

USING A .VMDK FILE TO CREATE A NEW VIRTUAL MACHINE IN "VMWARE PLAYER"

HIGH-LEVEL EXECUTIVE SUMMARY:

In "VMware Player", you can use an existing .VMDK virtual hard drive file to create a new virtual machine.

TECHNICAL DETAILS:

Sometimes, when you run the "VMware vCenter Converter Standalone" program to do a "Physical to Virtual" ("p2v"), you end up without a working virtual machine but it still generates a usable .VMDK virtual hard disk file.

Sometimes, a virtual machine in "VMware Player" becomes corrupted but the .VMDK virtual hard drive file is still usable and can be used to create a new virtual machine.

This step-by-step procedure consists of using an existing .VMDK virtual hard drive file (or a copy of an existing .VMDK virtual hard drive file) to create a new virtual machine in "VMware Player 4".

When you follow this procedure to clone a virtual machine, the new virtual machine that you create will have a new, unique "UUID.BIOS" (="computer UUID"). However, the virtual hard drive of the new virtual machine will have the same "hard disk UUID" as the virtual hard drive of the original virtual machine that you used to copy the .VMDK file from.

In a "VMware Player", the *.vmx file of a virtual machine stores the following: the "UUID.BIOS",

the "UUID.Location",

and

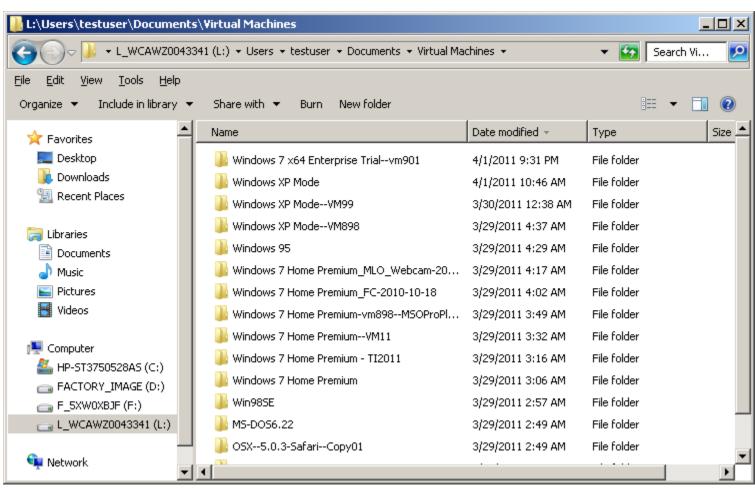
the unique MAC addresses of each virtual network adapter.

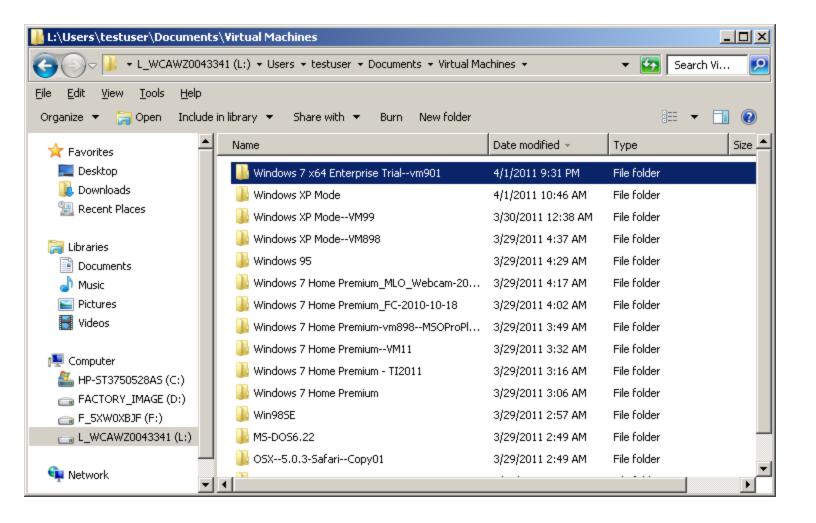
DEFAULT LOCATION OF "VIRTUAL MACHINES" IN "VMWARE PLAYER":

In "VMware Player", when the host is "Windows 7" or "Windows Vista, the default location for a virtual machine and its virtual hard drive file is located at C:\Users\<your profile name>\My Documents\Virtual Machines\

In "VMware Player", when the host is "Windows XP", the default location for a virtual machine and its virtual hard drive file is located at C:\Documents and Settings\<your profile name>\My Documents\Virtual Machines\

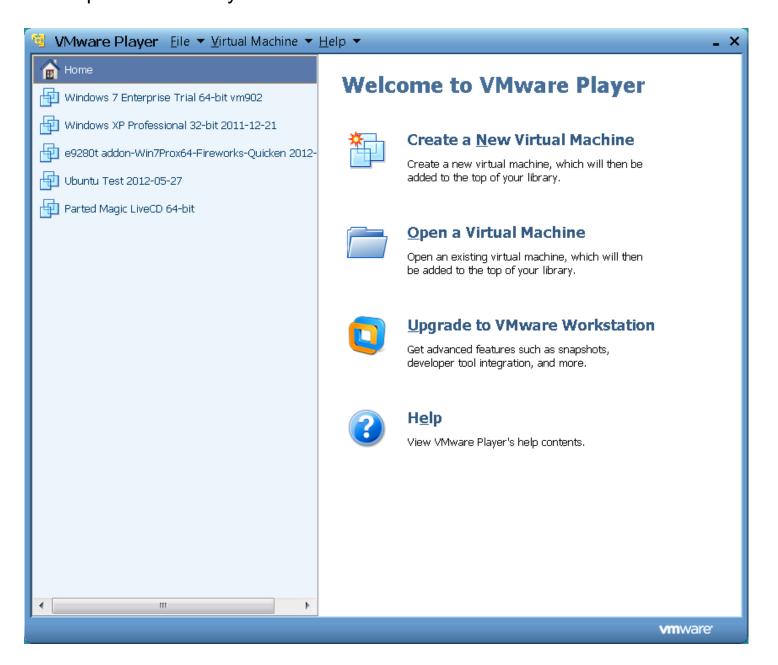
In "VMware Player", a folder that by default has the same name as the name of the virtual machine is created, when you create a virtual machine:



