

VM2 Instruction manual

(Tony DePetro version – original edition Derek Pascarella)

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SECTION 1 – Downloads

Download **VM2-GUI.exe** and **Users manual.pdf** from

<https://drive.google.com/file/d/1HAXre9QFK-IUNpAnBIDOk5jjRB4IV2P3/view>

Install the GUI application onto your Windows PC.

SECTION 2 – Adding a Micro SD card



NOTE: Without a Micro SD card installed in the VM2, it will work as a standard VMU with a 200 block limit but will not allow for the creation of virtual VMU's. All virtual VMU's are created on the Micro SD card. The Micro SD card must be formatted to either FAT16 or FAT32. The VM2 supports a maximum of 32 GB capacity.

While facing the VM2's screen, the microSD slot can be found on the left side of the device.

SECTION 3 – Charging, Sleep Mode



Charging:

The VM2 has two mechanisms for recharging its internal battery:

- Plug a USB-C cable into the port at the bottom of the unit (pictured here) and then plug the other end of the cable into any USB source that provides power (e.g. computer wall outlet adapter). (Depending on the output power of the used adapter the VM2 can be fully fast-charged in 15 minutes and will last for around two weeks in idle mode.)
- Plug the VM2 into a Dreamcast controller while the system is powered on.

Sleep Mode:

After ~3 minutes of inactivity in the home screen the VM2 will automatically enter sleep mode in order to conserve battery. Pressing the A button on the VM2 will wake the unit from sleep mode. Sleep mode consumes more power than powered-off and the battery will last less. It is more useful when the VM2 is plugged into and used with a controller. When used in Standalone mode it is recommended to power-on/off the device normally from the power button.

SECTION 4 – Standalone and Controller Mode

Standalone Mode:

When holding the VM2 in your hand the VM2 behaves just as an original VMU with batteries inserted. You have access to the Settings menu and Modes

Controller Mode:

When inserted into a Dreamcast controller the VM2 behaves just as an OEM VMU and you may access virtual VMU's created on the MicroSD card. In-game VMU icons or animations can be seen on its screen. The save/load activity icon will be present during any read/write events on the VM2.

SECTION 5 – Buttons



6. Function button

- a) Standalone mode: Used to open the settings menu
- b) Controller Mode: Used to cycle through virtual VMU's on the Micro SD card
 - a. Hold the button and then release once the desired VMU file or subfolder is highlighted.
 - b. Press the button again to select the subfolder or load the VMU file.
 - c. To exit menu, select the top entry (..) once in the root folder.

1. Directional pad (only works in Standalone mode)

- a) Used to navigate up/down in settings menu to highlight desired choice.
- b) Used as D-Pad input in VMU games and applications.

2. 'A' button (only works in Standalone mode)

- a) Confirm mode selection or settings menu selection.
 - b) Wakes VM2 from sleep mode.
 - c) Used as input in VMU games and applications.
3. 'B' button (only works in Standalone mode)
- a) Cancel selection in settings menu.
 - b) Return to previous level of settings menu.
 - c) Exit settings menu.
 - d) Used as input in VMU games and applications.
4. Power button (only works in Standalone mode)
- a) Powers off VM2 when held for 10 seconds.
 - b) Turns on the VM2 if it's been powered off (not in sleep mode).
5. Mode button (only works in Standalone mode)
- a) Used to cycle between original VMU File manager, Games, and Date/Time modes.
- NOTE: VMU File manager will not show VMU's on the Micro SD card, only saves on the actively selected VMU (internal memory, or virtual VMU file from uSD).

SECTION 5 – Settings Menu

To enter the settings menu, click the button on the bottom of the VM2. Use direction pad to highlight the setting you want. Use the A button to confirm the selection and the B button to cancel and return to previous menu or to close out of the settings menu.

