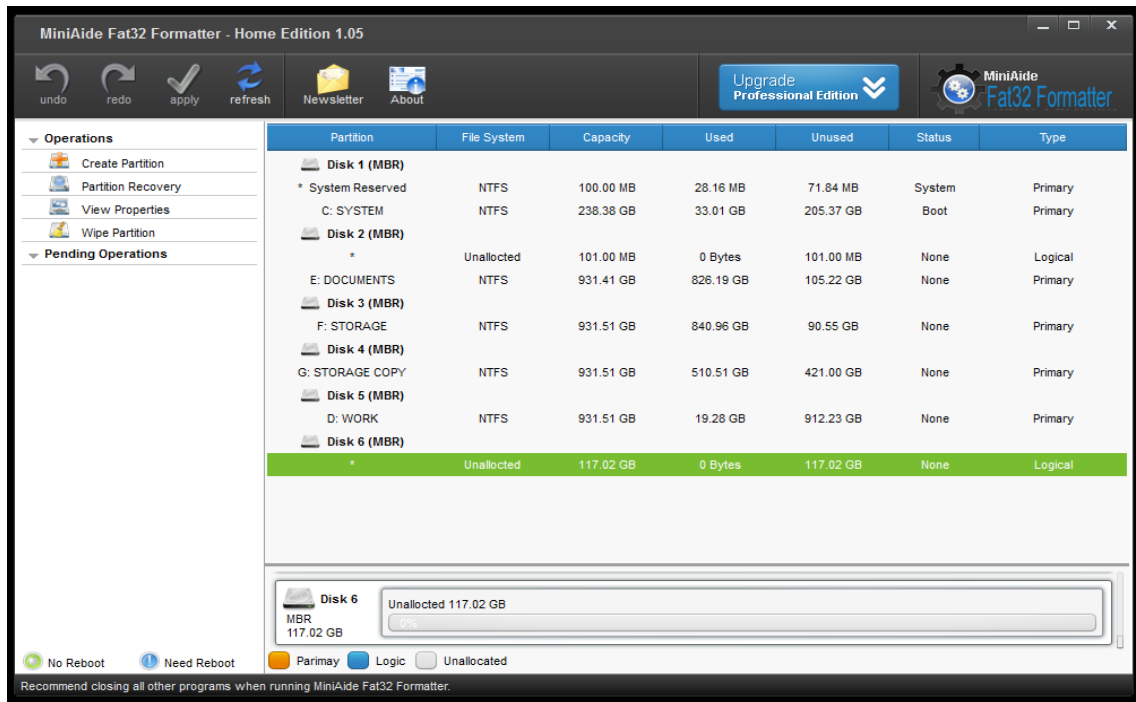
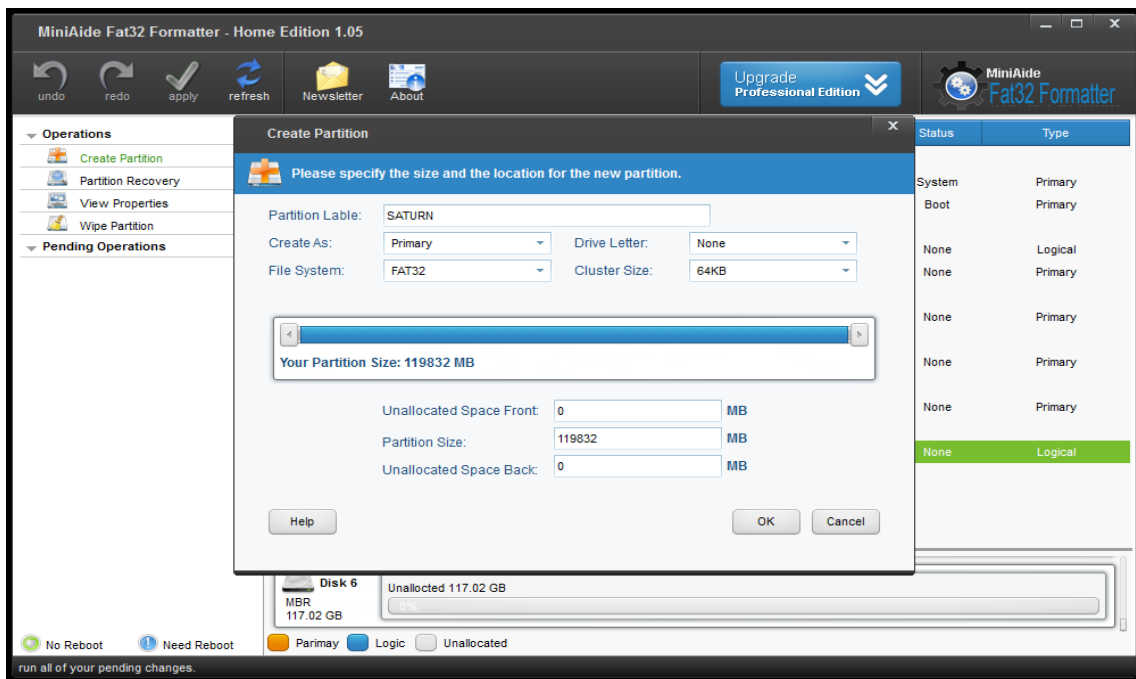


