



# DS Style User Guide

A complete guide to setup, everyday use, artwork and personalisation

**Compatible with the original EZ-Flash Omega and Omega Definitive Edition**

**Nintendo DS-inspired. Made for the Game Boy Advance.**

Open source kernel for the EZ-Flash Omega family.

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# Welcome to DS Style

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## A FAMILIAR WAY TO ENJOY YOUR LIBRARY

DS Style is a custom kernel for the EZ-Flash Omega family. It replaces the stock launcher with a clean interface inspired by the Nintendo DS, while keeping the cartridge's core game-loading features close at hand.

It is designed for browsing: your games can appear as a list, a horizontal carousel or a vertical carousel; artwork can be shown as title images or square box art; favourites and recently played games are always nearby; and the look, sound and wording of the interface can be personalised.

## A note from the creator

I created DS Style in celebration of the Game Boy Advance's 25th anniversary. I wanted to give the system a front end of its own: something familiar, welcoming and enjoyable to use every day, with thoughtful quality-of-life improvements and useful new features. I hope you enjoy making it your own and, most importantly, playing your games.

FrankieT19

**TWO CARTRIDGE MODELS** DS Style supports both the original EZ-Flash Omega and the Omega Definitive Edition. Always use the download made for your exact cartridge.

## What DS Style does not change

DS Style remains an EZ-Flash kernel. Game compatibility, save behaviour, NOR Flash and addon features still depend on the cartridge hardware and the underlying EZ-Flash system. This guide explains the DS Style interface while preserving the important usage advice supplied by EZ-Flash.

## At a glance

### Browse your way

Choose list, horizontal carousel or vertical carousel views.

### Make it personal

Select colours, light or dark mode, sounds and languages.

### Find games quickly

Use favourites, recently played lists and quick-start options.

### Add artwork

Use title images, box art and custom thumbnails.

### Customise

Use DS Style Customiser and Thumbnail Scraper to make the experience your own.

### A refined interface

Enjoy a fresh, carefully polished experience designed for clear and comfortable browsing.

# Before You Begin

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## Choose the correct download

Cartridge	Correct DS Style build
Original Omega	Use the original Omega release. Its update file is ezkernel.bin.
Omega DE	Use the Omega Definitive Edition release. Its update file is ezkernelnew.bin.

## Official foundation

Each edition of DS Style is built on the official EZ-Flash kernel and firmware listed below.

Cartridge	Official foundation
Original Omega	Official Kernel 1.10 and Firmware 9.0
Omega DE	Official Kernel 1.06; Firmware 5.0 for Rev.A and Firmware 7.0 for Rev.B

## What you need

- An EZ-Flash Omega or EZ-Flash Omega Definitive Edition.
- A microSD card and a reliable card reader.
- The DS Style release made for your cartridge.
- A backup of your saves and any other files you want to keep before making changes.
- The latest official EZ-Flash kernel installed first.

## Prepare the microSD card

Always back up the files you want to keep before installing DS Style. Make sure the microSD card is formatted according to the table below.

Card capacity	EZ-Flash guidance
Up to 2 GB	FAT or FAT16, 32 KB allocation unit
Up to 32 GB	FAT32, 32 KB allocation unit
Above 32 GB	exFAT, 32 KB or larger allocation unit

# Install DS Style

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## A CAREFUL FIRST INSTALLATION TAKES ONLY A FEW MINUTES

1. Back up SAVER, RTS and any other folders or files you want to keep to your computer.
2. Update the cartridge with the latest official EZ-Flash kernel, then confirm it starts normally.
3. Open the DS Style download made for your cartridge.
4. Copy the SYSTEM folder and the correct kernel file to the root of the microSD card.
5. Move any existing IMGs, SAVER, RTS, CHEAT, PATCH and BACKUP folders into SYSTEM. Merge folders when asked; do not place one SYSTEM folder inside another.
6. Optionally copy CHEAT, IMGs and IMGs2 from Optional extras into SYSTEM.
7. Optionally edit SYSTEM/NAME.TXT. The top bar displays up to 11 characters.
8. Safely eject the microSD card and return it to the cartridge.
9. Hold R while powering on the Game Boy Advance. Keep the console powered until the update has completed.

