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For example, if you are patching a PAL Sega Dreamcast game, it must be a PAL No-CD/No-DVD patch. If you are patching a NTSC Sega Dreamcast game, it must be an NTSC No-CD/No-DVD patch. There are a variety of things that may cause the No-CD/No-DVD patch to not function as expected. This page will guide you through some of the most common troubleshooting steps. To begin, let's start by clearing up some terminology. The No-CD/No-DVD patch is simply a patch. This means that there is only one file that contains all the patches for a game. This is unlike an ISO patch, which requires several files that contain the same data. In other words, a No-CD/No-DVD patch is really just a collection of patches. This allows the patch to be applied to a game in one single action. ISO patches, on the other hand, can be applied in multiple steps, requiring the game to be started up, the patch to be installed, then shut down. It is important to understand this difference in order to prevent potential problems. Some examples may help clarify the differences. When you insert a retail game disc into a drive, the software on the disc translates all of the game data from the CD into a memory buffer. This data is then displayed on the screen to give you a hint as to what you need to do to start the game. This translation is not performed by the patch. The patch simply installs all the patches. The game itself handles the CD/DVD translation. If you are patching a retail disc, the patches are applied in the same order as they were packaged with the game. If the patch does not work on the CD, simply delete it and re-apply it. Do not try to re-apply the patch on the DVD if it does not work on the CD. If the patch does not work on the DVD, you need to create a new No-CD/No-DVD patch. If the patch does not work on the patch, re-download the patch or re-apply the patch from the Internet. Most patches will have a version number that will help you understand what patches are compatible with the patch that you downloaded. There is no way to tell if a patch is compatible with the patch you are using. If the game does not boot correctly, or at all, the likely problem is that the patch 82157476af

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