



Dreamcast Wireless Controller

QUICK USER GUIDE



What is the DreamConn?

The DreamConn is the world's first Bluetooth wireless Dreamcast controller. Internal modifications have been done to an official Dreamcast controller to reverse engineer Bluetooth technology inside, with a rechargeable battery giving up to 9 hours use on a full charge. In addition, one virtual memory card (VMU) has been added, virtually occupying the Slot [2] on the controller and a battery level indicator visible when plugging a physical VMU into Slot [1] on the controller. Included with the DreamConn+ is a Bluetooth receiver dongle, which plugs into one of the controller ports on the front of the Dreamcast to receive and interpret the signal sent from the DreamConn+.

Hey presto!! Wireless Dreamcast gaming!

What's Changed in DreamConn+?

DreamConn+ aims at delivering the user with a controller that feels even more modern, with more features, while keeping the original controller as "clean" as possible.

New features include:

1. The controller can now power ON/OFF just from the START button.
2. New custom dongle - 30% smaller, with the Dreamcast logo on it.
3. Battery icon overlay to the VMU LCD and always visible.
4. VMUs on Slot [1] fully supported for saving as well.
5. Internal memory (virtual VMU) on Slot[2] which hot-swaps with the Rumble Pak
6. Controller itself can now connect to a PC for VMU managing
7. Controller now compatible with Windows PC for using with games & emulators

Using the DreamConn+

1. Plug the dongle to any available port of your Dreamcast console
2. Power on your Dreamcast console.
3. Power on your DreamConn+ wireless controller



It will take 3 - 10 seconds for the DreamConn+ to connect to its dongle.

The DreamConn+ works in exactly the same way as a standard Dreamcast controller - just without a cable. You can view the battery level on a connected VMU screen at any time.

The battery icon is constantly overlaid to the VMU screen & co-exists with all other information (i.e. game artwork). Each DreamConn+ is paired to its included dongle before being sent out to you - so just plug in the dongle, turn on the Dreamcast, and the DreamConn+ by the [START] button and you're ready to go!

The DreamConn+ can be powered-off by long-pressing the [START] for 10 seconds.

In addition, if a VMU is connected, you will hear a beeping sound that warns the user that the controller will power-off. Keep holding the [START] button until the controller powers-off.

Supported Accessories & Features

The DreamConn+ will only support VMUs on Slot [1] & Jumper Packs on Slot [2] and is designed such way that the peripherals can be plugged / unplugged safely at any time – regardless if the controller is powered-on or off.

Slot [1] – Physical VMUs

With the DreamConn+, now any connected VMU on Slot [1] will be available for saving as well. Furthermore, you can connect a VMU or swap VMUs at any time, even while playing.

Upon a VMU is connected, the controller will enter a special “Sync” mode which will take around 30 seconds to complete. During this time, the controller will be unavailable to the Dreamcast & will inform the user about its progress through the VMU’s screen. This is done only for the 1st time a specific VMU is connected and will take place if another VMU is connected or the VMU’s data is changed through the DreamConn+ Utility.

Slot [2] – Rumble Pak / virtual VMU

The DreamConn+ fully supports Rumble Pak on Slot [2] of the controller.

The internal memory card assigned to Slot [2] will only be available if the controller’s slot is empty. For this reason DreamConn+ has a hot-swap function. If you are playing a game with a Jumper Pak connected and need to save on the 2nd (virtual) VMU, just simply remove the Jumper Pak from the slot, and the 2nd VMU will become visible allowing you to save. Once your save is created, simply re-insert the Jumper Pak and get back to playing your game!

Charging The DreamConn

The DreamConn+ comes with a USB charging adapter, which connects to the unit through the base of the controller where the cable once was. This can be plugged into the mains with any wall charger with a USB slot or alternatively through any other device which supplies power to a USB connection, such as a USB hub for your computer.

Battery's usage time is up to 9 hours, with some slight give or takes depending on the accessories plugged into the controller ports, which draw power from the controller.

It is strongly recommended to use a High-current USB port or charger, for charging the DreamConn+

Charging

1. Plug one end of the adapter to the DreamConn+ charging port.
2. Plug the other end of the adapter to a USB extension cable
3. Plug the extension cable to a wall-charger or any device with USB.

(PLEASE NOTE)

- *While charging, the battery icon will show the current charge level.*
- *While charging, the DreamConn+ cannot be powered-off.*
- *Upon fully-charged, the battery icon will show full.*
- *Unplugging the DreamConn+ from charge, will automatically restart the controller.*