**KEEP THE ROOT CLEAN** When extracting a release, avoid creating an extra folder layer. The SYSTEM folder and the correct kernel file should be visible directly at the root of the card.

### Video installation guide

Follow the complete installation process on screen.

[Watch the DS Style tutorial on YouTube](#)

**DURING THE UPDATE** Never switch off the console while the kernel is being written. Wait for the process to finish.

## Updating an existing DS Style installation

You can normally copy a newer release over the existing installation. Your artwork and settings can remain in place.

### After the update

After DS Style has finished installing, you may remove ezkernel.bin or ezkernelnew.bin. Navigate to the update file on the SD Card screen and hold Start to delete it.

# Your SD Card

DS Style keeps its support files together inside SYSTEM. Your game folders may be organised elsewhere on the card in any way that makes sense to you.

```
microSD root
|-- ezkernel.bin           Original Omega update file
|-- ezkernelnew.bin       Omega DE update file
|-- SYSTEM
|   |-- NAME.TXT          Optional top-bar name
|   |-- SETTINGS.TXT      Created and maintained by DS Style
|   |-- SAVER             Game saves
|   |-- BACKUP            Optional save backups
|   |-- RTS              Save states
|   |-- PATCH            Addon patch data
|   |-- PLUG             File and emulator plug-ins
|   |-- CHEAT            Optional cheat library
|   |-- IMGS            Optional 120 x 80 title artwork
|   |   |-- CUSTOM       Custom title artwork
|   |-- IMGS2           Optional 80 x 80 box artwork
|   |   |-- CUSTOM       Custom box artwork
|-- Games                Your own folders and files
```

**ONLY ONE KERNEL FILE APPLIES** The diagram shows both model filenames for reference. Place only the file made for your cartridge on the card.

## Files you may edit

<b>NAME.TXT</b>	Enter the name shown in the top-left corner. Only the first 11 characters are displayed.
<b>SETTINGS.TXT</b>	A readable record of DS Style settings. The file includes comments and valid choices.
<b>CUSTOM artwork</b>	Add BMP artwork for any file or folder. See Artwork and Thumbnails.

## Folders DS Style maintains

Save, backup, patch and save-state folders should be left in place. Deleting or reorganising them can make saves, addons or save states appear to be missing.

# Feature Overview

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<b>Core experience</b>	Nintendo DS-inspired interface; faithful animated Start screen; list, horizontal carousel and vertical carousel views; and quality-of-life refinements throughout.
<b>Appearance &amp; artwork</b>	All 16 Nintendo DS colour options; light and dark mode; 120 x 80 title artwork packs; 80 x 80 box-art packs; local and Libretro sources; and custom artwork for every game, file or folder.
<b>Start screen</b>	Feature favourite games or the last played game, with quick access to SD Card, NOR Flash and Settings.
<b>Boot &amp; launch</b>	Choose a default Clean, Add-on or Menu launch mode; resume the last SD position; or use a quick-start hotkey to launch the last played game.
<b>Personalisation &amp; sound</b>	Toggle interface sounds, set a top-bar name and create a personal edition with DS Style Customiser.
<b>Kernel features</b>	Includes Simple theme features, PogoShell plug-in support, save backups and the functionality of the official EZ-Flash kernel.
<b>Languages</b>	English (UK), English (US), Spanish, French, Portuguese, German, Turkish, Italian, Dutch, Swedish, Finnish and Chinese.

# Everyday Navigation

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## Start screen

<b>A</b>	Open the selected game, SD Card, NOR Flash or Settings.
<b>D-pad</b>	Move between the visible options. Left and Right also move between favourites.
<b>L / R</b>	Move between favourites when Favourites is selected.
<b>Select</b>	Switch the featured game between Last Played and Favourites.

The Start screen can be turned off in Settings. When it is off, DS Style opens directly to the SD Card screen and B no longer returns to the Start screen from SD, NOR or Settings.

