, You ↔ cannot use this option to run a file you have sent using

Send & Save  
, as the memory locations differ.

## 1.23 WildSMEG Turbo 1.2 - RUN IC Card

6] Run IC Card. Simply kicks in the cartridge plugged into your WildCard.

## 1.24 WildSMEG Turbo 1.2 - File Menu

```

                                F i l e   M e n u

      W i l d S M E G !   W i n d o w   L a y o u t
+-----+
| +-----+ +-----+ |
| |   L O G O / I N F O R M A T I O N   | |
|   S T A T U S
|   |
| |           P A N E L           | |
|   I C O N

```



Join now presents a Destination Requester.

## 1.27 WildSMEG Turbo 1.2 - Split File

3] Split File. Split single files into smaller parts. Files above 8 MBit will offer a further requester for you to select the style in which you would like the split performed.

\*NEW IN 1.2\*

Split now presents a Destination Requester.

## 1.28 WildSMEG Turbo 1.2 - Receive BRAM

4] Receive BRAM. Simply receives the contents of battery RAM from the WildCard. This is sometimes referred to as SRAM or Game Save Data.

## 1.29 WildSMEG Turbo 1.2 - Get Info

5] Get Info. Enables you to quickly get information on a game file

Game name.  
Manufacturer.  
Country.  
Mode the game runs in.  
Size.

And if it has a BB RAM / DSP / SFX chip.

Valid Info will come up in Black (same colour as the WildSMEG! buttons).

NON-Valid Info will come up in white.  
(or the same colour as the status info comes up in)  
The info usually corrupts because some patches invalidate the CheckSum.

## 1.30 WildSMEG Turbo 1.2 - Fix Header

6] Fix Header. This is a late addition which fixes the block count and file type in the headers. Some groups do insist on sending out invalid patchers which corrupt this information and stop you from saving the file!.

This button will make the file HighROM or LowROM.

Note: If you are fixing a multi-part game to HighROM, you must also fix the final split file.

### 1.31 WildSMEG Turbo 1.2 - Disk Menu

```

                                D i s k   M e n u

      W i l d S M E G !   W i n d o w   L a y o u t
+-----+
| +-----+ +-----+ |
| |  L O G O / I N F O R M A T I O N  | | | | |
| |          S T A T U S                | |
| |          | |                        | |
| |          P A N E L                    | |
| |          I C O N                      | |
| |          | |                          | |
| |          | |                          | +-----+ |
| |          W i l d S M E G !            | |          |
| |          R e l e a s e 1.2            | |          |
| |          R E S E T                    | |          |
| |          | |                          | |          |
| +-----+ +-----+ |
| |          D i s k M e n u                | |  O P T I O N S |
| +-----+ +-----+ |
| |          | |                          | |          |
| |          1.6M HD                       | |          |
| |          800K 2D                       | |          |
| |          1.6M FAST                     | |          |
| |          | |                          | |          |
| |          T                             | |          |
| |          | |                          | |          |
| |          F                             | |          |
| |          | |                          | |          |
| |          | |                          | |          |
| |          1.44M HD                       | |          |
| |          720K 2D                       | |          |
| |          S M E G R e p l a y            | |          |
| |          | |                          | |          |
| |          D                             | |          |
| |          | |                          | |          |
| |          C                             | |          |
| |          | |                          | |          |
| +-----+ +-----+ |
| +-----+ +-----+ |
| | S T A T U S                P R O G R E S S B A R  | |
| +-----+ +-----+ |
+-----+

```



### 1.32 WildSMEG Turbo 1.2 - Format

This menu simply allows you to format disks on the Wild Card remotely from the Amiga. The available buttons do the same as the format menu on your WildCard.

### 1.33 WildSMEG Turbo 1.2 - SMEGReplay

\*NEW IN 1.2\*

SMEGReplay 2!

Button 6 is now our version of the Pro Action Replay in software, and unlike many other emulators, supports both HiROM and wrap-round codes!

Action Replay Codes can be found in many publications, including SuperXS, SuperPro etc. With MODE 20 games all four codes are supported, but with MODE 21 (HiROM) games, you may only select two. We tested these routines with numerous HiROM and LoROM games and 99% work perfectly!. To get you started, we have included SRPCODES.TXT with this release.

SRAM2SMC is also included in the archive. This program is mainly for all the PC users and

Figgets

out there who are not

able to use SMEGReplay. It's a simple utility which patches a Mode 20 file to use the SMEGReplay codes which are stored in BRAM (SRAM). With this utility you can use SMEGReplay to activate the cheat, Back up the BRAM, patch the SWC file and then pass both the patched SWC file and the backed up BRAM to someone who does not use an Amiga. This includes all the ProFighter users who may wish to use our cheat system rather than purchasing the real thing.

