

MODIFY HARDWARE SETTINGS

EXPERIMENT – 11

AIM:

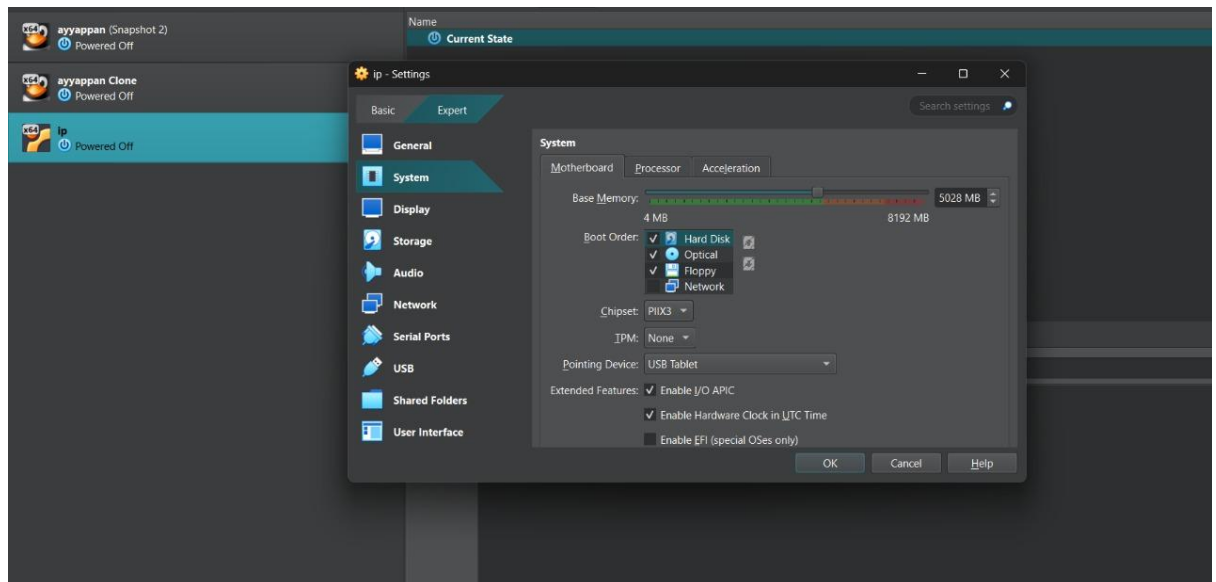
To modify the hardware settings (such as CPU, RAM, storage, etc.) of an already configured virtual machine in Oracle VirtualBox, either by editing the existing VM or cloning it and then applying the changes.

PROCEDURE:

1. Open **Oracle VirtualBox** on your system and ensure that the virtual machine you want to modify is powered off. Hardware settings cannot be changed while the VM is running or in a saved state.
2. Select the VM from the left pane and click the **Settings** button from the top menu. This opens a new window with configurable categories.
3. Under the **System** tab, you can change the **base memory (RAM)** using the slider — for example, increase it from 1024 MB to 2048 MB. You can also modify the **boot order**, chipset, and enable/disable EFI.
4. In the **Processor** section, adjust the number of virtual CPUs assigned to the VM by dragging the slider (e.g., increase from 1 to 2 CPUs if your host system supports it). You can also enable **PAE/NX** or other acceleration features.
5. Go to the **Display** tab to adjust **Video Memory** or enable 3D/2D acceleration if needed. This is useful for graphics-intensive guest OS environments.
6. To change the **virtual hard disk**, go to the **Storage** tab. Here you can remove the existing disk and attach a new one, or resize the current disk using VirtualBox tools (requires command-line VBoxManage for resizing).
7. If you prefer not to modify the original VM, right-click the VM and select **Clone**. Choose **Full Clone** to create an independent copy, then edit the hardware settings of the cloned VM as needed.
8. After completing all hardware changes, click **OK** to apply the settings.

9. Start the VM and verify that it boots properly and detects the new hardware configuration within the guest OS.

OUTPUT:



RESULT:

Thus, the hardware compatibility of an existing virtual machine was successfully changed in VirtualBox by modifying its settings or cloning and reconfiguring it.