# How to Set Up an SD Card with Rmenu for Rhea/Phoebe ODE

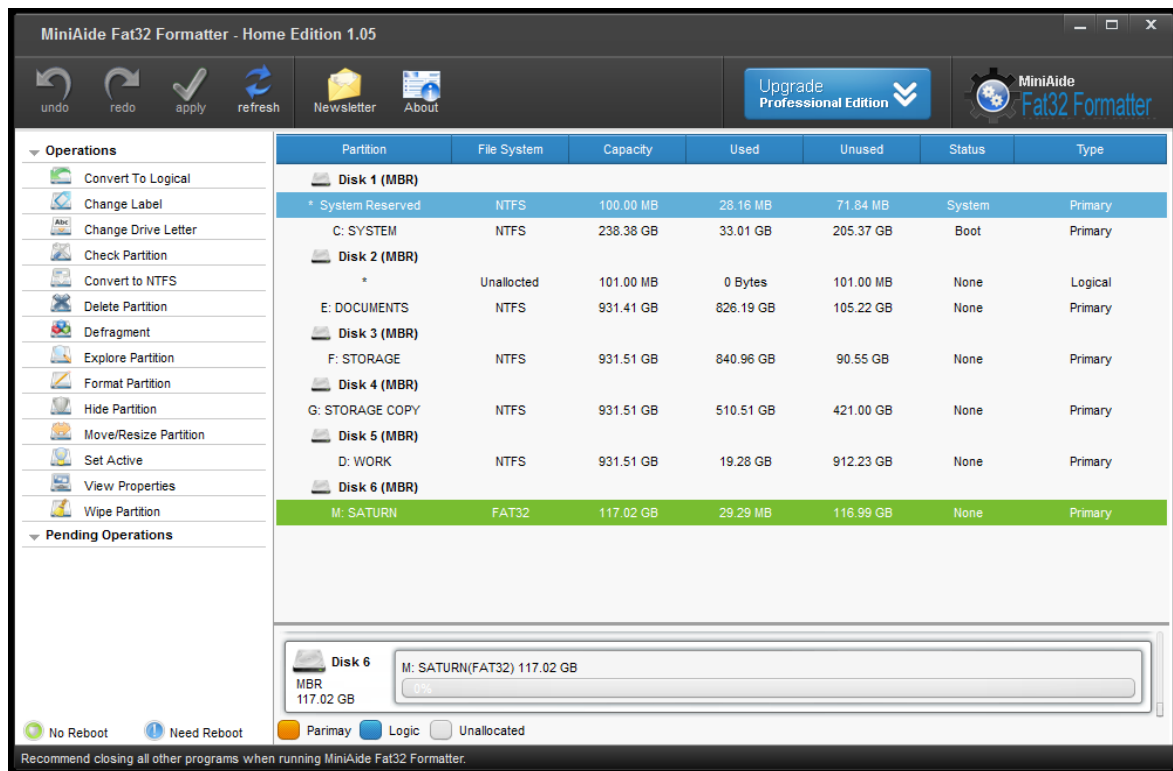
1. Format your SD Card with a good Fat32 Formatter. Some formatters have been found to not detect some special hidden windows partitions. MiniAide Fat32 Formatter Home Edition is recommended. Do not use windows built in formatter.



