How to Make Your Very Own SNES-Station Compilation CD
By Bgnome

There are a lot of ways to go about this. I will walk you through a couple. The first way
is the easiest, but will require you to have Nero Burning Rom, by Ahead Software, and a
modded Playstation2 (no, the non-solder mod does not count as a mod). The second
method is for those poor folks who don't have a modchip in their PS2 but do use a
Gameshark2 or Action Replay 2 to boot CD-Rs.
Before proceding, I would like to mention that we suggest you use the GoodSNES utility,
available at http://snes-station.emuunlim.com, to name and organize your roms. If you
are deathly afraid of DOS, use the windows frontend at http://goodwindows.emuhq.com.
Place the roms into a directory named "roms" for your SNES-Station compilation.

NERO METHOD:

1) Open up Nero and click on the ISO tab in the New Compilation Wizard. Make sure
that "Mode 2/XA" and "ISO 9660" are selected. If you are using long filenames like
those generated by GoodSNES, select "ISO Level 2" and "Joliet."
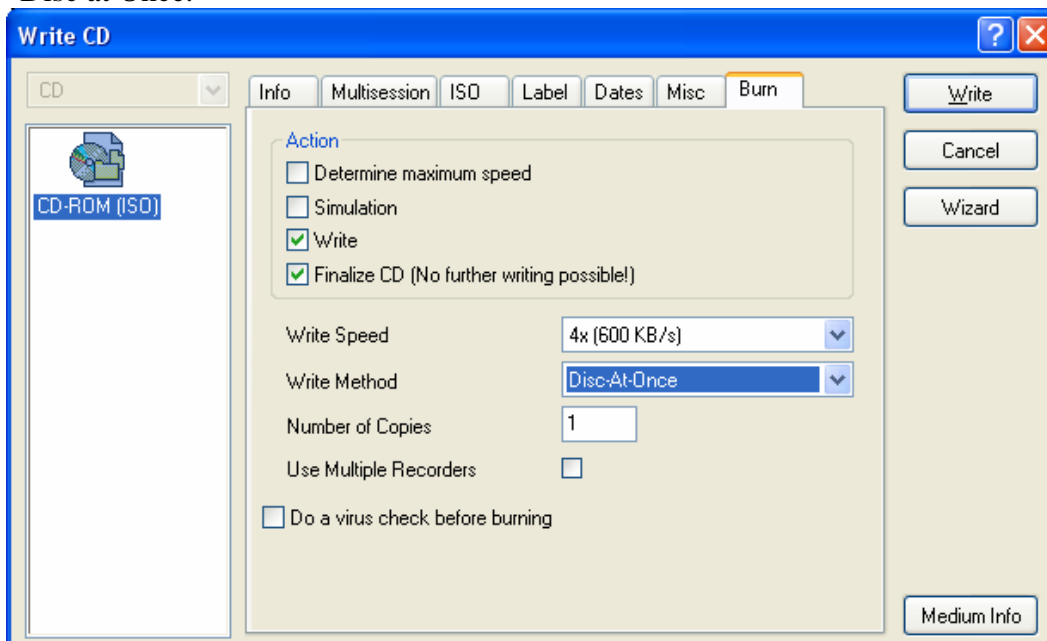Then click "New."
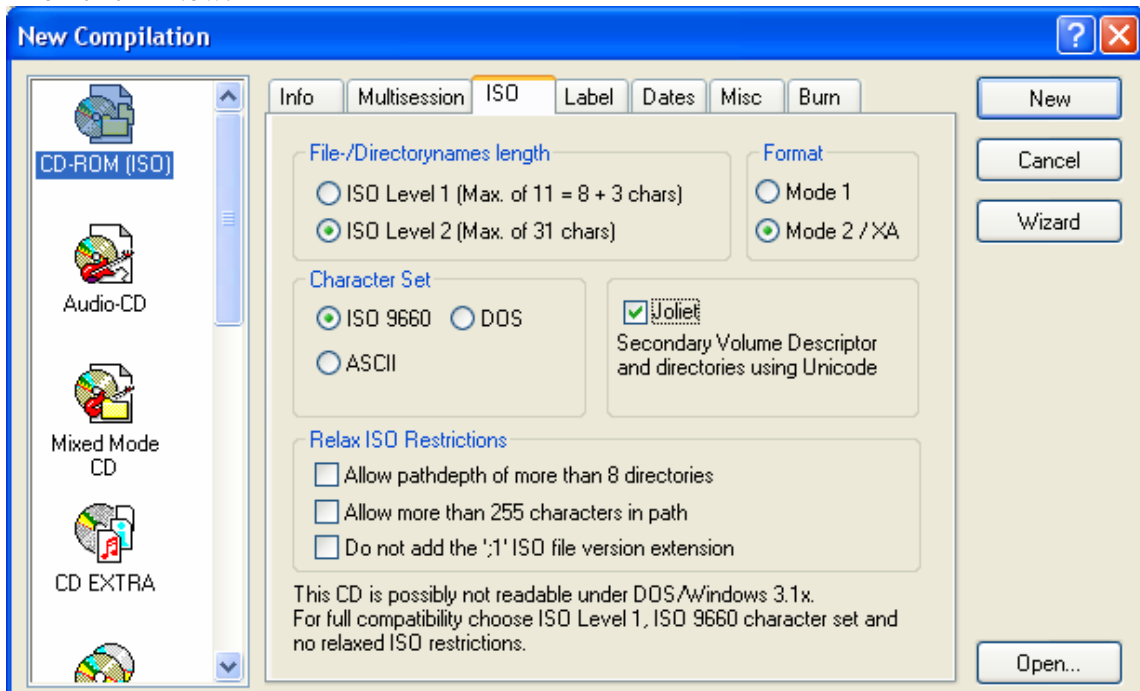
2) Over in the File Browser, browse to your SNES-Station folder and drag and drop the
following stuff (order doesn't matter in this case):
       SYSTEM.CNF
       SNES_EMU.001
       SNES_EMU.002
       SNES_EMU.003
       "roms" folder
I also usually rename the volume from "NEW" to something like "SNES_STN" but it's
not necessary.
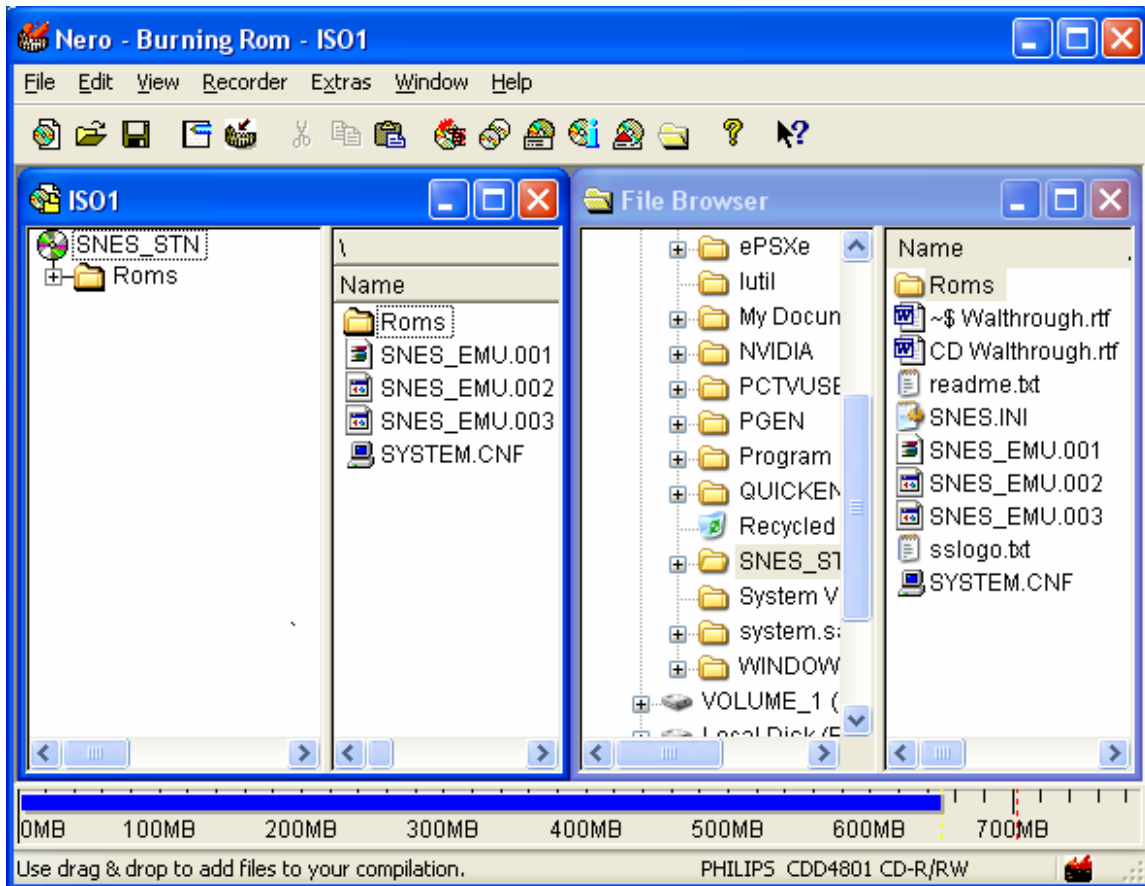
3) Now you are ready to burn the CD. Click on File>Write CD. Make sure that the options "Write" and "Finalize CD" are checked. I usually recommend burning at 4x and "Disc at Once."

