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**NEO-GEO BASE UNIT MANUAL FOR  
DEVELOPMENT**

**SNK**



0062

This NEO-GEO base unit has been modified on the basis that it is to be used for development. The unit has NEO-MVS SYSTEM ROM which allows game debugging. Also it simulates arcade software with the home entertainment system.

## USE OF NEO-MVS SYSTEM ROM

### [Function]

Press 2P-A-BUTTON while pressing 2P-SELECT ⌘ enters COIN1

Press 2P-B-BUTTON while pressing 2P-SELECT ⌘ enters COIN2

(It is only valid in MVS mode. When in USA mode, COIN2 is PLAYER2-COIN)

2P-C-BUTTON while pressing 2P-SELECT ⌘ system menu

(When SYSTEM\_MODE bit7 is 0 this function is disabled)

### [System Menu]

MODE SET  
MAIN SOFT DIP  
GAME SOFT DIP  
RESTART  
DEFAULT START  
GAME START TEST  
CARD FULL  
CHECK SUM  
BOOK KEEPING (CARD)  
GAME DEBUG DIP

(What follows is done through the 2P controller)

lever up, down	select command (the menu loops)
A button	command execute
C button	return to game
D button	to see game screen. pressing the D button again will return you to the system menu screen. this can be used as a pause.

## \* HOW TO USE THE COMMANDS

### [MODE SET]

Switching for arcade, home system, Japan, America, Europe (also South East Asia). Also, it will display part of SYSTEM WORK.

	TYPE	DEVEL.	HOME USE		(1)
	COUNTRY	JAPAN			(2)
xx	WORK LIST	xx			
	USER REQUEST	00			(3)
	USER MODE	00			(3)
	PLAYER MODE	00	00	00	(3)
	CREDIT	00	00		(4)
	GAME CODE	0044			(5)

(1) TYPE

A, B button allows switching to DEV.HOME USE (development for home system), DEVEL.MVS (development for arcade), and NORMAL HOME USE (home system).

\* DEVELOPMENT MODE AND NORMAL MODE

TYPE	MODE	SET UP	10FE80H(.W)	DIFFERENCE
Home system	Development	DEV.HOME USE	Other than 0	BACK UP AREA saved when RESET
	Normal	SYSTEM ROM for NORMAL HOME USE	0	Initializes when RESET
Arcade system	Development	DEV.MVS	Other than 0	Define CREDIT to 10FE00H
	Normal	Normal SYSTEM ROM	0	Define CREDIT to D00034H

(2) COUNTRY

With the A and B button, change the COUNTRY\_CODE to, JAPAN (=0), USA (=1), EUROPE or EUROPE-ASIA (=2).

☞ You can change (1) and (2) with the up and down direction of the controller. Also you can return to System Menu with the C button.

(3) USER REQUEST, USER MODE, PLAYER MODE

Each SYSTEM\_WORK details are displayed.

(4) CREDIT

CREDIT number is displayed. The addresses are 10FE00H and 10FE01H (these are valid only from 2P side or USA).

(5) GAME CODE

Displays GAME\_CODE located at the address 108H.

**[MAIN SOFT DIP]****[GAME SOFT DIP]**

Soft dip, used in the arcade system, allows changing the display with this selection. Please be careful when this function is chosen. Some of the ones which use "kanji" characters might not be properly displayed. For the USA use, COIN2 rate will be same as the coin rate at the time of continue. Moving the controller up and down will allow for the menu selection, A and B button to change the content, and C button to return to the System Menu.

**[RESTART]**

This choice will reset (initialize) the software. The parameters chosen at the MODE SELECTION will remain the same. Even with the hardware reset, MODE and SOFT DIP values will not be cleared. Power on reset of USER\_REQUEST=0 will only be entered once at the time of start up even if the TYPE has been set for the home system. The only exception of this is when the TYPE has been chosen as the NORMAL HOME USE.

**[DEFAULT START]**

BACK UP AREA and SOFT DIP values are reinitialized after RESET.

**[GAME START TEST]**

With the MVS forced start MODE, USER\_REQUEST=3 and USER is entered, and after 10 interrupts PLAYER\_START is requested. If start is not accepted at this time, ERROR is displayed.

**[CARD FULL]**

Available memory of the MEMORY CARD (used for the games) are filled with dummy data. Please use this to check the memory card program.

**[CHECK SUM]**

The CHECK SUM of the 8 Mbit program area (8 bit, 16 bit) is displayed. You can not return to the System Menu. If the game ID is not found at the time of reset, the system will automatically go into this MODE. This will allow you to examine the CHECK SUM of the character ROM's.

**[BOOK KEEPING (CARD)]**

This displays the net income of the MVS system. (The operation method is the same as the MVS. You may not return to the System Menu.)

**[GAME DEBUG DIP]**

This will change the front 2 byte of the game BACK UP AREA to bit format. Please use this for development (ex: no death mode). C button will allow you to return to the System Menu

**Notes On: NEO-GEO Base Unit for Development**

- Development using NEO-GEO ☞ connect Jumper 2 (J2) with a solder.
- Debugging using NEO-GEO ☞ disconnect Jumper 2 (J2).