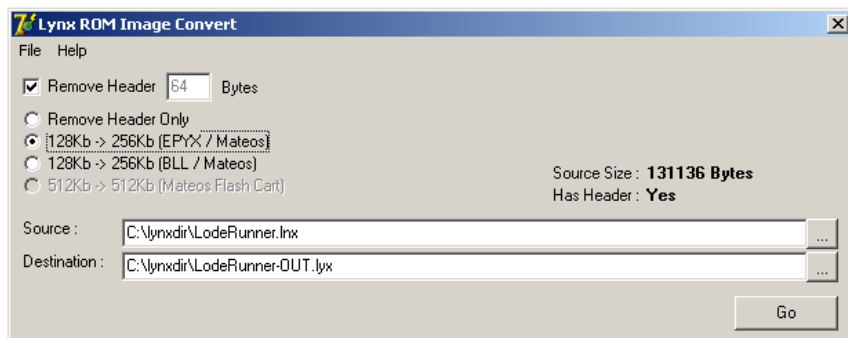


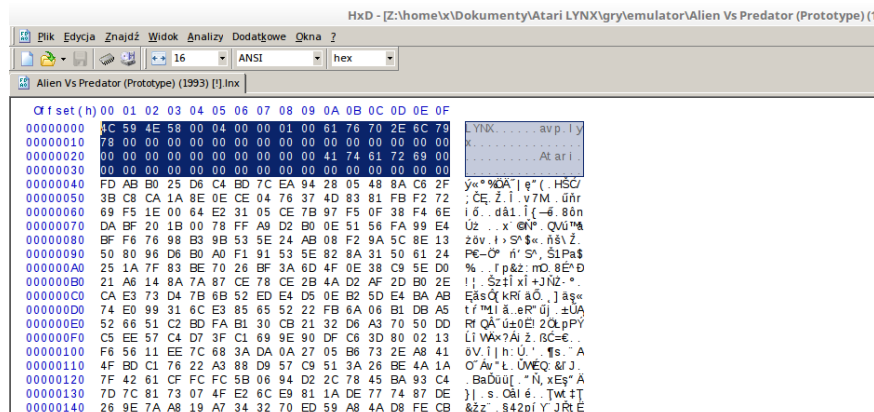
Unfortunately, some .LNX files downloaded from the internet is badly named, they don't contain the loader and they are in fact .O or .COM. Files.

## Conversion from LNX to .LYX

The matter is simple if the .LNX file has a size of 131136, 262208 or 524352 bytes. We have to get rid of the header and the 128kB files convert to 256kB. We will use „Lynx ROM Image Converter” program to do this. All you need to do is to indicate the file and without any changes press „Go”, program will delete the header and save the file with .LYX extension. If the file won't work on the consol, then you need to try again but this time ticking the second option „BLL/Mateos”.



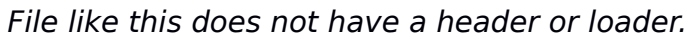
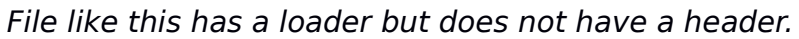
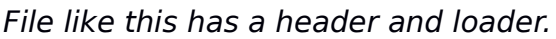
The second way to get rid of the header is to use some kind of hex editor and remove unnecessary bytes manually. It will work no the files that have a size of 262208 and 524352 bytes. All you need to do is to delete the first four rows and save the file with .LYX extension.



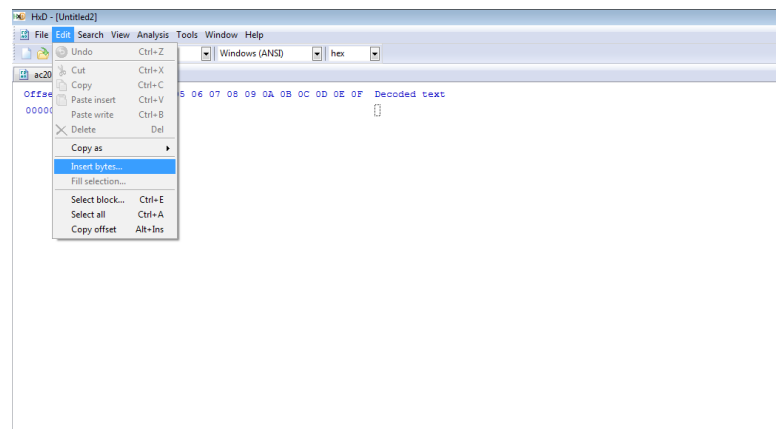
There is a „HxD Editorr” on the SD card which I use for this purpose.