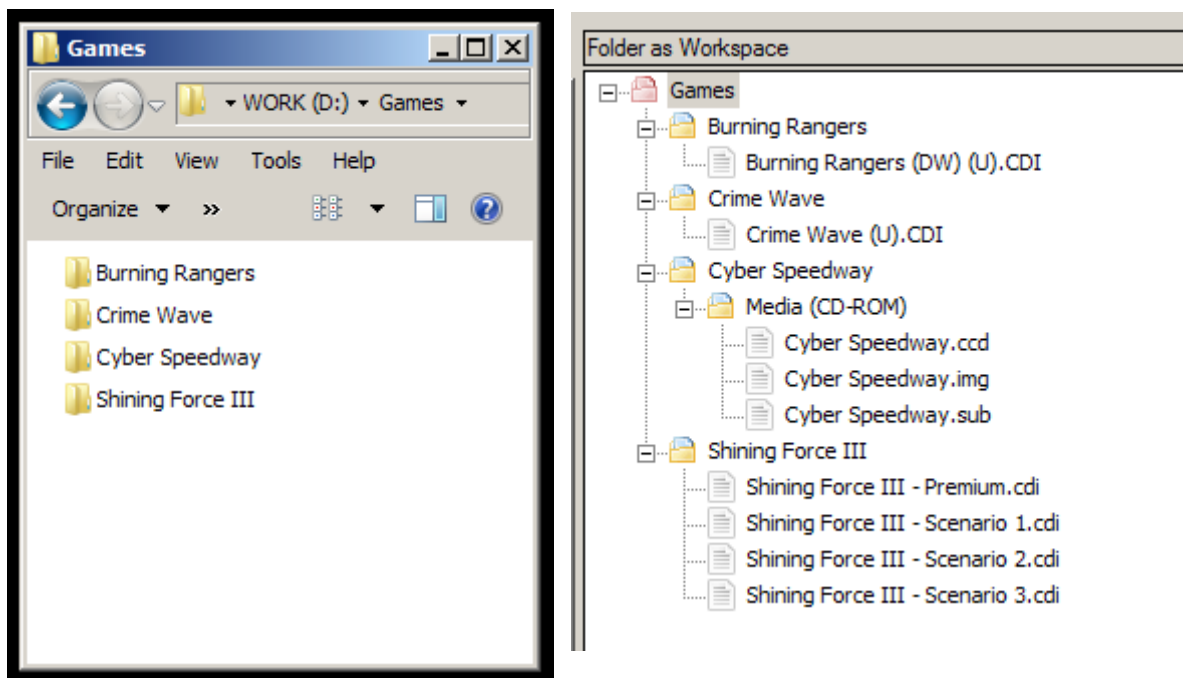
Settings: Primary Drive, FAT32, No Drive Letter, 64KB Cluster Size.