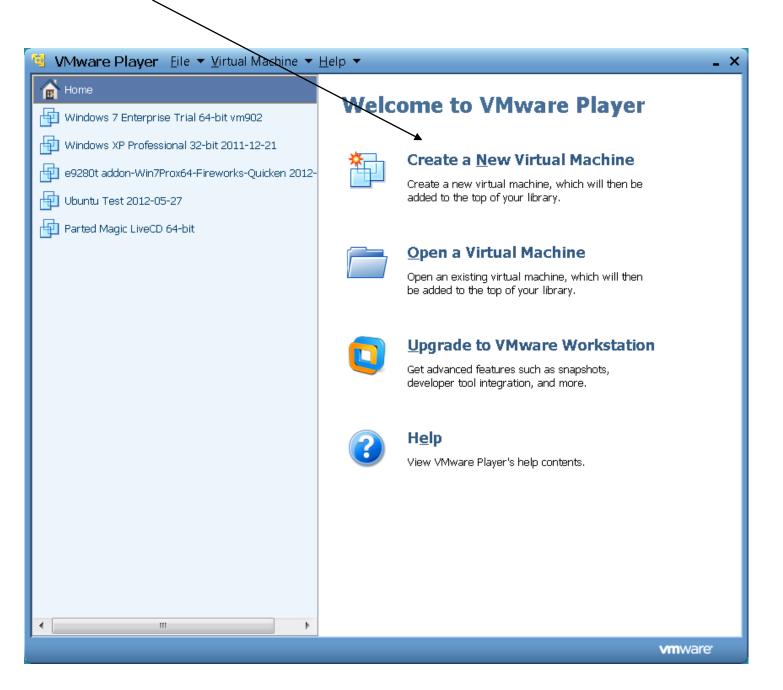


STEP-BY-STEP PROCEDURE FOR USING AN EXISTING .VMDK FILE TO CREATE A NEW "VIRTUAL MACHINE" IN "VMWARE PLAYER":

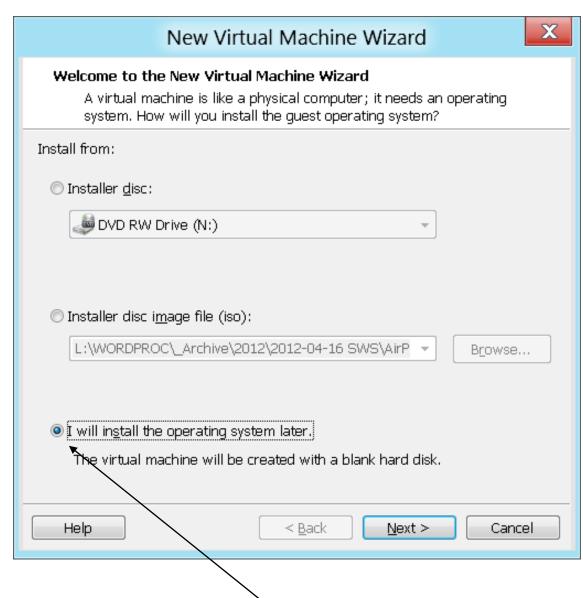
Step 1: Start up "VMware Player":



Step 2: Click on "Create a New Virtual Machine":



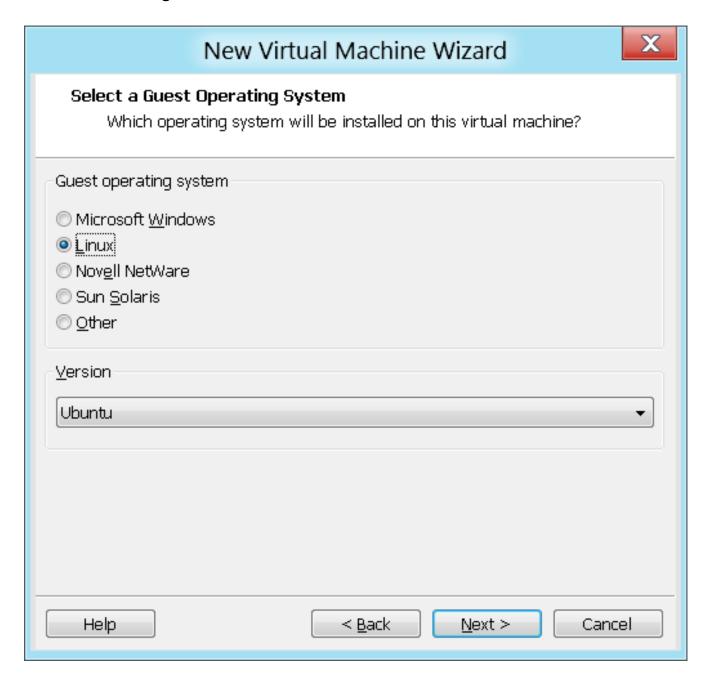
Step 3: A "New Virtual Machine Wizard" box will be displayed:



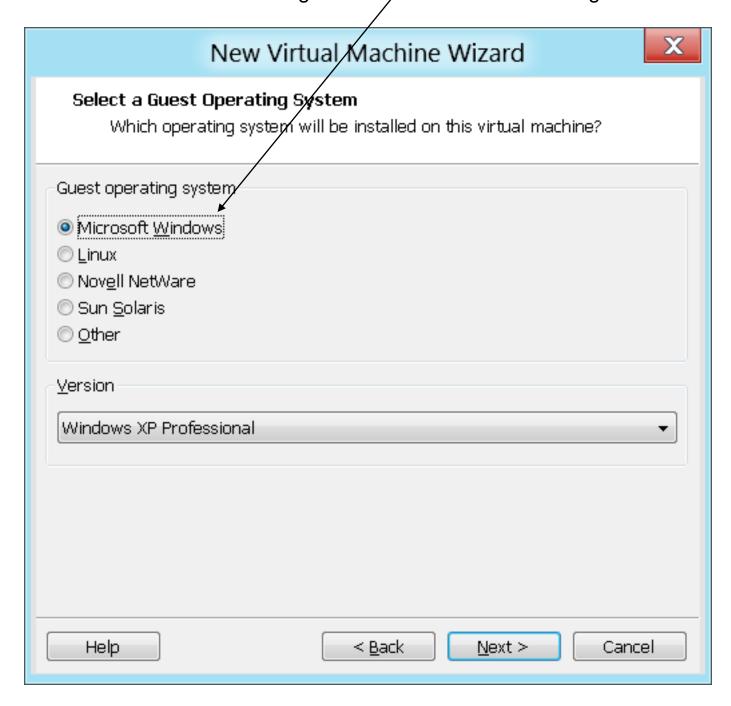
Step 4: Make sure that the "I will install the operating system later" option is selected.

