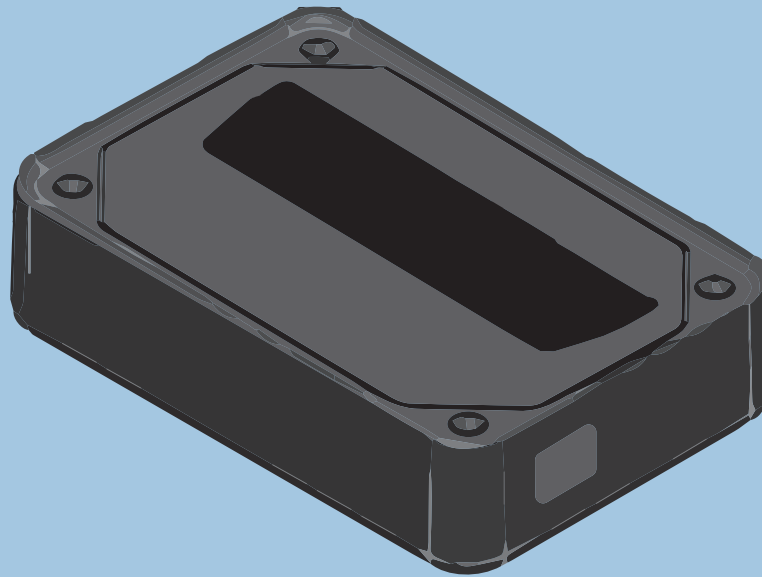


CV cartScanner

THE ARCADE QUALITY CARTRIDGE SCANNER



For Ages 8 to Adult

For ColecoVision Cartridges

Required:

Win 8, 9, 10, 11 PC or equivalent.

Download:

github.com/CVcartScanner/ScannerSoftware

Support:

cartScanner@yahoo.com

Printed in U.S.A.

IMPORTANT NOTES

1. Do not force cartridges into the slot.
2. Vintage cartridges can be finicky to read properly. See Troubleshooting section if you're getting random results.
3. The primary device drivers shown in this manual are compatible with windows 8-11, however, alternate (CP210x) drivers are provided in the 'CVcartScanner' zip file for you to try.
4. This product does not bypass any security measures which may be present in current or future home-brew cartridges. None have been witnessed to date, but that doesn't mean they are not out there.
5. If at any time you have a question, please reach out via email.

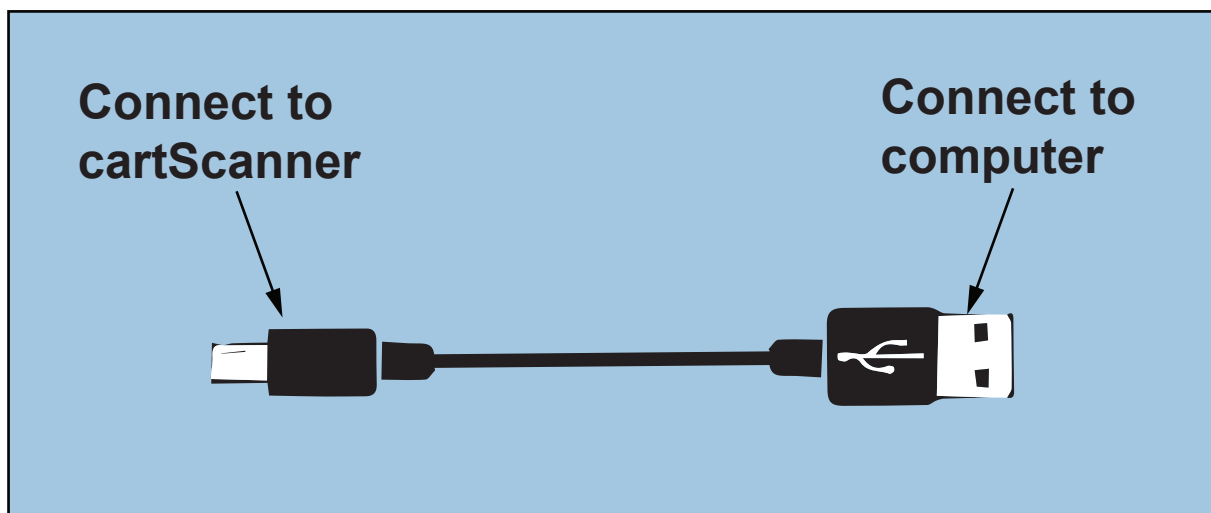
USE AT YOUR OWN RISK

Any damages which may occur by using this product, including but not limited to data loss, hardware failure or any other adverse affects, are the sole responsibility of the user. By using this product, you accept the risk.