SRAM2SMC will toggle the patch, returning a patched file to it's original status.

### 1.34 WildSMEG Turbo 1.2 - Figgets

Figget - noun, A person who owns, against better judgment, a ProFighter Q.

### 1.35 WildSMEG Turbo 1.2 - Configuration Menu

C o n f i g u r a t i o n   M e n u

W i l d S M E G !   W i n d o w   L a y o u t

+-----+

```

| +-----+ +-----+ |
| | LOGO / INFORMATION | |
| | STATUS
| |
| | P A N E L | |
| | ICON
| |
| | | +-----+ |
| | WildSMEG! | |
| | Release 1.2 | |
| | RESET
| |
| +-----+ +-----+ |
| | Configuration | | OPTIONS |
| +-----+ +-----+ |
| |
| | Personalise
| | Send +
| | Receive +
| |
| | T
| |
| | F
| |
| | | |
| |
| | Verify
| | Send -
| | Receive -
| |
| | D
| |
| | C
| |
| +-----+ +-----+ |
| +-----+ +-----+ |
| | STATUS | | PROGRESS BAR | |
| +-----+ +-----+ |
+-----+ +-----+

```

## 1.36 WildSMEG Turbo 1.2 - Personalise

1] Personalise. Users with ROMs 2.6CC or 2.6F can alter the message displayed at the base of the screen. This option makes no difference to 2.2CC users, other than to update the configuration file.

### 1.37 WildSMEG Turbo 1.2 - Send +

2] Send +.            Although WildSMEG! automatically calibrates itself to your Amiga, sometimes a little adjustment is needed. Use this button to increase the delay.

### 1.38 WildSMEG Turbo 1.2 - Receive +

3] Receive +.        As with  
Send +  
.

### 1.39 WildSMEG Turbo 1.2 - Verify

4] Verify.            Toggles Verify on or off. This affects formatting, and any data written to the disk on the Wild Card.

### 1.40 WildSMEG Turbo 1.2 - Send -

5] Send -.            Opposite to  
Send +  
(Surprise!)

### 1.41 WildSMEG Turbo 1.2 - Receive -

6] Receive -.        Opposite to  
Receive +

### 1.42 WildSMEG Turbo 1.2 - Who To Blame

W h o   T o   B l a m e   S e c t i o n

WildSMEG! Turbo 1.2 Development Team were as follows;

Project Co-ordination	The SMEG
Project Design	The SMEG / SMEG Servant / JC
Coding	SMEG Servant
Graphics	The SMEG / HaVok
Installation Script	JC
Documentation	SMEG Servant / The SMEG / JC

---

Beta Team - Who to Blame if it don't work on your Amiga!

Lead Tester JC (Amiga 4000-030-25Mhz)  
 Support Testers Chris M. (Amiga 1200-020-15Mhz)  
 The SMEG (Amiga B2000-020-14Mhz)  
 SMEG Servant (Amiga 500-000-7Mhz)

### 1.43 WildSMEG Turbo 1.2 - BBS Distribution Team

B u l l e t i n   B o a r d   D i s t r i b u t i o n   T e a   ←  
 m

Dispatchers JC / Ol'Nick / Sir Snooze

Main Distribution BBS  
 Burnin' Hell

### 1.44 WildSMEG Turbo 1.2 - Acknowledgements

A c k n o w l e d g e m e n t s

JFM Consoles - WildCard ROMS and hardware. (Address below)

Caffeine - Thanks for your kind words on Turbo 1.1 - Hope ya throw your support behind this one too!

Slayer - Thanks for identifying the 'CPU' problem!

HaVoK - Most excellent logo dude!

### 1.45 WildSMEG Turbo 1.2 - How To Contact Us

H o w   t o   C o n t a c t   U s

SMEG Utilities can be contacted on :

```

  _____  _____  _____  _____  / \   _ _ / | _____  _
 |   _   \  |   \_____  \ |   \ | _ / |   \ /   |   | | /  _ /   |   |   |
 |   | /   /   |   \ _ / |   |   \ | |   |   \   |   | _ | _ ) _   | / \ |   | / \
 |   | \   \   |   /   \ \ |   |   \ | |   |   \   |   |   |   | /   \ /   \
 |___ / _ / ___ / | _ | \ / _ | _ / _ | _ | _ /   | _ | _ | _ | _ | _ \   \
   \ /   \ /   \ /   \ /   \ /   \ /   \ /   \ /   \ /   \ /   \ /   \ /   \
+44 (0)81 292-6345 - ONLINE 24 Hrs - 1.6 GiG ONLiNE - 030/40Mhz