Step 5: Click on the "Next" button.

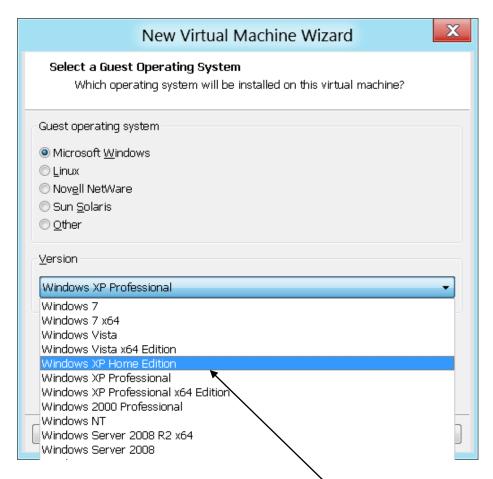
Step 6: Select the option button that corresponds to the operating system that is loaded into the existing .VMDK file:



In this example, we selected "Microsoft Windows" because "Microsoft Windows XP" resides inside the existing .VMDK file that we were using:

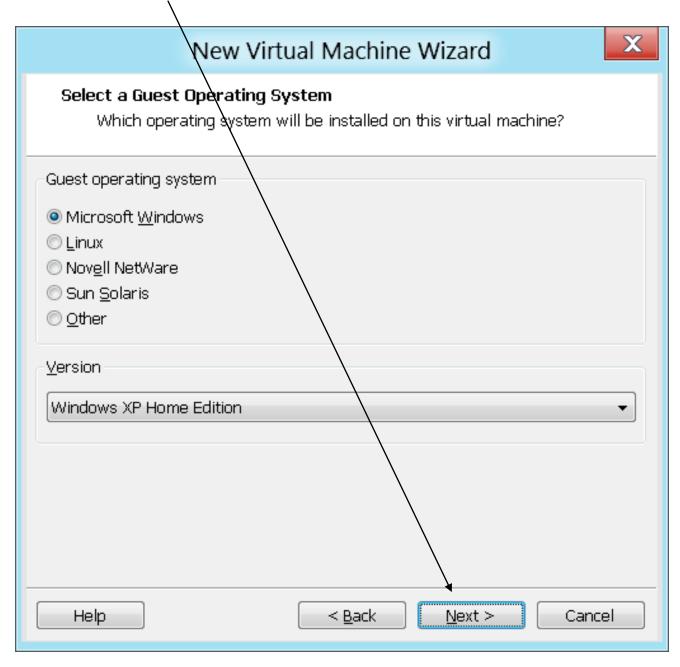


Step 7:
Use the drop-down list to select the version of the operating system that corresponds to the version of the operating system that is loaded into the existing .VMDK file:

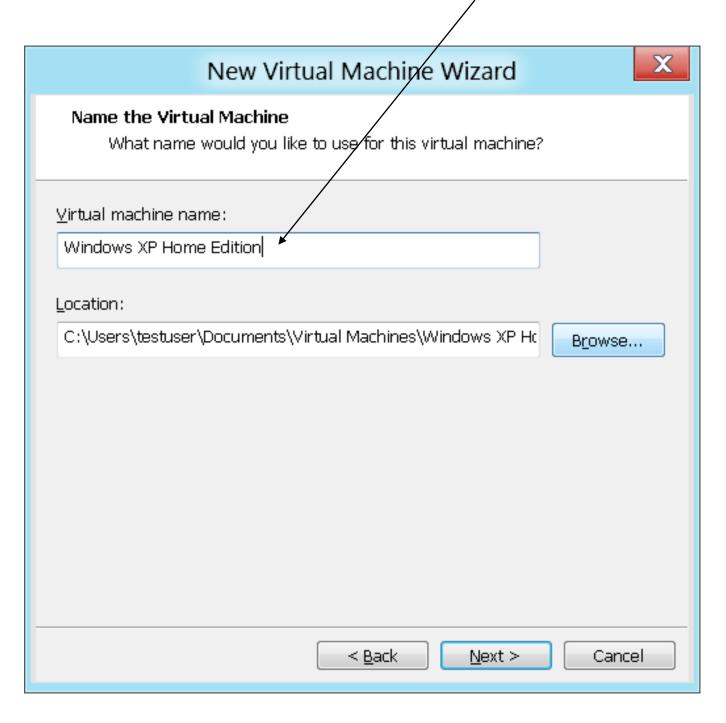


In this example, we selected "Windows XP Home Edition" because "Microsoft Windows XP Home Edition" resides inside the existing .VMDK file that we were using.

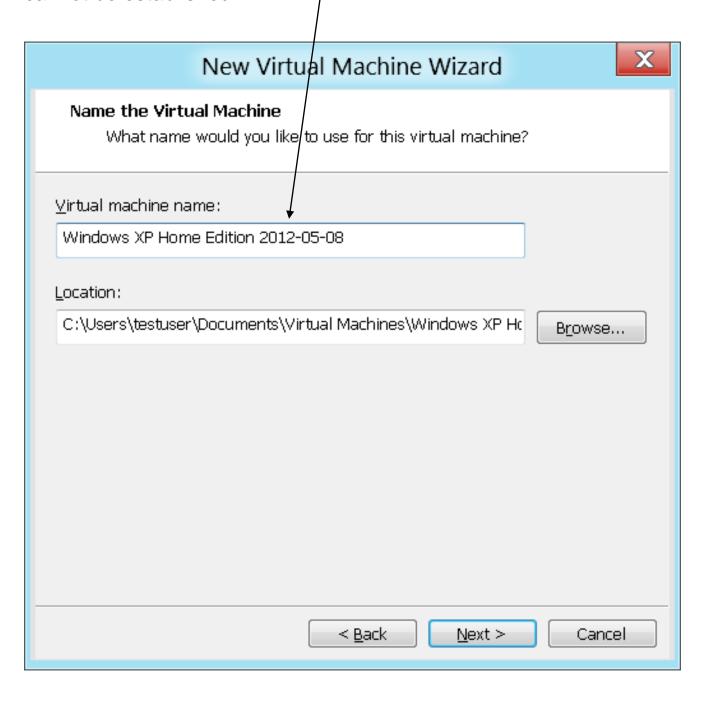
Step 8: Click on the "Next" button:



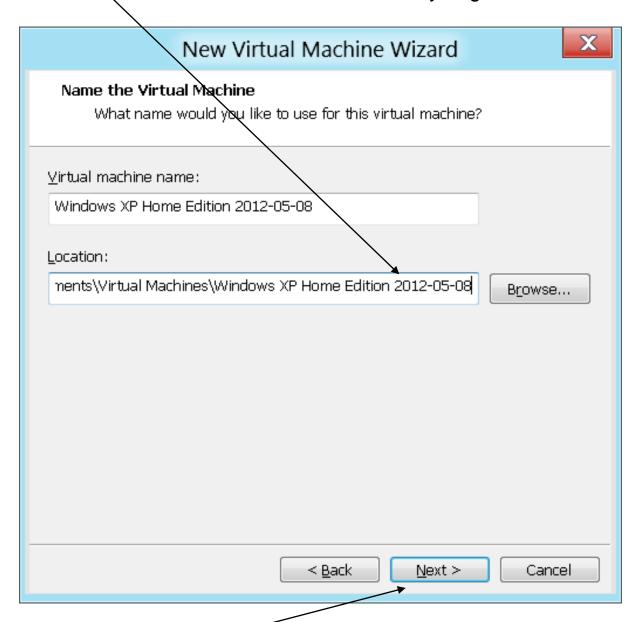
Step 9: Give your new virtual machine an appropriate name:



In this example, we placed the date of the actual creation of the .VMDK file to the right-most location in the name of the virtual machine. It is a good idea to put the date of creation of the virtual machine on the .VMDK file. This is because the hard drive UUID file is "set in stone" during the installation of an operating system. Any and all .VMDK files that are subsequently created by copying the original .VMDK file will have the same UUID. In "Homegroups" in "Windows 7" and "Windows 8". the UUID of the C: drives of all of the members of the "homegroup" have to be unique. If the C: drives of two virtual machines or real computers have the same "hard drive UUID", then a homegroup connection cannot be established.

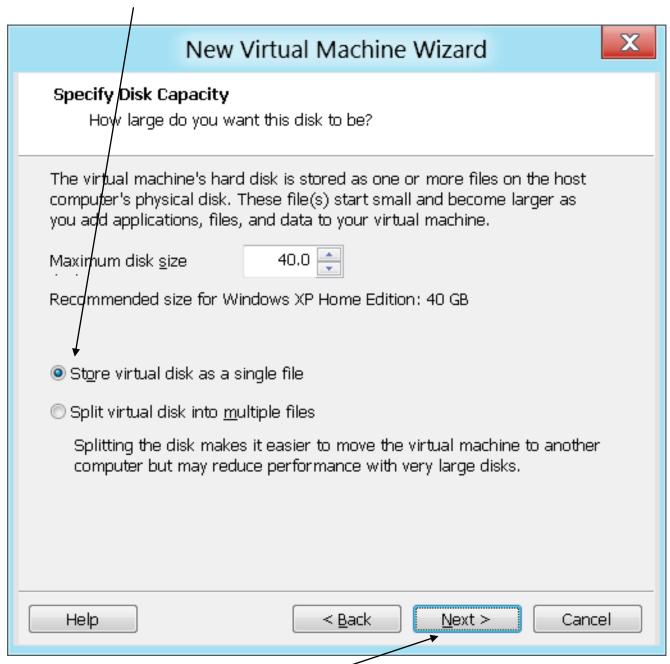


The name of the folder where "VMware Player" will store your new virtual machine will be the same as the name that you give to the virtual machine:



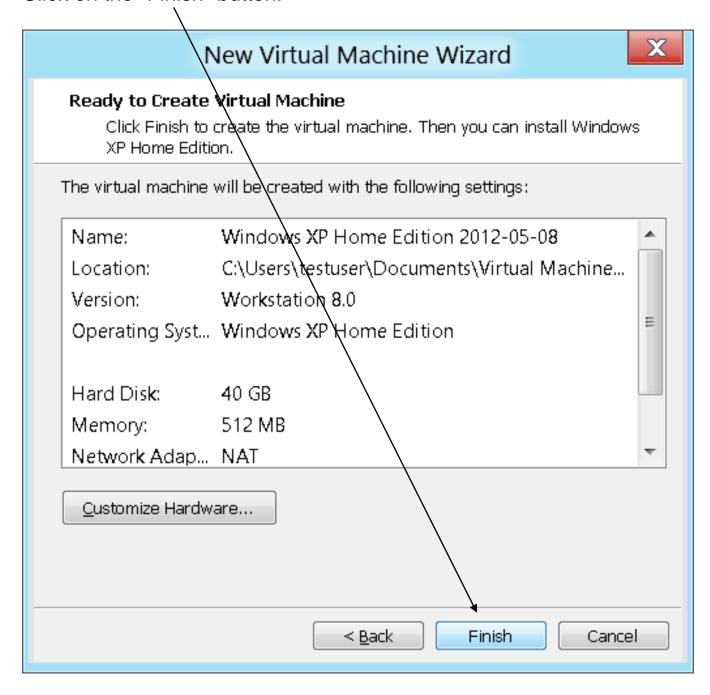
Step 10: Click on the "Next" button.

Step 11: Select "Store virtual disk as a single file":



Step 12: Click on the "Next" button.