## SD Card screen

<b>A</b>	Enter a folder, open a file, launch a game or accept.
<b>B</b>	Go back one folder or cancel.
<b>Start</b>	Open Recently Played; press again to switch between Recently Played and Favourites.
<b>Hold Start</b>	Delete the selected file after confirmation.
<b>Select</b>	Cycle through list, horizontal and vertical views.
<b>Double-tap Select</b>	Add or remove the selected game as a favourite.
<b>L / R</b>	Move between screens; inside recents or favourites, switch between those lists.

## Movement by view

<b>Horizontal</b>	Left/Right moves one item. Up/Down jumps ten items.
<b>Vertical</b>	Up/Down moves one item. Left/Right jumps ten items.
<b>List</b>	Up/Down moves one item. Left/Right jumps ten items.

## Recently Played and Favourites

Press Start from the SD Card screen to open Recently Played. Press Start again, or use L and R, to switch to Favourites. Press B from either list to return to the SD Card position you left.

Double-tap Select on the SD Card screen or in the Favourites view to add or remove the selected game from your favourites.

## NOR Flash

<b>A</b>	Open the selected NOR game's boot menu.
<b>B</b>	Return to the previous screen.
<b>Select</b>	Cycle the view mode.
<b>L / R</b>	Move between screens.

## Settings

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### Settings controls

<b>Up / Down</b>	Move through the settings list.
<b>A or Left / Right</b>	Change the selected setting.
<b>A on &gt;</b>	Open the setting's pop-up menu.
<b>B</b>	Close a pop-up menu.
<b>L / R</b>	Move between screens.

## Settings explained

<b>Time</b>	Set the cartridge clock.
<b>View mode</b>	Choose list, horizontal carousel or vertical carousel.
<b>Thumbnails</b>	Choose 120 x 80 title artwork or 80 x 80 box artwork.
<b>Sounds</b>	Turn interface sounds on or off.
<b>Language</b>	Choose the interface language.
<b>Theme</b>	Choose light or dark mode, plus any custom theme.
<b>Colour</b>	Choose the accent colour, plus any custom colour.
<b>Boot engine</b>	Use the fast patch engine normally; use manual patching for modified games that need it.
<b>Auto save</b>	Automatically back up the previous game's save when DS Style starts.
<b>Resume last</b>	Return to the last played game's position in the SD view.
<b>Start screen</b>	Turn the Start screen on or off.
<b>Start screen</b>	Choose Last Played or Favourites as the featured game.
<b>Quick start</b>	Choose the boot hotkey that immediately starts the last played game.
<b>Addon settings</b>	Choose which in-game addon features are available.
<b>Boot mode</b>	Choose the default way GBA games are launched.
<b>In-game RTC</b>	Enable the cartridge RTC module for games that need a real-time clock.
<b>Sleep hotkey</b>	Choose the in-game sleep command.
<b>Addon hotkey</b>	Choose the in-game menu command.
<b>Enable BIOS</b>	Choose whether GBA games use the full GBA startup BIOS.
<b>Back up saves</b>	Choose whether save copies are written to BACKUP.
<b>Help</b>	Open the help page. Press A for the controls page and B to return.

**OMEGA DE ONLY** Mode B and LED settings appear only on the Omega Definitive Edition. Mode B can provide rumble, memory expansion or DS-GBA link behaviour when the cartridge switch is set appropriately.

# Launching Games

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## Choosing a launch method

The Boot mode setting chooses what happens when you open a GBA game. Clean launches immediately without add-on features. Add-on launches immediately with the features selected in Addon settings. Menu opens the standard EZ-Flash boot menu each time, allowing you to choose manually.

## The boot menu

The standard boot menu provides the familiar EZ-Flash choices for clean boot, add-on boot and writing a game to NOR Flash.

**MODIFIED GAMES** If a translation, ROM hack or homebrew title does not start correctly, set Boot mode to Menu, select the manual patch engine and confirm the save type.

## Addon features

Addon features are selected in Settings and used only when a game is launched with addon support. The in-game menu is opened with the configured addon hotkey. Available items may include reset, save state, load state, sleep and cheat controls.

## Cheats

Cheat choices appear only when the cheat library contains a matching entry and cheat support is enabled. Select the desired cheats, launch with add-on support, then enable them from the in-game menu when needed.

**SAVE CAREFULLY** Cheats can interfere with save data in some games. Turn cheats off before saving or loading progress whenever possible.

