

## Memory card Archiving System.

### Memory card Archiving 1.0:

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Usage:  
Type "run main.cpe"

ReCompile:  
To Recompile you will have to have the memcard.lib the Spurce code to  
Memcard.lib is contained in a separte file on this CD.

Description:  
A piece of code to save Memory card save to a PC Hard drive and Vice Versa.

20 Saves have been supplied with the Code for you to test your Memory card code with. I have choosen a large variety of European and Japanese Saves to mix ascii and Kanji fonts in the Titles.

A list of the saves follows, with Names of the Saves and Memory card Codes and if needed the reason I included the Save.

Save No	Name	Origin	Code
1,	Total NBA 97	(Japanese Save)	BISIPS-60015OPTS0001
2,	Tekken 2	(Japanese Save)	BISLPS-00300TEKKEN2
3,	AceCombat	(Japanese Save)	BISLPS-00061ACECOMB
4,	Ghost In The Shell	(Japanese Save)	BISCPS-100430
5,	Lemmings 3D	(Japanese Save)	BISIPS-60002JAP
6,	Ridge Racer Revolotion	(Japanese Save)	BISLPS-00150 RGREVO
7,	Unknown	(Japanese Save)	BISCPS-91027RECORD
8,	Baby Universe	(Japanese Save)	BISCPS-18006-BU0
9,	Toshinden 3	(European Save)	BESCES-00700TOSH003
10,	Samuri Showdown 3	(Japanese Save)	BISLPS-00814SAMRAI00
11,	Jumping Flash	(Japanese Save)	BISCPS-10007EXACT010
12,	Moto Toon 2	(Japanese Save)	BISCPS-10001MTGPX
13,	Tekken	(European Save)	BESCES-00005 (TEKKEN)
14,	Alien Trilogy	(European Save)	BESLES-TRILOGYE
15,	Jumping Flash	(European Save)	BESCES-EXACT010
16,	DiscWorld	(European Save)	BESLES-00193DISCWLD
17,	AirCombat	(European Save)	BESCES-00007AIRCOMB
18,	Krazy Ivan	(European Save)	BESLES-00127AAAAAA
19,	KILEAK The DNA Imperative	(European Save)	BESCES-00035
20,	Lemmings 3D	(European Save)	BESCES-00009TONKA

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SCEE Developer Support.