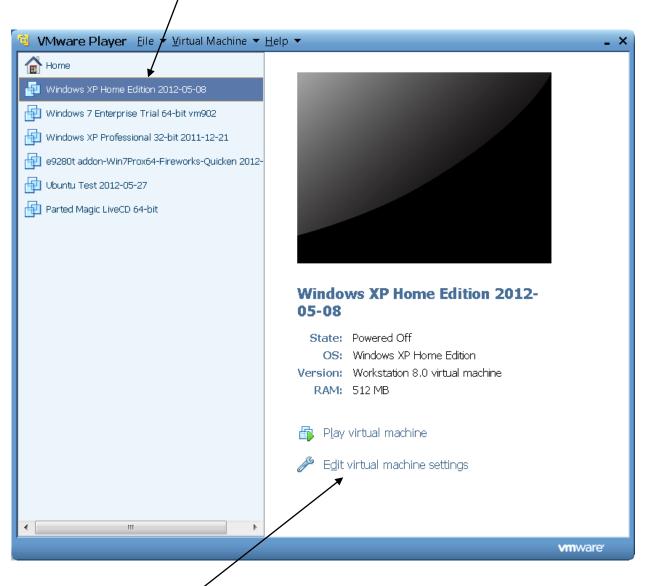
Step 13: Click on the "Finish" button:



Step 14: The "New Virtual Machine Wizard" box will disappear.

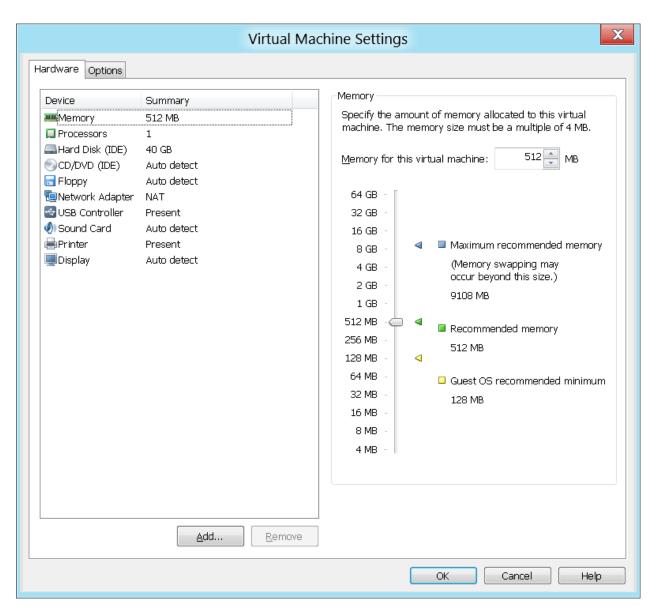
Step 15:

Your new virtual machine will be displayed at the top of the list of virtual machines:

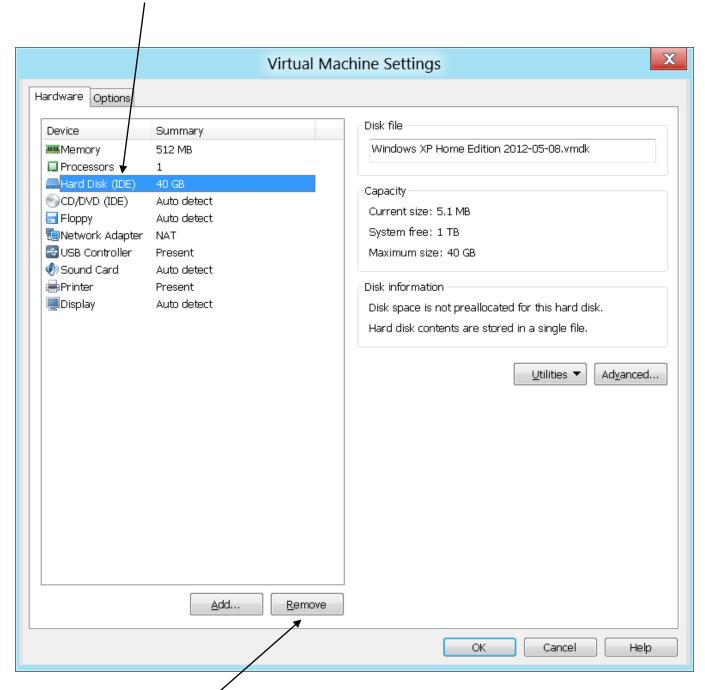


Step 16: Click on the "Edit virtual machine settings" button.

Step 17: A "Virtual Machine Settings" box will be displayed:

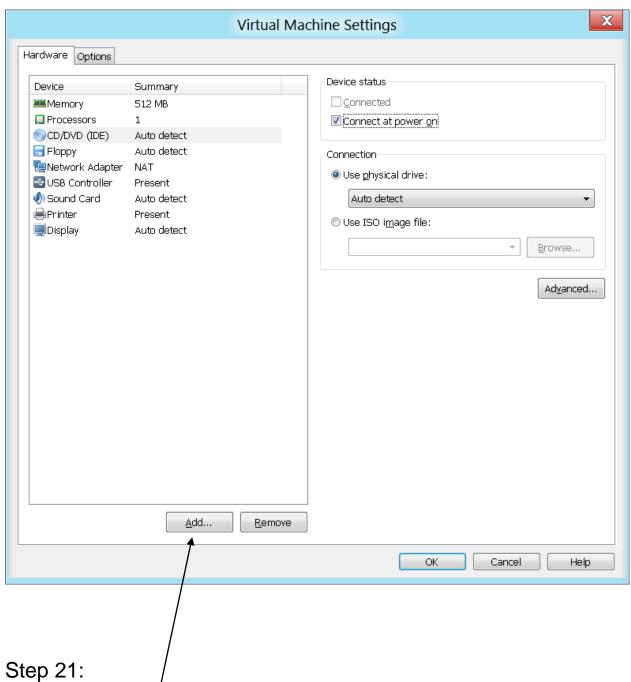


Step 18: Click on "Hard Disk" to highlight it:



Step 19: Click on the "Remove" button.