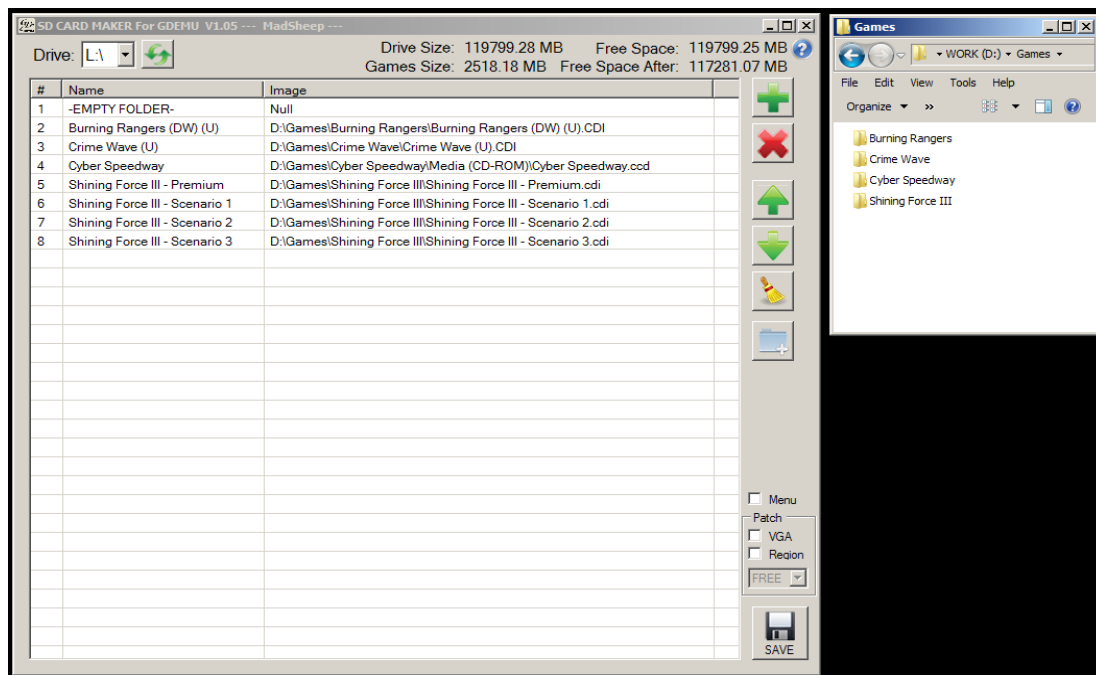
(It might be worth testing performance with both 64kb and 32kb cluster size to determine the best option)



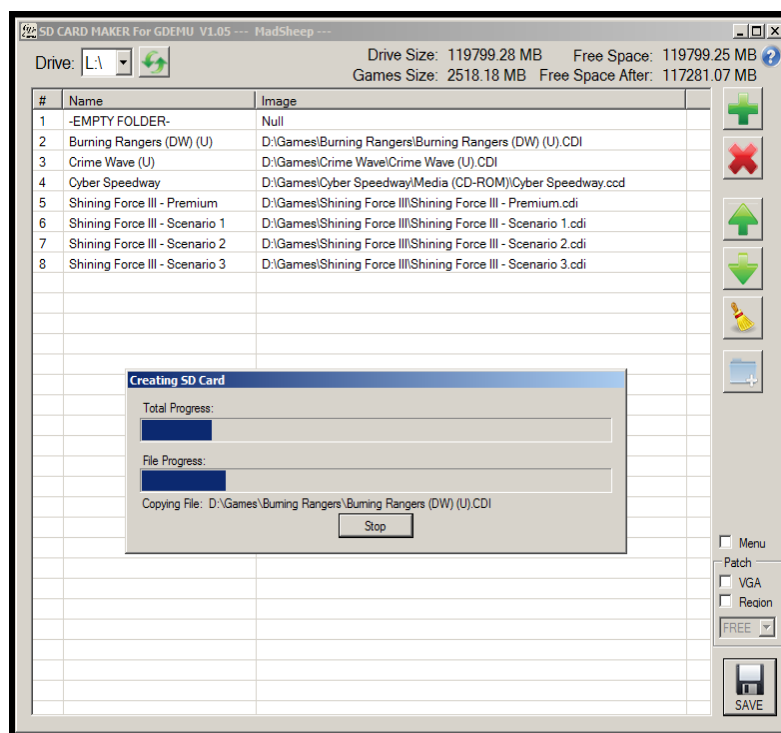
2. Prepare games. Compatible disc images are CDI, CCD+IMG+SUB, MDS+MDF, ISO (games with no audio tracks and homebrew). CDI and CCD+IMG+SUB are the most widely used formats.