```

The GuVnOR: oL' NiCk (The SySoP fRoM HeLL)  
 Co-SySoP & HeLL HoUnD: ShaGGy

Join the SMEG Conference and leave mail to either the Sysop (Ol'

Nick), Co-Sysop (Shaggy) or JC. These three guys should sort out any basic problems you have quickly. If on the other hand, you have a more technical enquiry, leave mail to SMEG Servant and it will be dealt with as soon as it's picked up!. If you have any suggestions or comments, please take the time to contact us - we need to know your using it!

```

      /\      /\      /\      /\      /\
     /  \    /  \    /  \    /  \    /  \
    /    \  /    \  /    \  /    \  /    \
   /      \ /      \ /      \ /      \ /      \
  /        \ /        \ /        \ /        \ /        \
 /          \ /          \ /          \ /          \ /          \
/            \ /            \ /            \ /            \ /            \
 \          / \          / \          / \          / \          / \          /
  \        /  \        /  \        /  \        /  \        /  \        /  \
   \      /    \      /    \      /    \      /    \      /    \      /    \
    \    /      \    /      \    /      \    /      \    /      \    /      \
     \  /        \  /        \  /        \  /        \  /        \  /        \
      \/          \/          \/          \/          \/          \/          \/
      U T I L I T I E S
      Will we ever reach the end ?

```

```

THE /\      /\      /\      /\      /\      /\      /\      /\      /\
   /  \    /  \    /  \    /  \    /  \    /  \    /  \    /  \
  /    \  /    \  /    \  /    \  /    \  /    \  /    \  /    \
 /      \ /      \ /      \ /      \ /      \ /      \ /      \ /      \
/        \ /        \ /        \ /        \ /        \ /        \ /        \
 \          / \          / \          / \          / \          / \          /
  \        /  \        /  \        /  \        /  \        /  \        /  \
   \      /    \      /    \      /    \      /    \      /    \      /    \
    \    /      \    /      \    /      \    /      \    /      \    /      \
     \  /        \  /        \  /        \  /        \  /        \  /        \
      \/          \/          \/          \/          \/          \/          \/
      and
      /\      /\      /\      /\      /\      /\      /\      /\      /\
     /  \    /  \    /  \    /  \    /  \    /  \    /  \    /  \
    /    \  /    \  /    \  /    \  /    \  /    \  /    \  /    \  /    \
   /      \ /      \ /      \ /      \ /      \ /      \ /      \ /      \
  /        \ /        \ /        \ /        \ /        \ /        \ /        \
 /          \ /          \ /          \ /          \ /          \ /          \
/            \ /            \ /            \ /            \ /            \ /            \
 \          / \          / \          / \          / \          / \          /
  \        /  \        /  \        /  \        /  \        /  \        /  \        /  \
   \      /    \      /    \      /    \      /    \      /    \      /    \
    \    /      \    /      \    /      \    /      \    /      \    /      \
     \  /        \  /        \  /        \  /        \  /        \  /        \
      \/          \/          \/          \/          \/          \/          \/
      Servant

```

### 1.46 WildSMEG Turbo 1.2 - JFM

\*\*\*\*\*

JFM Consoles - For ALL your console needs...

Latest Update ROM UK Sterling 15 pounds + 2 pounds Postage

VISA/ACCESS Accepted

Address

JFM Consoles  
57-59 Luton High Street  
Chatham  
Kent  
ME7 5LP  
ENGLAND

Telephone +44 (0)634 670589  
Fax +44 (0)81 224 0547

\*\*\*\*\*

### 1.47 WildSMEG Turbo 1.2 - SMEGCable

SMEGICOM 2 Amiga To Magicom Link Cable (SMEGCable) [TX & RX]



GAURANTEE AND ANY WARRANTY AGREEMENTS APPERTAINING TO SAME.

The SMEG DSP Cart is made from an old game cart which has a DSP Chip inside ie: MARIO KART / PILOT WINGS / SUPER AIR DIVER

MARIO KART / SUPER AIR DIVER are both high ROM games..  
PILOT WINGS is a low ROM game..

Files you need before you start :-

DSP.PIC1	Shows all chips pin-outs.
DSP.PIC2	Shows Mario Karts Control chip pin-outs.
DSP.PIC3	Shows Pilot Wings Control chip pin-outs.
DSP.PINS	Shows DSP chip pin-outs.
MARIO.PIC	Shows Mod for Mario Kart.
PILOT.PIC	Shows Mod for Pilot Wings.