Step 20: The "Hard Disk.." disappears from the list:



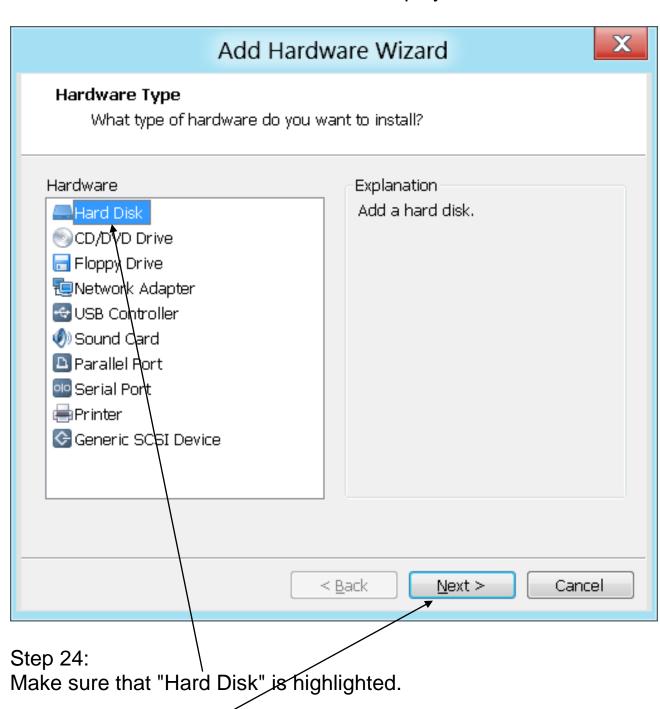
Click on the "Add" button.

Step 22:

If a "User Account Control" box pops up, click on its "Yes" button.

Step 23:

An "Add Hardware Wizard" box will be displayed:



Step 25:

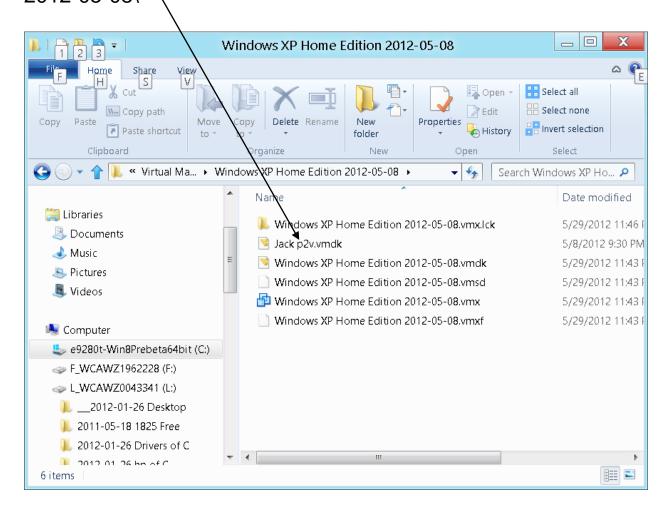
Click on the "Next" button:

Step 26:

Use "Windows Explorer" or "My Computer" to move or copy the existing .VMDK virtual hard disk file to the location of the virtual machine that you have just created.

In this example, we moved a file called Jack p2v.vmdk to

C:\Users\testuser\My Documents\Virtual Machines\Windows XP Home Edition 2012-05-08\

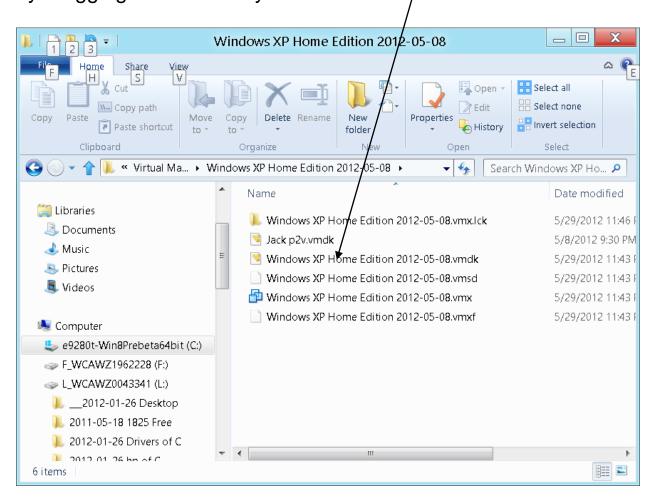


Step 27:

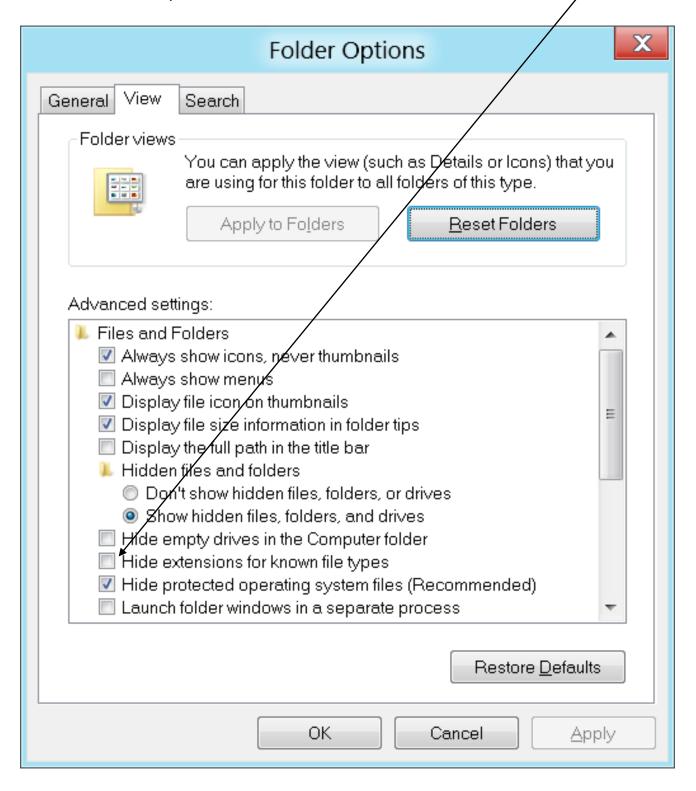
Delete the .VMDK file that has the same name as the new virtual machine that you have just created.

Use "Windows Explorer" or "My Computer" to move or copy the existing .VMDK virtual hard disk file to the location of the virtual machine that you have just created.

In this example, we deleted the file called Windows XP Home Edition 2012-05-08.vmdk by dragging it to the "Recycle Bin": /



(Be careful: You might have to remove the checkmark from "Hide extensions for known file types" in the "View" tab of "Folder Options" in "Control Panel" in order to see the true name of files inside the folder that contains your newly-created virtual machine.)