1. Memory
 - a) Internal – Use the VM2's internal save storage.
 - b) uSD Card – Use microSD storage. Press A to create new virtual VMUs or to select an existing VMU file to load and make active. Use the Mode button to delete virtual VMUs.
2. Screen
 - a) Backlight – Turn the screen's backlight on/off.
 - b) Resolution – 1x mode produces a smaller image (may be used for future homebrew) while 2x image most closely mimics original VMU screen resolution.
 - c) Color Mode – Choose either original or inverted color palette.
3. Buzzer
 - a) Sound Enable – Turn the VM2 speaker on/off.
 - b) Startup Beep – Play "dead battery" tone upon power on.
 - c) Perform Test – Play test tones through the VM2 speaker.
4. System
 - a) Game Speed – Run VMU games/applications in 1x or 2x speed.
 - b) VMU Region – Toggle between English/Japanese language modes.
 - c) GUI-Mode – Select before connecting the VM2 to the GUI application on PC with a USB-C cable.
5. About
 - a) Display VM2's unique ID and current firmware version.

SECTION 6 – Connecting the VM2 to the GUI application on your PC

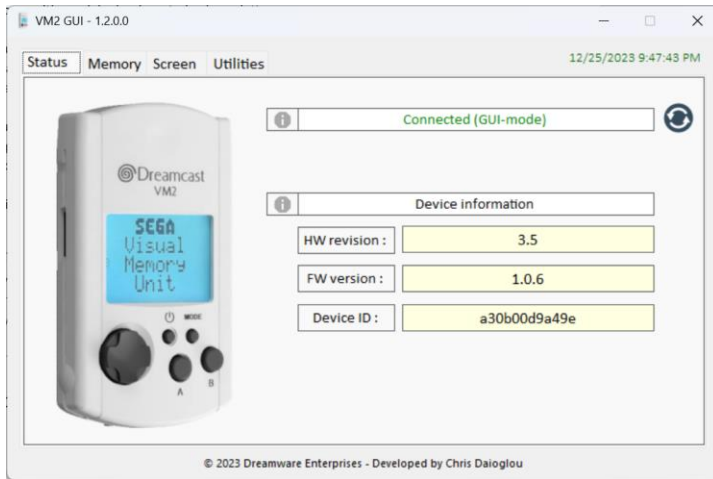
1. Go to "Settings" > "System" and select "GUI-mode" it will then say "GUI-mode active"
2. Open the GUI application on your PC
3. Connect the VM2 to your PC with a USB-C cable

The VM2's internal date/time is automatically set/synchronized with your PC time, every time it's connected with the GUI application. You can now use the GUI application to manage your VM2's internal and virtual VMU files.

SECTION 7 – GUI application

Allows you to interact with your VM2 via your PC to move virtual VMU files and save game files between them.

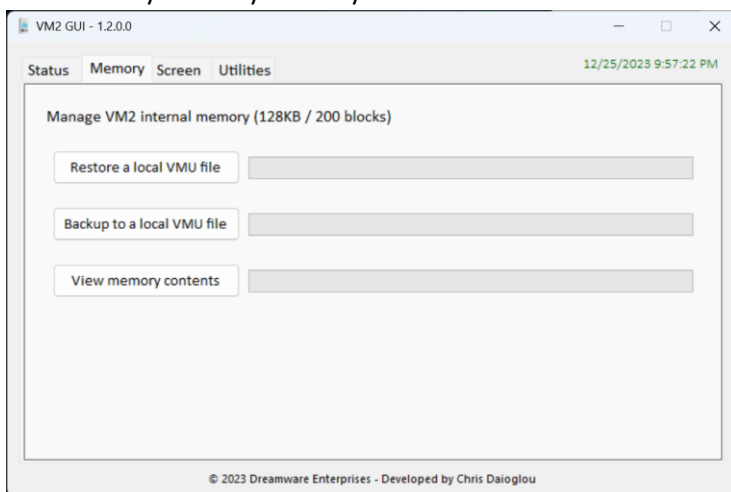
1. Status tab:



- a. Shows if the VM2 is connected.
- b. Shows Device information:
 - i. Hardware (HW) revision
 - ii. Firmware (FW) revision
 - iii. Device ID #

2. Memory tab

The memory tab only allows you to interact with the VM2's internal 200 blocks of memory, not the MicroSD card.