NO-MOD METHOD:

1) For your convenience I have included a freeware cd creation utility (thanks to USB of elotrolado.net, Guichi of ps2newz.net, and Huma of consolevision.com) and an example layout. If you wish to use this layout file, you **MUST** have your SNES-Station directory at **C:\SNES_STN** for it to work.

2) Open up cdgenps2. (If you wish to view the sample layout, open layout.psd - you don't need to set the LBA but you do still need to drag your "roms" folder). Browse to your SNES-Station folder and drag and drop the following stuff (order **DOES** matter in this case):

       SYSTEM.CNF
       SNES_EMU.001
       SNES_EMU.002
       SNES_EMU.003
       "roms" folder

You must limit the amount of roms you put on the cd due to the TOC limit of your boot disc. This is generally about 70 minutes or about 600 megs worth.

After dragging the stuff, right click on the SYSTEM.CNF entry and click "Edit." Check off the "Fix LBA" box and type in "12231" then hit "OK." This is particularly important for those of you still using old versions of the Gameshark2/Action Replay 2.
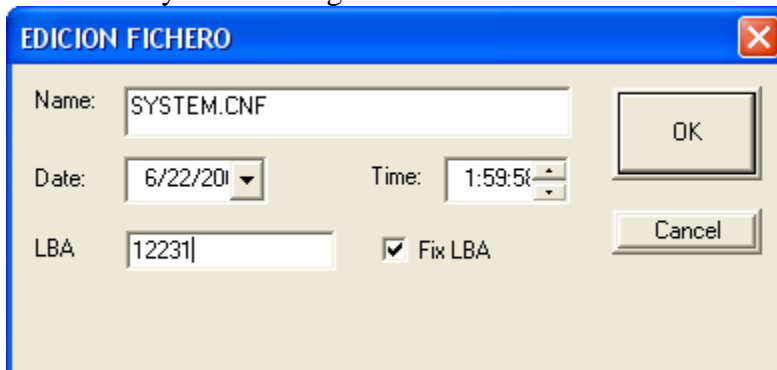
3) You can also change the name of the volume from CDGENPS2 by clicking the "VOL" button. Once you are all set to go, click the IMG button. Remember where you save the .BIN file. This step might take a while, depending on how big your image will be. Also, it may seem that the program is freezing up – this is normal. Just let it do its thing.

4) Now burn the image you just created using your favorite cd burning utility (ie. Nero, CDRWin, etc.). Again, I recommend 4x and "Disc at Once" since that usually works best for me.

If you still need help, visit us at #ps2-emulation on EFnet