Step 28:

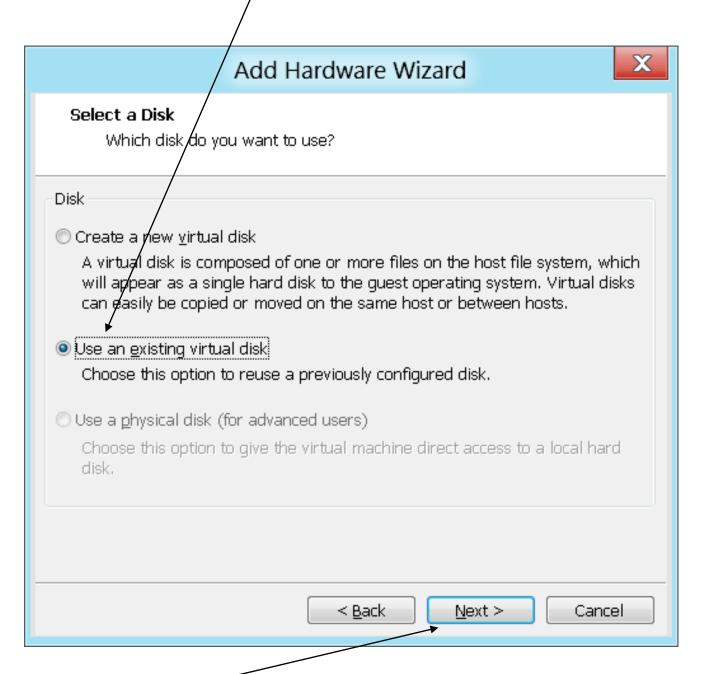
Close the "Windows Explorer" or "My Computer" window(s).

Step 29:

Go back to the "Add Hardware Wizard" box of "VMware Player":



Step 30: Select the "Use an existing virtual disk" option:

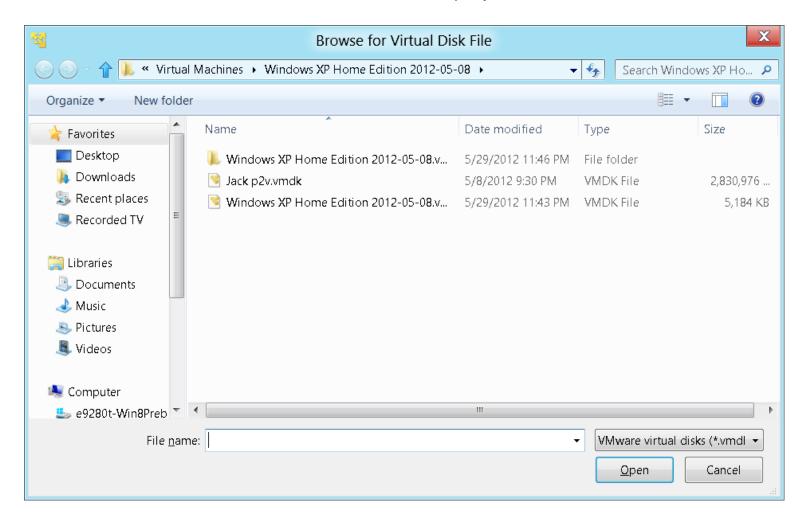


Step 31: Click on the "Next" button.

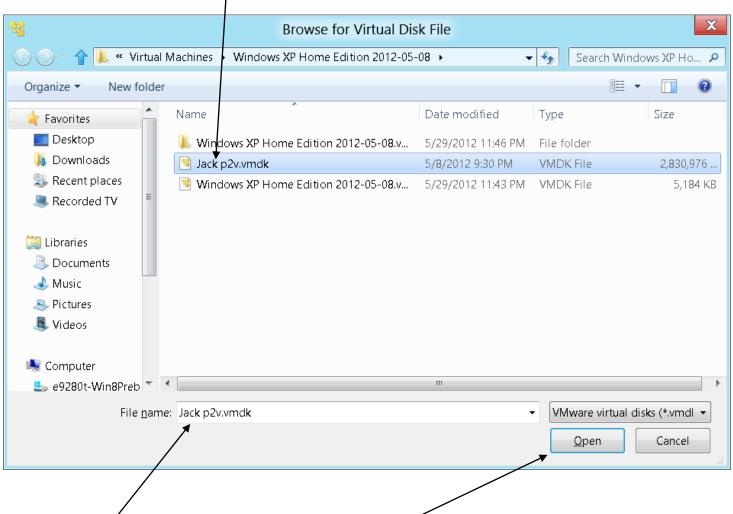
Step 32: Click on the "Browse" button:



Step 33: A "Browse for Virtual Disk File" box will be displayed:



Step 34: Locate the existing "VMDK" file and click on it:



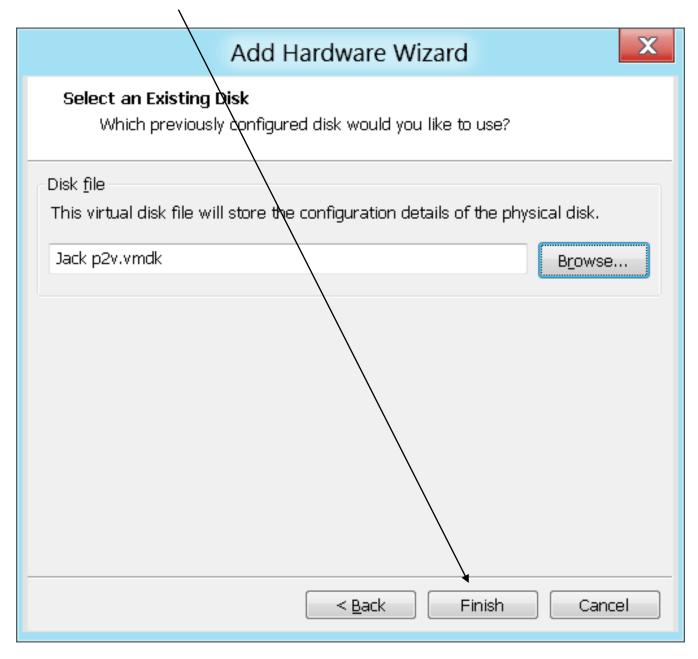
Step 35:

The name of the existing "VMDK" file will now be displayed inside the "File Name" box.