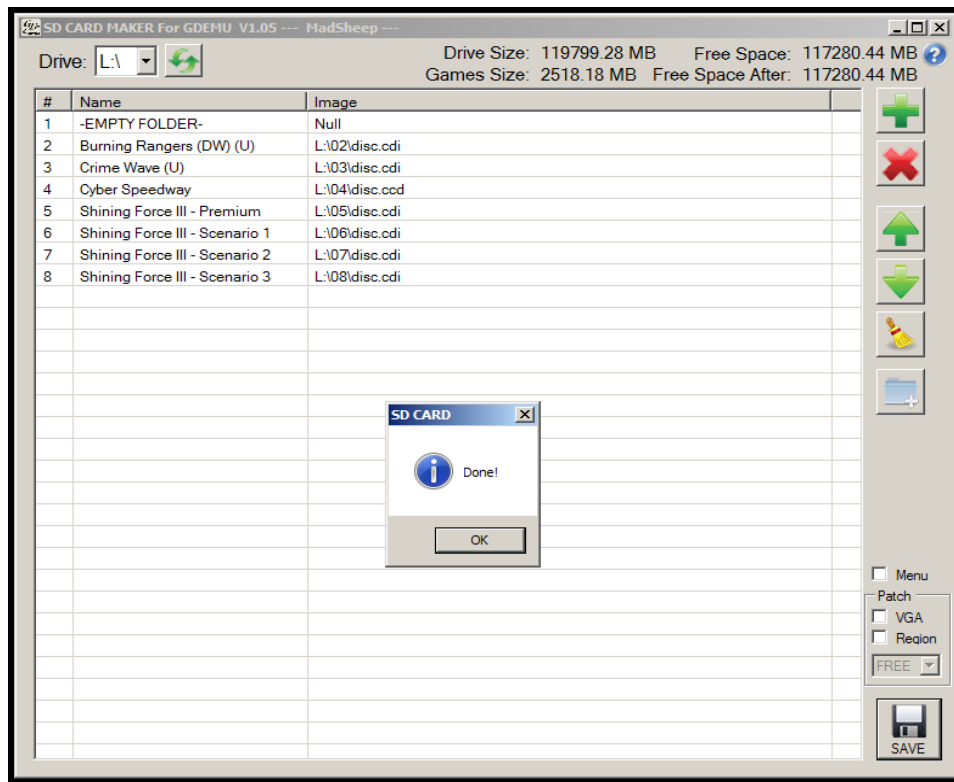


3. Use GDEMU SD CARD MAKER and drag the game folders into the software. Disable Menu, VGA and Region options. It will fail to add games with problems when dragging them across to the SD Card. Add an empty folder at the beginning. Then save.

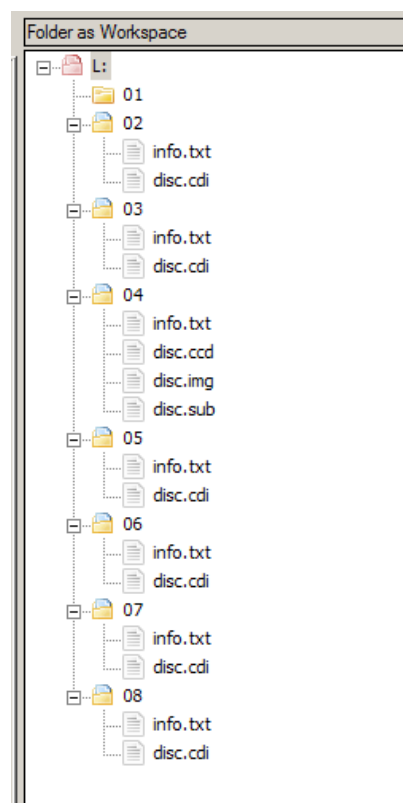


GDEMU SD Card Maker will work its magic after pressing save.