DSP-ROM.PINS  
Shows ROM and EDGE Connector pin-outs.

Components Needed

1: 74LS139 x 1  
2: 74LS241 x 1  
3: Single strand insulated wire.

Continue  
when you have your cart and components.

## 1.49 WildSMEG Turbo 1.2 - DSP Docs

Once you have got your cart and have the components..

It is time to take the cart apart, this can be done with a soldering iron by pulling the cart apart and just warming up the tops of the screws, with the soldering iron stop warm as so as it starts to come apart. This will stop the plastic from getting too melted. Remember you have to put the cart back together after!. Next you will have to remove the unwanted components from the PCB and cut some tracks.

Which cart are you modifying ?

Mario Kart

Pilot Wings

## 1.50 WildSMEG Turbo 1.2 - DSP Docs

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### MARIO KART

On this cart you have to remove the ROM / BATTERY / BATTERY RAM / LOCK-CHIP

You will be left with only a 74LS139 / 74HCU04 / DSP1 / XTAL / TRANSISTOR and the odd cap or two..

NEXT Cut all tracks that go to the LOCK-CHIP but leave the pads and the power (pins 8 / 16).

Cut the DSP LEGS pins 26 / 27 but leave enough leg to solder to !!, remove the rest of the leg from the hole.. for both (pins 26 / 27 )

It is now ready to be modified..

Main Mod

## 1.51 WildSMEG Turbo 1.2 - DSP Docs

### PILOT WINGS

On this cart you have to remove the ROM / LOCK-CHIP

You will be left with only a 74LS139 / 74HCU04 / DSP1 / XTAL / and the odd cap or two..

NEXT Cut all tracks that go to the LOCK-CHIP but leave the pads and the power (pins 8 / 16).

Cut the DSP LEGS pins 26 / 27 but leave enough leg to solder to !!, remove the rest of the leg from the hole.. for both (pins 26 / 27 )

It is now ready to be modified..

Main Mod

## 1.52 WildSMEG Turbo 1.2 - DSP Docs

### THE MAIN MOD !!!

-----  
Right solder the 74LS139 in the place where the lock-chip came out, (with pin 1 were pin 1 was !!).  
-----

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Use diagram PILOT.PIC

Use diagram MARIO.PIC

Bend all the legs out of the 74LS241 and cut them short



(enough to solder to). Stick the chip down with some double sided sponge tape in the middle of the ROMs place, so that pin 1 is near pin 1 and pin 11 is near pin 17.

NEXT comes the wiring ...

On the 74LS241 wire pin 10 to the ROMs pin 16, pin 20 to the ROMs pin 32. This powers the chip.

Wire the rest for the legs using the single strand wire to the correct places on the pcb, this could be a leg of a chip or a pad where the chip was before it was taken out (the ROM). Use the info supplied for this ..

#### DSP-ROM.PINS

If you are modifying PILOT WINGS (40)A15 is not used on this ←  
cart.

You will have to scrape off the lacquer right from the top of the connector and solder your wire on there .

(40 - Edge connector pin 40)

You will see on the diagrams that there are connections marked to go to a pin on a 74LS139 this is not the one in the diagram but the one which was in the cart at the start and not your added one, all connections to this chip are show in the diagram..

-----  
For Both Carts And Modes  
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!! WARNING !!  
-----

MAKE ALL WIRES AS SHORT AND AS STRAIGHT AS POSSIBLE. AS GLITCHING CAN HAPPEN IF THE WIRES ARE TOO LONG OR CRISS CROSS ALL OVER THE PLACE !!

Once all the wiring is complete check that it looks right to the diagrams if so PLUG-IN and away you go !!!!

---



512 K ROM PIN-OUTS

```

-----
A17 :  \_/_/ : VCC
A18 :           : OE
A15 :           : A19
A12 :           : A14
A7  :           : A13
A6  :           : A8
A5  :           : A9
A4  :           : A11
A3  :           : A16
A2  :           : A10
A1  :           : CE
A0  :           : D7
D0  :           : D6
D1  :           : D5
D2  :           : D4
GND :           : D3
-----

```

THE SMEG...

## 1.54 WildSMEG Turbo 1.2 - History

Updated Since v1.1

- 
- SMEGReplay2
- 
- SRAM2SMC  
is included in the archive. Mainly for ProFighter users.
- WildSMEG! will now  
send and save  
both SWC and normal data files.
- 
- Multiple  
Saves.
- 
- Join  
to a destination directory.
- 
- Split  
to a destination directory.
- A few bugfixes.
- Docs converted to AmigaGuide© format.
- 
- SMEGDSP Docs  
included.