FIRST STEPS

CONNECT USB CABLE

- 1** Connect the USB mini cable end to the cartScanner USB port. Please be careful to orient the cable correctly before attempting to insert it into the cartScanner. (USB graphic should be face-down)
- 2** Insert the remaining USB cable end into your Computer. (USB graphic should be face-up)



INSTALL USB DRIVERS

- 1** Download the zip file using the url on the front cover of this manual. Unzip these files to a folder.
- 2** Launch device manager and open up the 'Other devices' category.
- 3** Right click the CP2104 USB to UART Bridge Controller and click on 'Properties'.
- 4** Click on the 'Driver' tab and click the 'Update Driver' button.
- 5** Click 'Browse my computer for drivers' and navigate to the CP210x_6.7.4 folder where you originally unzipped the file contents.
- 6** Make sure 'include subfolders' is checked, then click Next for driver install.
- 7** Click finish, review the section 'Ports COM and LPT'. If a yellow 'caution' is displayed or the device is still in the 'Other Devices' category, the driver is not installed.
- 8** You're ready for your first cartScan!

NEXT STEPS

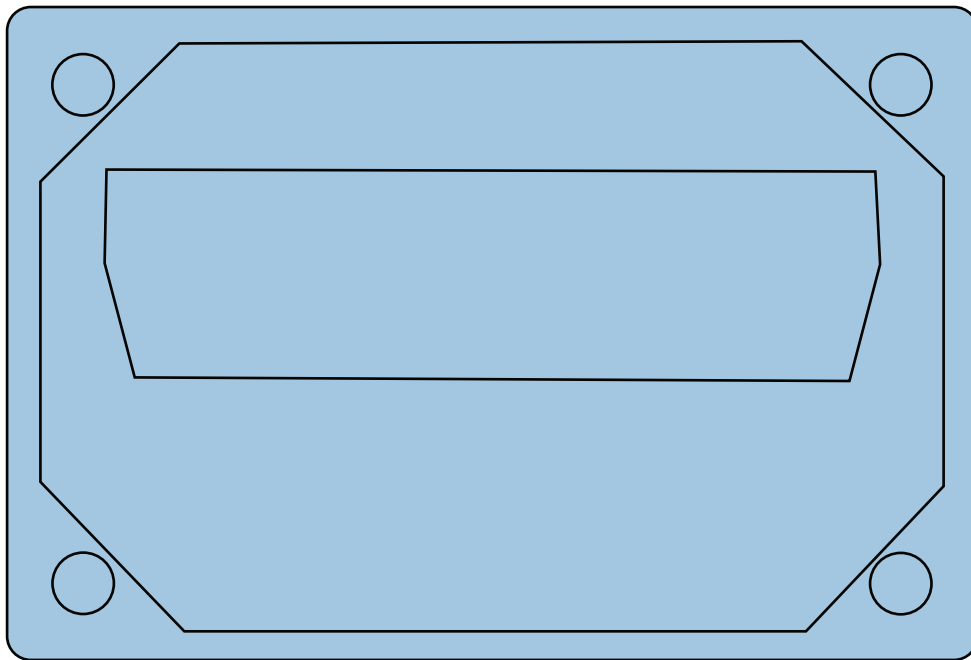
FIRST CARTRIDGE SCAN

- 1** Insert cartridge into the cartScanner.
- 2** Launch the cartScanner.exe program included in the 'CVcartScanner' ZIP file.
- 3** Click the Settings button and click the detect cartScanner button. After a few moments, the COM Port should appear. Click Save.
- 4** Press the button of the size of cartridge you would like to scan.
- 5** When the read is finished, click the 'Save Results' button and choose a location for your newly scanned game.
- 6** You're done - great job!

FINAL STEPS

Play your newly cartScanned game!

Load up your favorite emulator and get to it. Those points aren't going to score themselves!



TROUBLESHOOTING

I've connected the USB cable, inserted a cartridge and have tried the cartScanner Software but am receiving an error.

1. Please review all steps, including the device manager verification. All errors within the cartScanner software are very descriptive and should help you to resolve the issue.
2. Dead cartridges will result in the cartScanner asking you to insert a cartridge. Corrupt cartridges will read up to a point and then error.

Clicking a scan button displays error.

1. Make sure that you've followed the initial setup procedure. Check device manager and verify that the driver has been installed in the PORTS section. You will see "Silicon Labs CP210 USB to UART Bridge".
2. Remove the cartridge and reinsert it into the slot.

I've read a cartridge but the resulting file doesn't work in an emulator.

1. The cartridge is dirty or cartridge hardware is faulty.
 - a. Clean the cartridge contacts using appropriate techniques. Multiple cleanings may be required.
 - b. Verify the cartridge works on original hardware, then try the read again.
 - c. You might have picked an incorrect size. Verify size and/or try a different size.
 - d. Continuous incorrect reads may imply the cartridge hardware is bad.

This device uses open source software

A lot of care and effort went into making and testing, but no testing can ever be complete. Over 91 original games, homebrew games of various sizes, including SGM have been read to date - you can be confident this will read cartridges properly. However, there may be unique cartridge schemes (past or future) that may not be compatible with this software. My hope is that our community developers may contribute to and make this software better (if the need arises). Long Live ColecoVision!