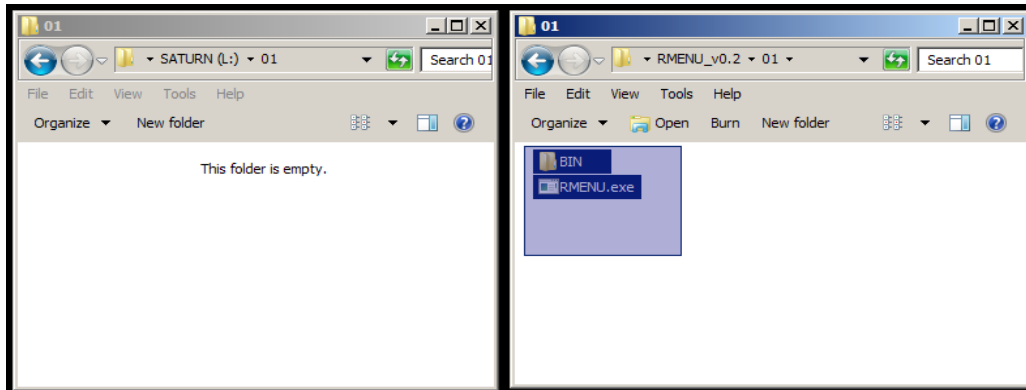




You should now have an SD Card with all the games on and an empty 01 folder at the beginning.