## Writing to NOR Flash

NOR Flash keeps games on the cartridge for fast access. Use the clean or addon write option from a game's launch menu, then use the NOR Flash screen to start or manage written games.

On the Omega Definitive Edition, NOR Flash is not noticeably faster than launching from the SD card. Its main purpose is supporting Mode B features.

Do not switch off the console while writing, deleting or formatting NOR Flash. Formatting the complete NOR area can take several minutes.

## Omega DE standalone and Mode B features

On the Omega DE, Mode B can expose cartridge functions to Nintendo DS software. Link mode presents the first NOR game as though it were a standalone GBA cartridge. Before and after a Mode B session, the save transfer commands copy that game's save between SD storage and the cartridge so progress remains

available in both modes.

# Artwork and Thumbnails

## Two artwork formats

Style	Location
Title artwork	120 x 80 pixels, stored in SYSTEM/IMGS.
Box artwork	80 x 80 pixels, stored in SYSTEM/IMGS2.

The Thumbnails setting chooses which collection is shown. You can install one collection or both. Standard GBA artwork is organised by the game's internal code; the Thumbnail Scraper creates this structure automatically.

## Custom artwork for any file or folder

CUSTOM folders provide artwork for ROM hacks, homebrew, translations, emulated games, media, documents, folders or any item whose normal artwork is missing or undesired.

Name the BMP exactly after the file without its extension, or after the folder as it appears on the SD card.

```
Pokemon Emerald Rogue.gba
-> SYSTEM/IMGS/CUSTOM/Pokemon Emerald Rogue.bmp
-> SYSTEM/IMGS2/CUSTOM/Pokemon Emerald Rogue.bmp

Game Boy Advance (folder)
-> SYSTEM/IMGS/CUSTOM/Game Boy Advance.bmp
-> SYSTEM/IMGS2/CUSTOM/Game Boy Advance.bmp
```

- File artwork uses the filename without its extension.
- Folder artwork uses the folder name exactly as it appears on the card.
- Matching is not case-sensitive.
- Files with the same base name and different extensions share artwork.
- Names such as Game (1) and Game (2) remain separate.
- Each CUSTOM folder supports up to 256 images because of the GBA's memory limits.

**CUSTOM ART TAKES PRIORITY** When a matching image exists in CUSTOM, DS Style uses it before the normal game-code artwork. Removing the custom image restores the normal fallback.

# Thumbnail Scraper

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DS Style Thumbnail Scraper creates correctly formatted artwork without requiring you to rename or modify games. It can build a complete pack or create a small collection of custom images.

## Build Pack

Use Build Pack when you want a broad GBA artwork collection. Choose the thumbnail size, then choose an artwork source.

<b>Libretro</b>	Downloads artwork from the public Libretro library. Choose box art, gameplay screenshots or title screens.
<b>Local Pack</b>	Converts an unzipped artwork collection already stored on your computer.

Choose the game regions to include and arrange the regional artwork priority. If the first choice is unavailable, the next enabled region is tried. Global crop and zoom settings apply to the pack.

## Search, preview and exceptions

Search & Preview lets you inspect individual results before building. Exceptions preserve a different crop, zoom, position or image choice for a particular game while the rest of the pack uses the global settings.

## Custom Art

Use Custom Art for any file or folder you want to give artwork. Select a file to capture its exact name, choose a folder name, or enter the name manually. Each entry can keep its own crop and zoom settings, and can be created in either artwork size.

## Output and cache

Finished packs are placed in a dated folder inside DS Style Thumbnail Scraper output, beside the program. Open that dated folder when you are ready to copy IMGS or IMGS2 to your microSD card. A clearly named cache folder may also appear; it stores downloaded index information so later searches and builds can start more quickly.

**NO GAME DOWNLOADS** The scraper works entirely with artwork. It does not download games, and your ROM files do not need to be edited.

# DS Style Customiser

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DS Style Customiser is an easy-to-use Windows program for creating a personal kernel. Each project is a private working copy, so the supplied DS Style source remains untouched and you can return to the project later.

## Before opening the Customiser

- Install devkitPro in C:\devkitPro.
- Keep the Customiser executable, Templates folder and supplied DS Style source folders together.
- Choose the correct cartridge model when creating the project.
- Use GIMP or another image editor for template artwork; XCF templates are intended for GIMP.