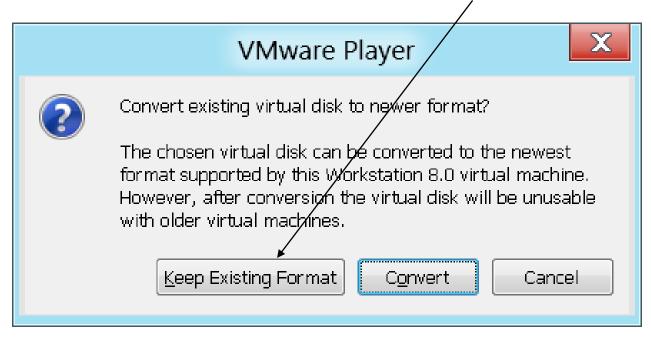
Step 36:

Click on the "Open" button.

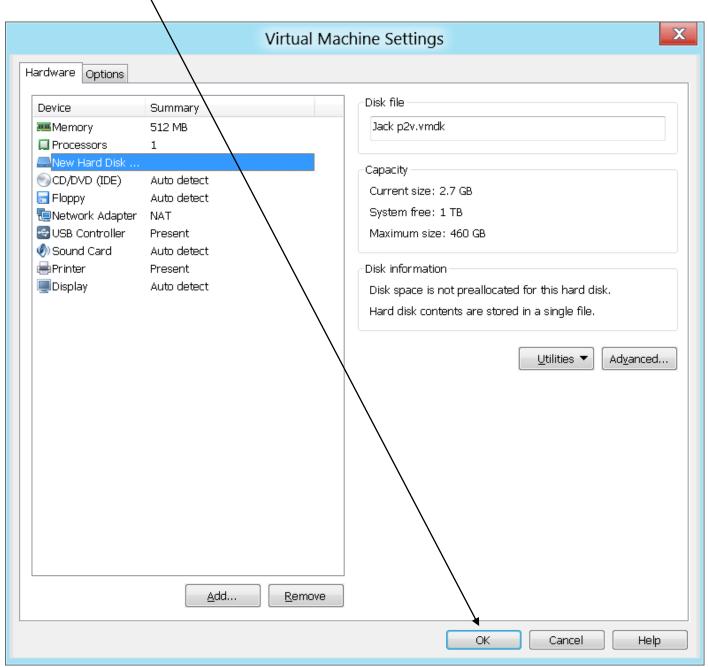
Step 37: Click on the "Finish" button:



Step 38: If a "Convert" box is displayed, click on its "Keep Existing Format" button:

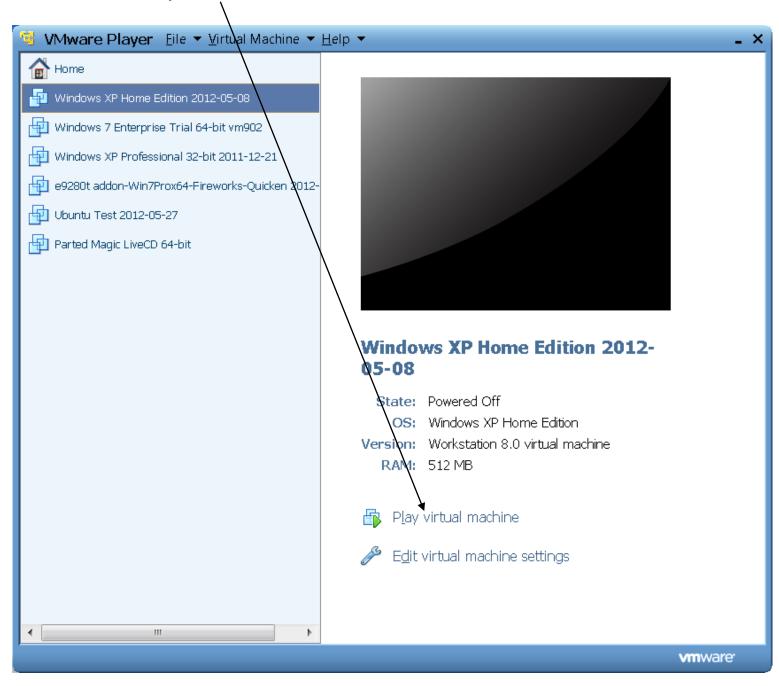


Step 39: Click on the "OK" button of the "Virtual Machine Settings" box:

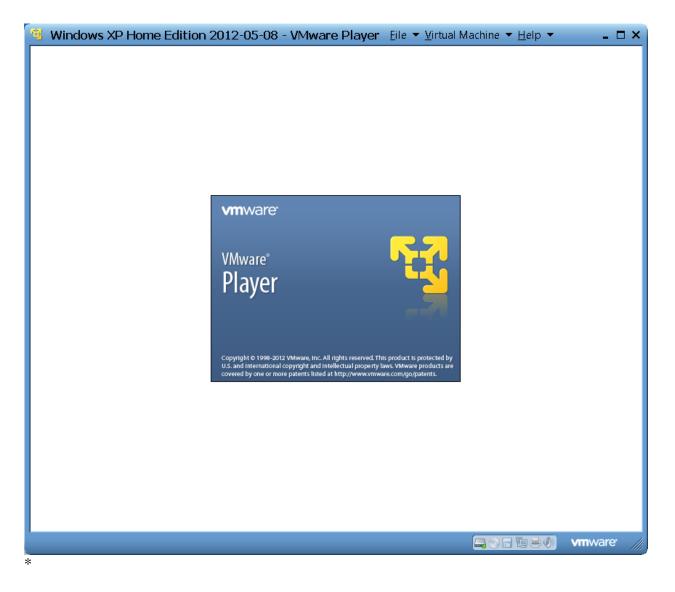


Step 40: The "Virtual Machine Settings" box will disappear.

Step 41: Click on the "Play Virtual Machine" button:



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Removable Devices The following devices can be connected to this virtual machine using the status bar or choosing VM > Removable Devices: Realtek USB2.0-CRW AVerMedia AVerTV Hybrid Volar MAX Each device can be connected either to the host or to one virtual machine at a time. Do not show this hint again OK

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