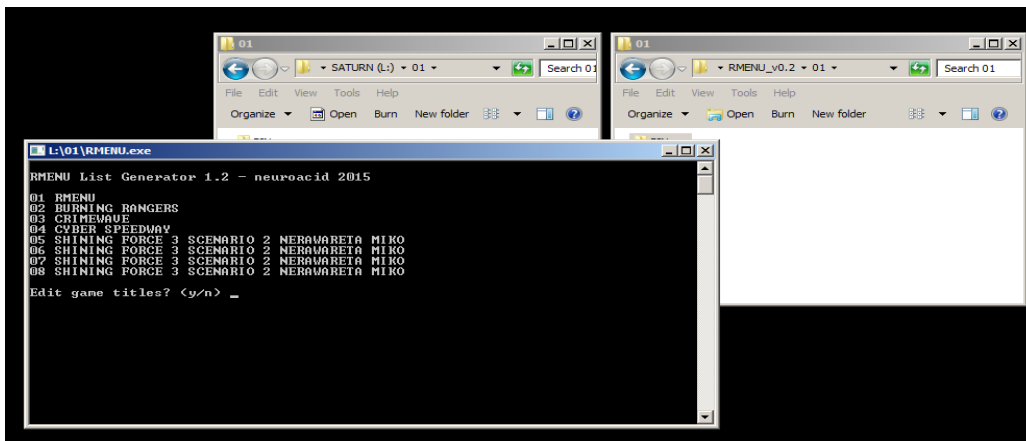


4. Drag Rmenu to the first folder on the SD Card. Only drag contents of 01 folder. 01 to 01.

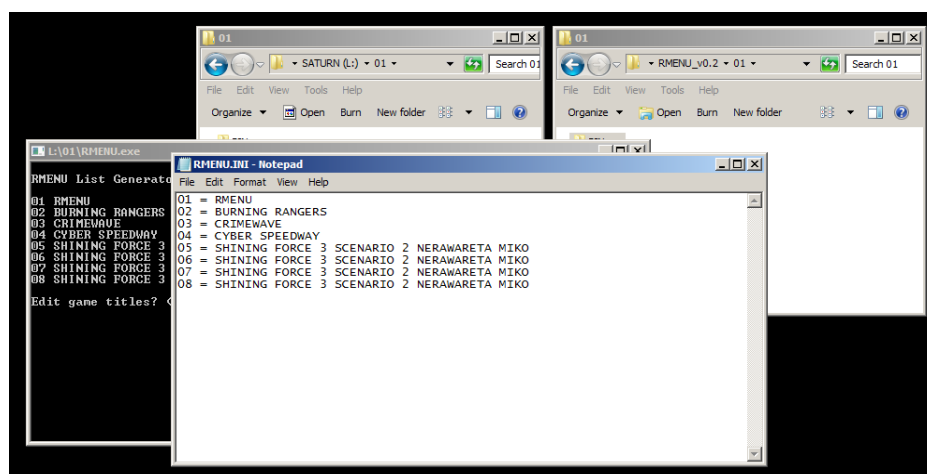


Disable any protection that could isolate unknown programs from running, such as an antivirus, as this could potentially block RMENU.exe from working.

Run RMENU.exe from the SD Card 01 folder.

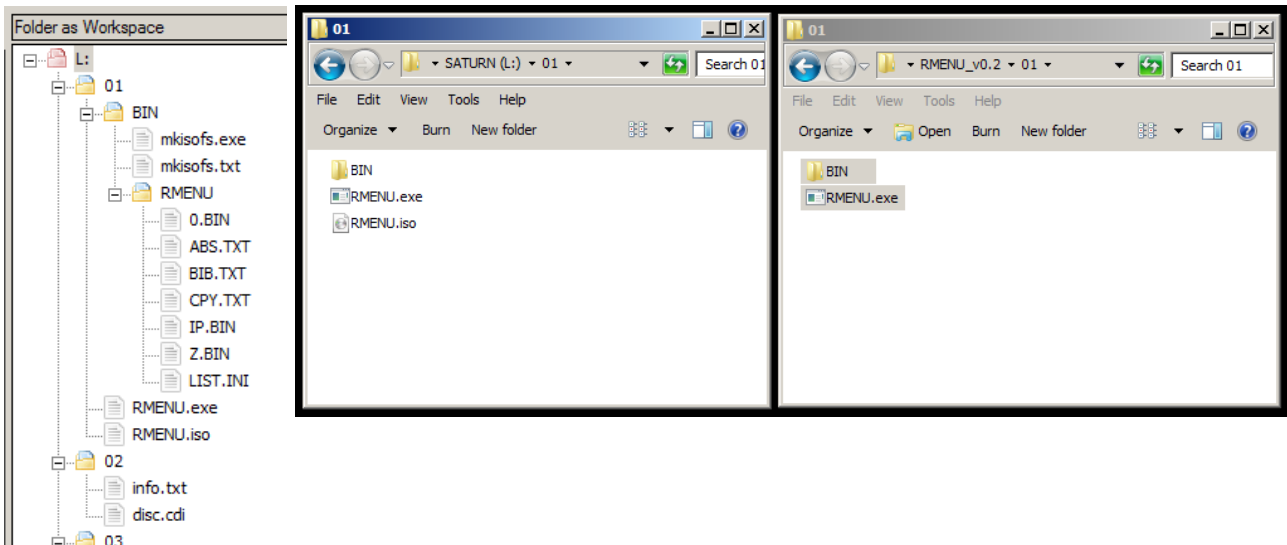


The process will be quick. Once complete you will be asked if you want to edit the game names displayed in the menu, type *y* or *n*.