### devkitPro

Required to build a finished kernel. Install it in C:\devkitPro.

[Download devkitPro](#)

### GIMP

Recommended for editing the supplied XCF artwork templates.

[Download GIMP](#)

## A simple project workflow

1. Create a project and choose Original Omega or Omega Definitive Edition.
2. Adjust colours, images, sounds and interface text.
3. Use the Start, Horizontal and Vertical pages to preview or edit supported layout choices.
4. Save each section as you work.
5. Open Build and create the cartridge's kernel file.
6. Place the kernel file on the root of the microSD card and hold R while the cartridge boots.

## What can be changed

### Colours

Edit GBA colour values with RGB controls, HTML colour values and a picker.

### Images

Replace light and dark backgrounds, top bars, icons and the splash image.

### Sounds

Preview or replace interface and boot sounds with WAV files within the shown limits.

### Text

Edit interface wording and use language presets as a starting point.

### Start screen

Choose supported layouts, indicators, alignment and navigation presets.

### Carousel views

Adjust supported title, artwork, heart and navigation positions with live previews.

## Images and templates

PNG, JPG and BMP files are accepted for image replacements. Larger images are resized to the required canvas. For the cleanest result, start with the recommended size displayed beside each asset and keep baked interface elements aligned with the template.

When using a supplied template, place your background on a layer below the existing interface elements. You may restyle those elements, but keep them in the same positions so they continue to align with text, artwork and selection areas in the kernel.

## Replacing sounds

Replacement sounds must use WAV format and remain within the limits shown by the Customiser. Trim unnecessary silence from the beginning and end so each sound responds promptly and finishes cleanly.

## Custom Theme and Custom Colour

On the Omega Definitive Edition, the Custom columns add a new selectable option only when every required asset or colour has been supplied. If a custom set is incomplete, the Customiser explains what is missing and can build without that unfinished option.

**MODEL DIFFERENCE** The original Omega does not support the additional Custom Theme or Custom Colour options. You can still edit its built-in colours, images, sounds and text.

## Keeping custom kernels in THEMES

On either cartridge model, custom kernels created with the Customiser can be kept in a THEMES folder on the microSD root. Any .bin kernel placed there may be given a name of your choice, making it easy to keep several designs together.

Consider keeping a copy of the standard DS Style kernel in the same folder. This gives you a simple way to return to the default design whenever you wish.

To install a kernel from THEMES, open the folder on the GBA, select the desired .bin file, press A and follow the on-screen instructions.

## Undo and Default

Undo restores the value or asset that was present when the project was opened. Default restores the original DS Style source asset.

# Languages and Filenames

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## Included interface languages

DS Style includes English (UK), English (US), Spanish, French, Portuguese, German, Turkish, Italian, Dutch, Swedish, Finnish and Chinese. The Customiser can edit the wording stored in each language slot.

## Interface text and filename text are different

The DS Style interface includes an extended character set for its built-in translations. Filenames arrive through the cartridge's SD-card filesystem, which can provide a smaller set of accented characters.

**ACCENTED FILENAMES** Lowercase filename support includes: à á è é ì í ò ó ù ú ü. Other supported interface accents may not display correctly when they appear in a filename.

If a filename displays question marks, rename the file with unaccented Latin characters.

# Supported Files

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DS Style can open GBA games directly and uses the supplied plug-ins for a range of emulated systems and media formats. Compatibility still depends on the individual game, plug-in and GBA hardware limits.

