

Review of R4i Save Dongle



by Sven793

The Save Dongle comes in this nice and tiny package. And the package is really small, about 10x5x2 cm...



The Dongle itself is even smaller and it fits very good in the package. On the Dongle, there isn't very much. It says Save R4i Dongle, as you can see on the picture and there is also a LED on the right of the logo, that indicates activity of the Dongle.



On the top, there is the slot for the game. For this review I used Super Street Fighter IV (EU).

On the bottom of the Dongle there is a little "Upgrade"-Button, that is use to upgrade the firmware.



With the game plugged in to the Dongle, it looks like this. When plugging in, you have to be careful, because the game doesn't fit perfectly in the slot (the slot is a little bit to wide), so there is little danger of breaking the game. You have to take care,

that the sticker on the front side of the game doesn't look in the same direction as the logo on the Dongle does.



Plugged into the Computer via USB it should look like this. Now we are ready to use the software!



The software (located at <http://r4i-sdhc.com/SaveDongle.asp>) looks like this. You have two options:

PC -> Card: This lets you copy a Save from your computer to the game-card. This is helpful if you accidentally erased the Save on your game or if you made a mistake in the game and want to return a

previous save point. Also this lets you apply a Save from another user (shared here: <http://www.games-engine.com/SaveDongle/>).

Card -> PC: This lets make a backup of your current Save of your game. Now you can share this backup Save with other users on the website mentioned above.

On the package it says this Dongle allows to edit Save files (so this means cheating). There is a program located at <http://r4i-sdhc.com/SaveDongle.asp> which is able to encrypt and decrypt Save files, but I wasn't able to do this and so I couldn't try out cheating.

To sum up, I can say, this Save Dongle is very cool and I will be even more happy with it, when cheating is working.