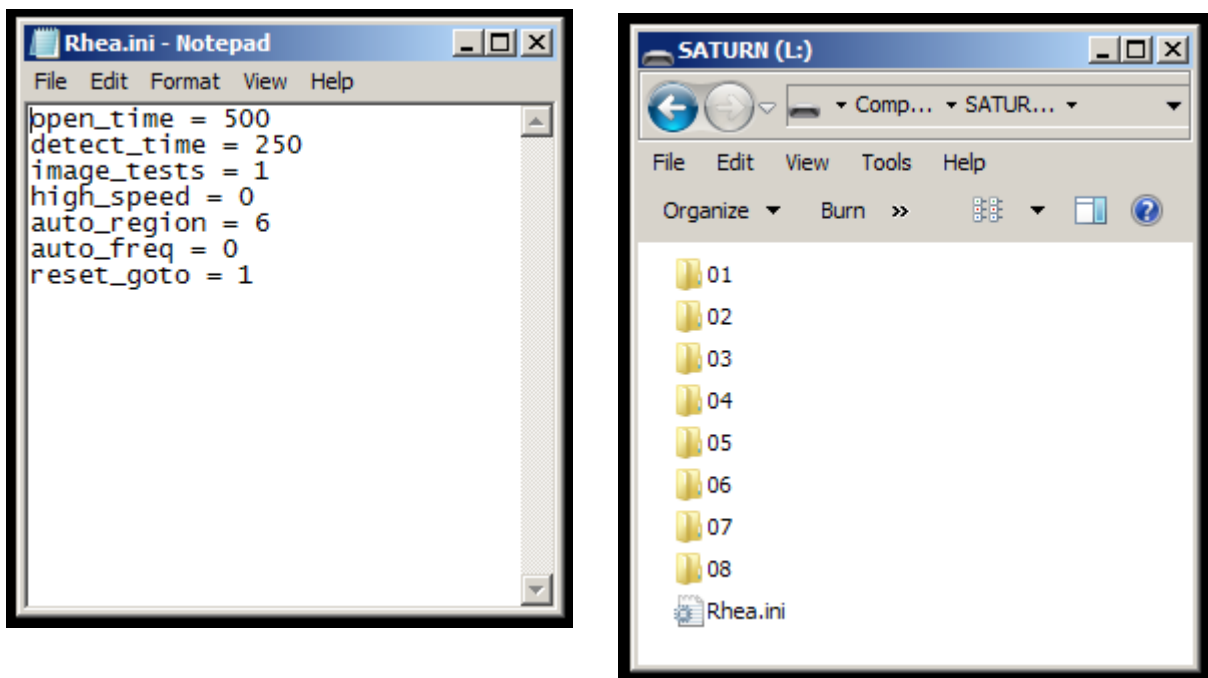


If you type *y*. Edit the names in the document that opened and then file > save, then close the document. RMENU.exe will end automatically after this.

You should now see RMENU.iso in folder 01 on the SD Card.



5. The last thing to do is to include the Rhea.ini file. Drag this file to the root of the SD Card.



```
open_time = 500
detect_time = 250
image_tests = 1
high_speed = 0
auto_region = 6
auto_freq = 0
reset_goto = 1
```

For details on ini values, visit – <https://gdemu.wordpress.com/operation/rhea-operation/>

## **Links**

### Rhea/Phoebe Forum

<https://assemblergames.com/threads/official-rhea-discussion.57377/>

### MiniAide Fat32 Formatter Home Edition

<https://web.archive.org/web/20170330172201/http://www.fat-32-formatter.com/filedownload/miniaide-fat32-formatter-home-setup.exe>

### RMENU

[http://www.mediafire.com/file/4sbn2oqpoh8898t/RMENU\\_v0.2.zip](http://www.mediafire.com/file/4sbn2oqpoh8898t/RMENU_v0.2.zip)

### GD Emu SD Card Maker & List of Compatible SD Cards

<https://assemblergames.com/threads/unofficial-deunans-gdemu-thread.57247/>

### Rhea/Phoebe Tray

<https://www.thingiverse.com/thing:2010525>

### NotePad++

To see a folder tree that includes files, use 'Folder As Workspace' view.

<https://notepad-plus-plus.org/>

## **Document History**

This document resides at <https://assemblergames.com/threads/official-rhea-discussion.57377/>

Author – <https://assemblergames.com/members/damn-deal-done.102556/>

Version 1.0 – 2017-11-03

Version 1.1 – 2017-11-06 – Corrections and refinements to text. Links section added. Phoebe added to title.