## Game and emulator formats

Extension	Handled as
<b>.gba, .bin, .agb</b>	Game Boy Advance ROM
<b>.mb</b>	GBA multiboot ROM
<b>.gb, .gbc</b>	Game Boy / Game Boy Color through Goomba Color
<b>.nes</b>	NES through PocketNES
<b>.gg, .sms, .sg</b>	Game Gear / Master System / SG-1000 through SMSAdvance
<b>.ngp, .ngc, .ngpc</b>	Neo Geo Pocket / Color through NGPAdvance
<b>.pce</b>	PC Engine through PCEAdvance
<b>.ws, .wsc</b>	WonderSwan / Color through SwanAdvance
<b>.rom</b>	MSX cartridge through MSXAdvance
<b>.z80</b>	48K ZX Spectrum through ZXAdvance
<b>.col</b>	ColecoVision through Cologne; user-prepared Cologne build required
<b>.c8</b>	CHIP-8 through Chip8Adv
<b>.arc</b>	Emerson Arcadia 2001 ROM
<b>.sv</b>	Wataru Supervision through Wasabi

## Emulator requirements

MSXAdvance uses C-BIOS. ColecoVision support requires a user-prepared Cologne build containing a legally obtained ColecoVision BIOS; place the completed col.gba plug-in in SYSTEM/PLUG. Refer to the emulator's own documentation when preparing either component.

## Media and document formats

Extension	Handled as
.jpg, .jpeg, .bmp, .pcx	Images
.lz, .raw, .ap	GBA image formats
.txt	Text document
.wav, .mod, .mid, .nsf	Audio and music
.vgm, .vga, .vgl	SMS / Game Gear music
.k3m, .sb, .bgf, .mda, .cwz	Additional supported audio formats

## Care and Safety

### Give saves time to finish

On the original Omega, wait a few seconds after saving in a game, using a save state, or triggering an emulator's save action before switching off or resetting. The Omega Definitive Edition does not require the same waiting habit for normal GBA saves.

**A SIMPLE HABIT** On the original Omega, count slowly to five after saving before switching off. It is a small pause that can prevent lost saves and filesystem damage.

### Emulated GB, GBC and NES games

Press L + R to open the emulator menu.

### Kernel updates

Keep the console on throughout every kernel update. Stay on the latest DS Style release, and update before reporting an issue if you are using an older version.

### NOR Flash operations

Never remove power while a game is being written to NOR Flash or while NOR is being formatted. Use delete and format commands carefully and keep backups of important saves.

### Cheats and save states

**WARNING** Cheats and save states alter or capture a running game in ways the original software did not expect. Some games may show graphical or audio issues after loading a state, and poorly matched cheats can cause crashes or save problems.

# Frequently Asked Questions

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## Holding R does not start the update.

Check the filename and location. The original Omega uses ezkernel.bin; the Omega DE uses ezkernelnew.bin. The file must be on the microSD root.

## My saves are not loading.

Make sure the SAVER folder is inside SYSTEM. DS Style expects saves at SYSTEM/SAVER; a SAVER folder left at the microSD root will not be used.

## My files or folders are not appearing.

Check that the microSD card is formatted correctly and safely ejected after copying files. See [Prepare the microSD card](#) for the recommended filesystem and allocation-unit settings.

## My filenames contain question marks.

The SD-card filesystem supports a smaller character set than DS Style's internal interface text. Rename the affected file with supported or unaccented Latin characters, and see [Languages and Filenames](#) for the supported accented characters.

## Does DS Style support other flashcarts?

DS Style supports only the EZ-Flash Omega and the original EZ-Flash Omega Definitive Edition. It does not currently support the EZ-Flash Omega Definitive Edition B, released on 26 May 2026.

**OMEGA DEFINITIVE EDITION B** This is not the earlier Rev B of the original Omega Definitive Edition. The new model has a blue PCB marked EZODE-B on the rear and uses a different kernel. EZ-Flash has not yet published its source code, so DS Style cannot be ported to it until that source is available. Owners may contact EZ-Flash to request its publication.

## Artwork is missing.

Check the selected Thumbnails setting and confirm that the artwork is in SYSTEM/IMGS or SYSTEM/IMGS2. Custom artwork belongs in the relevant CUSTOM folder. See [Artwork and Thumbnails](#) for sizes, locations and naming guidance.

## The Customiser cannot find devkitPro.

Install devkitPro at exactly C:\devkitPro. A different drive, renamed folder or nested installation will not be detected by the Customiser.

## Can I remove the kernel update file afterwards?

Yes. After confirming that DS Style starts correctly, navigate to ezkernel.bin or ezkernelnew.bin on the SD Card screen and hold Start to delete it.

