

FAQ: SD Card

ElMod FusionX, ElMod 4WD, ElMod Fusion ECO/PRO, FlMod M16

This document collects frequently asked questions (FAQ) about the creation of proper content of the SD card used by EIMod central units.

Question: Which SD cards can be used?

Answer: With all our products we guarantee the function with the supplied card. Nevertheless, all products of well-known manufacturers should work, if the following condition is fulfilled:

- ElMod M16 is a card with max. 4GB capacity, which does NOT carry the SDHC logo (SDHC cards are available from 4GB size). The logo is printed well visible on the SD card)
- with all other current ElMod modules all SD and SDHC cards can be used. However, the modules are not compatible with SDXC cards (also recognizable by the logo. The cards are available from 32 GB).



Question: what is the contend of the SD card?

Answer: on the card there are:

- different sample sets
- the SoundManager program for modifying the sample sets (e.g. for adding user sounds)
- various utilities for the SoundManager
- a current Java version for the SoundManager (it is not necessary to install Java on your computer. The SoundManager uses only the version on the included on the card)
- All current settings for the ElMod module.

Question: What happens if no SD card is inserted?

Answer: The electronics works, but there is no sound output and only internal factory settings of the respective module are used.

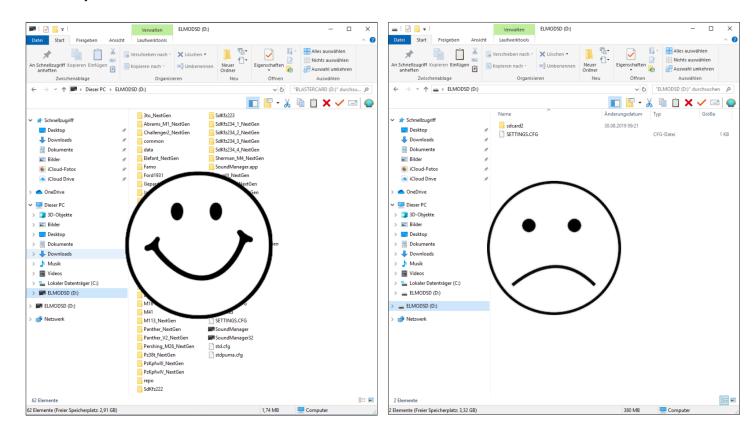
Question: how do I create a working SD card?

Answer:

the card needs to be formatted first. Fast formatting with FAT, FAT16 or FAT32 is sufficient. Other file systems (NTFS or HPFS) are not supported.

The contents of the SD card can be downloaded from our website www.elmod.eu under "Sounds & Software". There are several versions of the content:

- for FusionX, 4WD, Fusion ECO/PRO (with firmware 2.x). One version each for Windows as zip file and for MacOS as signed dmg image.
- for all other modules that support NextGen sound sets: Fusion ECO/PRO with Firmware 1.x, ElMod 3to, ElMod Blaster IV (past product) with Firmware 2.x (here also a version for Windows as zip file and for MacOS as signed dmg image)
- for Windows, the zip file must be unpacked and the content of the so created directory "sdcard2" has to be copied to the SD card. ATTENTION: A common fault is that the directory "sdcard2" is copied. The CONTENT of the directory must be copied. You can see that everything is correct if there are many subdirectories (approx. 40-50) in the main directory of the SD card. Most of them have the names of the sound sets.



- under MacOS the whole contend of the dmg image has to be copied to the SD card
- now the card can be inserted into the ElMod module and the module is ready for operation. When first switched on with a newly created SD card, the factory settings are written to the card and a standard soundset is activated.

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