### If the file has less than 128kB

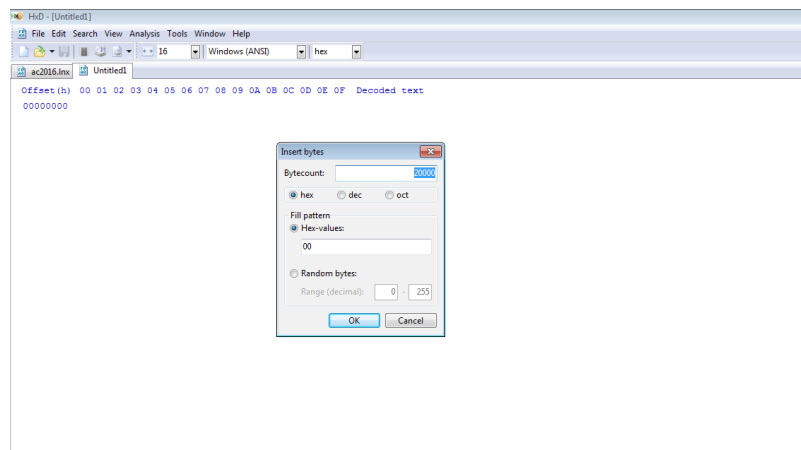
The first thing that you need to do is to load that file to HxD Editor and check its beginning. It can look in three different ways:



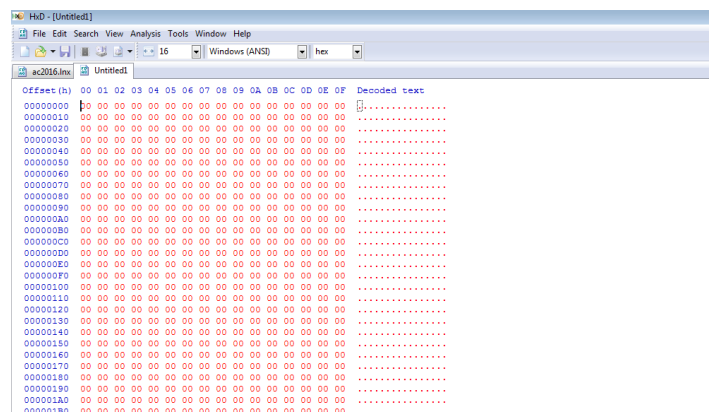
In the first case you need to load the file to HxD Editor, mark the header (first four rows) and delete it (Delete). Then you need to create a new file (Ctrl + N), open the menu „Edit” and select „Insert bytes”.



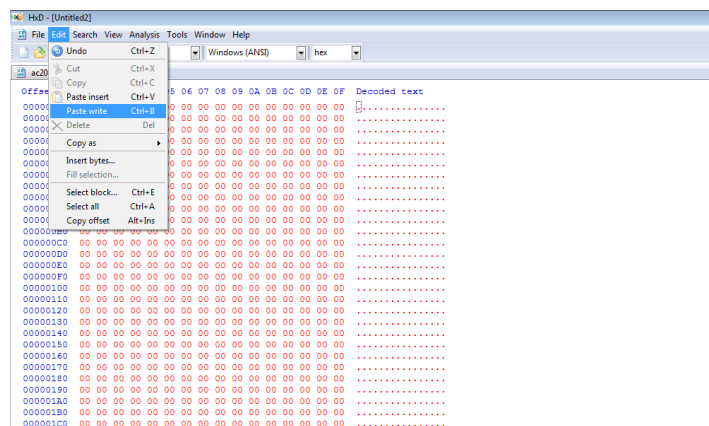
Next in the blank „Bytecount:” enter the value 20000 and confirm by clicking „OK”.



We go to the beginning of a new file and we click the mouse before the first zeros inserting the cursor there.



We go back to the tab with our game, then we mark all bytes (Ctrl + A) and we copy (Ctrl + C). We go back to the tab with a new created file and we choose „Edit” from the menu. Then the option: „Paste write” (CTRL + B).