## How do I uninstall DS Style?

Restore the stock SD-card layout by referring to the backup made before installation, remove DS Style-only files and flash the official kernel for your cartridge. Follow [Uninstall DS Style](#) for the complete process.

# Uninstall DS Style

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### RETURN THE CARTRIDGE TO THE OFFICIAL EZ-FLASH LAYOUT

The simplest method is to restore the stock microSD-card layout, referring to the backup made before installing DS Style. Back up any newer saves first, then compare the card with that original copy.

## Reference stock layout

```
microSD root
|-- ezkernel.bin           Original Omega update file, temporarily
|-- ezkernelnew.bin       Omega DE update file, temporarily
|-- SAVER                 Game saves
|-- RTS                   Save states
|-- CHEAT                  Cheat library
|-- PATCH                  Addon patch data
`-- IMGs                   Artwork, if used by the official kernel
```

**USE YOUR BACKUP AS THE AUTHORITY** The exact folders present depend on the features you use. Refer to your own backup when restoring the layout, and do not delete unfamiliar personal files.

1. Back up the current SYSTEM/SAVER folder and any other newer files you want to keep.
2. Download the latest official kernel for your exact cartridge from EZ-Flash.
3. Restore the stock folder layout by referring to your pre-installation backup. Move saves and other stock folders back to their original locations.
4. Remove DS Style-only settings, custom artwork and support files after confirming that anything important has been backed up.
5. Place the official kernel update file on the microSD root.
6. Hold R while powering on, and keep the console powered until the official kernel has finished installing.

# Reporting Bugs

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Before reporting a problem, update to the latest DS Style release, restart the cartridge and try to reproduce the issue once more. This helps separate a current bug from an older fixed issue or a one-time SD-card problem.

## What to include

- Your cartridge model and hardware revision.
- The DS Style release you are using.
- The selected language, view mode and thumbnail style.
- Clear steps that reproduce the problem.
- Optionally, a photograph or short video. This is especially helpful when the issue is visual or produces unusual sound.
- Whether the same action still occurs after restarting the cartridge.

### Report the issue on GBAtemp

Use the main DS Style thread so the report, follow-up questions and fix remain visible to other users.

[Open the GBAtemp thread](#)

# Open Source and Community

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DS Style is open source. You are welcome to modify it, create themes and share personal builds or related tools. No permission is required.

**CREDIT IS APPRECIATED** When sharing a modified build, theme or derivative tool, please credit DS Style and its original contributors (for example, FrankieT19 and the credited upstream authors).

## Source code

### Omega DE kernel

Source for the Omega Definitive Edition release.

[Open repository](#)

### Original Omega kernel

Source for the original Omega release.

[Open repository](#)

### DS Style Customiser

Source for the personalisation and build tool.

[Open repository](#)

### Thumbnail Scraper

Source for the artwork and thumbnail tool.

[Open repository](#)

## Community and guides

### DS Style on GBAtemp

Release discussion, community support and updates.

[Open the GBAtemp thread](#)

### Video showcase and tutorial

A visual walkthrough of the interface and installation process.

[Watch on YouTube](#)

## Official EZ-Flash reference

### EZ-Flash downloads

Official kernels, firmware, manuals, artwork and cheat libraries.

[Open downloads](#)

### Original Omega manual

Official guidance for SD formatting, saving, addons and NOR Flash.

[Read manual](#)

### Omega DE manual

Official guidance including Mode B and firmware updates.

[Read manual](#)

## Credits

DS Style was created and developed by FrankieT19.

### Upstream components and resources

- EZ-Flash team: original Omega and Omega Definitive Edition hardware, firmware and kernel source.
- Sterophonick: the Simple theme and guide from which the project originally began.
- PogoShell within the Simple theme: Sasq for PogoShell and several plug-ins, Kuwanger for PogoShell modifications, and Moonlight for PogoShell plug-ins.
- ChaN: FatFs, as used by the upstream EZ-Flash kernel.
- Artwork resources: damageinc86 for box-art images, Shenske for the PAL box template and shadow layer, and shonasof for the GBA logo template.

Special thanks to the GBAtemp and Reddit communities, everyone who has tested DS Style or reported an issue, and every user who has created artwork, themes or other additions for the project.

**Enjoy your games**

**FrankieT19**