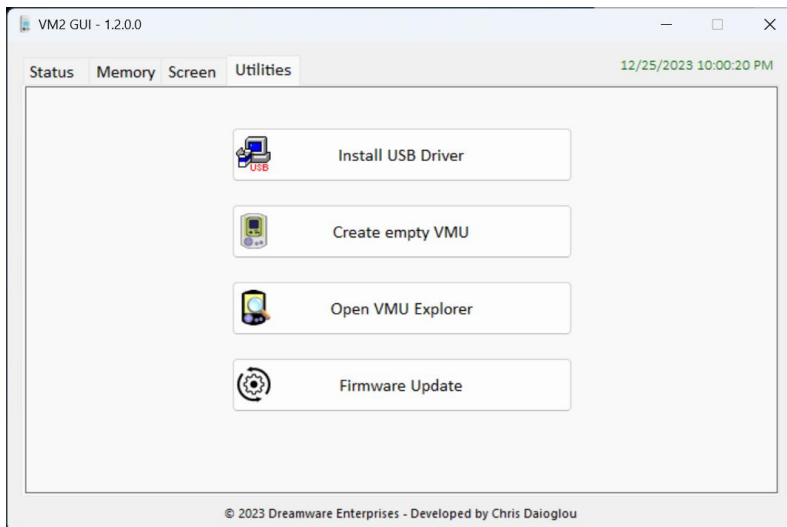


- a. **Restore a local VMU file**
- b. **Backup to a local VMU file**
- c. **View memory contents**, which open a separate screen that allows you to see the save game files in the VMU file, back them up and restore them.

3. Screen tab

When the VM2 is connected to a PC & a controller at the same time, then any graphics displayed during playing a game, will also be streamed and displayed to this screen. This feature is useful for online streaming – not only the actual Dreamcast gameplay, but also the in-game VMU images (game info, animations, etc.)

4. Utilities tab



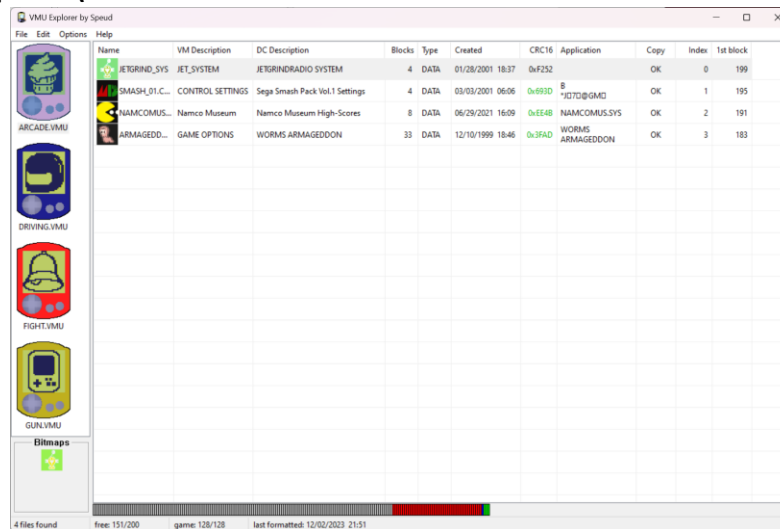
a. Install USB Driver

- i. Installs Windows USB drivers – required when connecting a VM2 to your PC for the 1st time

b. Create empty VMU

- i. Allows you to create and name a new VMU file, saved to your PC
- ii. To customize the look of your VMU file image use the Dreamcast VMU menu

c. Open VMU Explorer (Remember that it will not read the MicroSD card from the VM2)



- i. Opens same screen as the Memory tab “View memory contents” screen
- ii. You must open and close each VMU file separately

d. Firmware Update

- i. Updates from a local file firmware update file (used under certain conditions)