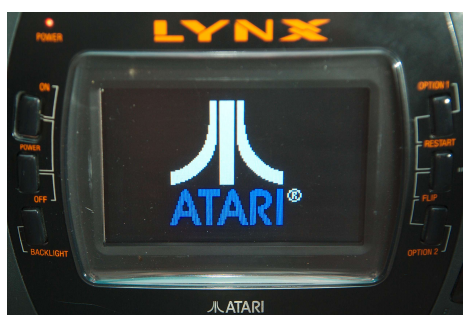


We save the created file, but WARNING – with extension **.LNX**. The file will have a size of 131072 bytes.

Now you need to use the program „Lynx ROM Image Converter” and convert the saved file for 256kB. The „Remove Header” option won’t be ticked because the file doesn’t have the header any longer.

In the second case we do the same as in the first case, we just skip the deletion of the header (the file already has no header).

The third case is the hardest, we have to use the operating programmes from the console. First of them, „Lynxer”, adds the loader to the file and the start screen in the form of the Atari logo. Second of them, „Lynxdir”, works similarly, but on the start screen the white caption „Insert Name” will appear.



*Start screen „Lynxer”*



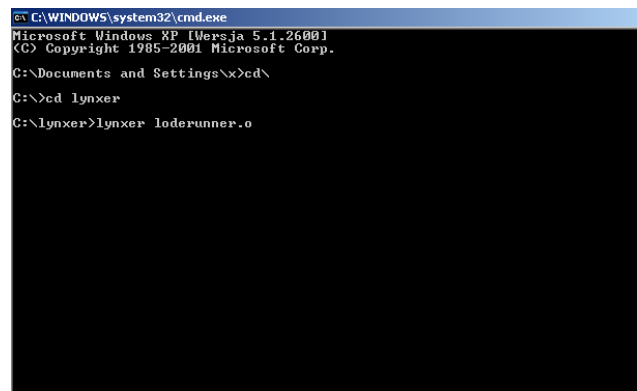
*Start screen „Lynxdir”*

### **„Lynxer”**

We copy the file with the game to the catalog with the program, we change its extension to **.O**. We start the console (**cmd**) and we go to the catalog with the program and the game file. We give the command:

**lynxer file\_name.o**

and we press „Enter”.



```
C:\WINDOWS\system32\cmd.exe
Microsoft Windows XP [Wersja 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
C:\Documents and Settings\>cd\
C:\>cd lynxer
C:\lynxer>lynxer loderunner.o
```

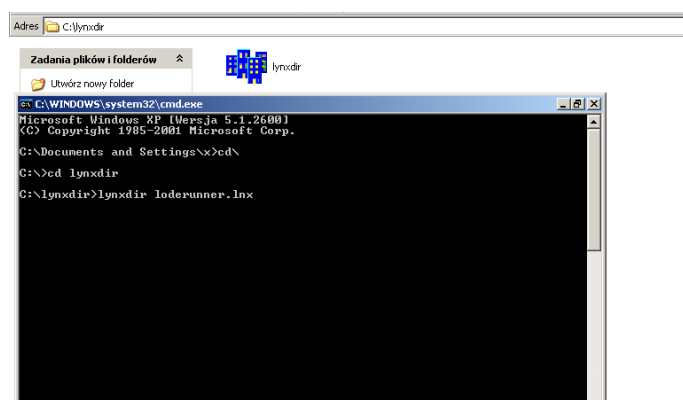
The file with an extension .LYX will be created, without the header. Next steps are the same as in the second case, that is we open the file in HxD, we create a new file with a size of \$h20000, we paste our file into it and we save. We open „Lynx ROM Image Converter” and we convert it to the 256kB file, without deleting the header (which does not exist).

### „Lynxdir”

We copy the file with the game to the catalog with the program. We don't have to change its name. We start the console (**cmd**) and we go to the catalog with the program and the game file. We give the command:

**lynxdir file\_name\_lnx or lynxdir file\_name.o**

depending on what file we are processing. We press „Enter”



```
Adres C:\lynxdir
Zadania plików i folderów
Utwórz nowy folder
lynxdir
C:\WINDOWS\system32\cmd.exe
Microsoft Windows XP [Wersja 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
C:\Documents and Settings\>cd\
C:\>cd lynxdir
C:\lynxdir>lynxdir loderunner.lnx
```

New file with extension .LNX and withh size 131136 bytes will be created, file contains the header. We open „Lynx ROM Image Converter” and we convert it to the 256kB file, with deleting the header.

If you have any questions please write me [rj1307@wp.pl](mailto:rj1307@wp.pl).