**O2 MOD: Manual**

**Once you have installed the chip, power on the console pressing and holding the "EJECT" button.**

**Will appear the following functions:**

* **Backup** This function saves the chip content on the Memory card, you can save the "flash" in two virtual slots, so you can have multiple chip configurations.
* **#1 Backup to Memory Card** Save the "flash" in the memory slot 1
* **#2 Backup to Memory Card** Save the "flash" in the memory slot 2
* **Full Backup to Memory Card** Save the full chip content on to Memory Card
* **Recovery** With this function you can restore the chip "flash", recovering the content from the memory card or the cdx disk
* **#1recovery from memory card** Restore flash with data from MC on the slot1
* **#2recovery from memory card** Restore flash with data from MC on the slot2
* **Full recovery from Memory Card** Restore the full flash stored on the MC
* **Recovery from CDROM (cdx format)** Restore the flash data loading the file "FLASH.BIN" stored on the CDX disc
* **CDX Boot** With this you can install an elf in the flash, so you can use it as boot (holding L2)
* **MC boot** With this you can select a file stored on the MC, so you can install it in the chip flash and used as boot
* **MC Del**  This is a little Memory Card manager, you can delete the files holding L2+X buttons
* **CDX to MC** Copy the boot files on the CD in the Memory Card
* **System**  Exit from recovery and go to the PS2

**FIRST INSTALL**

O2 consist of 2 parts: Bios (recovery) and OS (Operative System)  
On the fist power, the chip contains only the BIOS which is the program for the recovery mode, Version 1.0. The Operative system is absent.  
Via recovery mode you can store all the programs on the chip flash and\or on the memory card and\or upgrade the bios and the OS.  
The upgrade image file 1.1 available on the site includes both the update of the BIOS (recovery) of the O2mod and the installation of the operative system 1.1 of the O2 (O2 OS).  
The successive updates will includes the BIOS (recovery) separately or the operative system (O2 OS).  
So it will possible upgrade at your choice the BIOS or the Operative System.  
For the upgrades procedures you can refer the instructions included in the upgrades files.

**BIOS upgrade procedure (RECOVERY)**

You need to download the update file and burn it on the CD.   
Is recommended NERO as burning software.  
Once the file is burn on the CD using NERO or other burning software you need to power on the console and enter in recovery mode (holding EJECT) and select:

* **Recovery -> Recovery from CDROM (CDX format)**
* When the update bar reaches the 100% and a message "**operation successful**" will appear you can press reset.
* The PS2 will reset with the opening of an "Autoflash utility" on screen.  
  In this mode the chip will AUTOMATICALLY performs the writing on its two banks of memory "BANK1" and "BANK2"

**DON'T PRESS RESET OR SHUT DOWN THE CONSOLE during the process of writing on the two memory banks**

* Once the last writing operation on the "BANK2" was completed the O2 will display "operation successful". So you can shut down or reset the console.

At this point the O2 will contains the BIOS v1.1 and the OS v1.1

**O2 Mod USAGE:**

Powering the console and pressing some joypad buttons you can activate other functions:

* Pressing "**L2**" button you will start a program previously installed in the O2 chip flash.
* Pressing "**L1**", "**R1**", "**R2**" you will start programs previously installed on the MC in the virtual matching positions (ex. "L1" will start the file "boot2.elf", "R1" the file "boot3.elf" and "R2" the file "boot4.elf")
* You can access to the "**expert**" menu POWERING THE CONSOLE and PRESSING THE "TRIANGLE" BUTTON
* You can disable the O2 mod POWERING THE CONSOLE and PRESSING THE "SQUARE" BUTTON
* If you disable the AUTORECOGNITON DISK feature(PS2, PS1 or DVD film):

1. You can force the PS2 mode POWERING THE CONSOLE and PRESSING "CROSS" BUTTON
2. You can force the PS1 mode POWERING THE CONSOLE and PRESSING "CIRCLE" BUTTON

**EXPERT MENU:**

Here you can select via ON\OFF:

**Macro-RGB FIX RGB fix for DVD film mode  
DVD REGION FREE Region DVD fix  
LOGO Enable or disable the logo on the disk startup  
AUTODISC MODES Autorecognition disk feature (PS2\PS1\DVD)  
PSX NTSC PATCH Screen centering for PS1 NTSC games (JAP or USA)**

**NOTE: With some PS2 models you need disable LOGO feature (LOGO OFF) to make all the games compatible with O2 Mod**

Select the interested voice with the joypad (up\down) and ON\OFF your option with "CROSS" button.   
To save the preferences on O2 mod memory, press "START" and reset the console.

**CDX DISK (for the making of the disk in "CDX" format please refer to the apposite tutorial)**

The CDX is the format that O2 Mod can read and can contains the following files:

**boot.elf  
boot2.elf  
boot3.elf  
boot4.elf  
flash.bin**

* boot.elf is the program (tools/emulators/HDD management etc.) which you want store in the available flash of the O2 Mod
* boot2/3/4.elf are the programs (tools/emulators/HDD management etc.) that can be stored on the memory card
* flash.bin is the file that contains the chip updates and it will be stored in the internal O2 mod flash

**Memory Card:**

After (the eventual) installation in the MC the files will be structured:

the File called "boot2.elf" -> will be "\boot\boot.elf" (to store the compatibility with the dms3)  
boot3.elf -> will be "boot2.elf" in the "O2" directory  
boot4.elf -> will be "boot3.elf" in the "O2" directory