

XDVDFS Tools v2.0

Original by [SNK] / Supremacy
Modified for v2.0 by CloneXB



Advantages

- . ☐ Generates XDVDFS search trees. (GDFIMAGE does not)
- . ☐ **Much** faster than GDFIMAGE.
- . ☐ Combined with XDVDFS_Dumper can recreate a disk with all file system optimizations preserved.
- . ☐ Can pad images to 4.38 GiB.
- . ☐ Portable. (Win32, Linux, MacOS)
- . ☐ Source code included.

The Xbox tools provided in this archive are made with my own the MS SDK and contain copyrighted Microsoft code.

The source code contained in this archive is released under the terms of the GNU General Public License. See license.txt for details.

Layout Format

The layout file used/generated by these tools is a CSV format :-

File or Directory	Filename or Dir name	File Size in Bytes	Start Sector
F,	\default.xbe,	1024,	254
D,	\,	0,	1834
D,	GameFiles,	0	1835
F,	GameFiles/logo.p	512,	2256

Compilation

The toolkit consists of 4 applications:

- . • Create_MD5sums (Create a MD5 file used for verification)
- . • XDVDFS_Dumper (Dump the file order of a XDVDFS disk or image)
- . • XDVDFS_Extract (Extract files in a XDVDFS disk or image)
- . • XDVDFS_Maker (Create a XDVDFS image to be burned)

□ **Win32 (Visual C++)**

Simply open the workspace file provided for each application, check that the project settings are set to 'release' and compile.

□ **Others using GCC and GNU MAKE**

Locate the file named 'makefile.prefab', change the CCFLAGS to match your system. You can now go in each application's directory and type 'make'. The binaries will be located in each application's 'output' directory.

Usage

Note on FAT32 partitions :

FAT32 partitions have a file size limitation of 2 GiB. XDVDFS_Maker doesn't check which type of partition it's writing to, please check the type of your partition before running the tool. Other types of partitions (NTFS, EXT2/3, HFS/+) don't have that kind of limitation.

• **xdvdfs_maker – Image Creation Tool**

xdvdfs_maker [Options] [Root Directory] [Image File]

Options:

- pad Pad the image to 4.38GiB. (*see: Note on FAT32 partitions*)
- ordercreate [filename] creates an order file based upon the files in the [Root Directory]
- newlayoutformat Specifies the layout file you pass in is of the newer format used for CloneXB's mods.
- opt1 Uses a method of layout optimization which puts all layer 1 files from the original disc at the beginning of your ISO. This should be used when backing up original XBOX discs.
- opt2 Is the same as -opt1 but after moving layer 1 files to the beginning of the disc the layer 1 files are placed in reverse order. This can sometimes be better than -opt1 in cases where there are only a few but very large files on layer 1.
- order [filename] Will use the file layout specified in the text file.

Note: In this mode only files mentioned in the layout file will be included in the image.

- **xdvdfs_dumper – File Layout Dumper**

xdvdfs_dumper [Options] [Image File] [-o OutputFile]

This tool produces layout files used with xdvdfs_maker **-order** option. Those files are used to build an image with the same exact file layout as the source disk or image.

A port of this tool for Xbox is available in the archive.

Options:

-quiet Reduce verbosity.

-partial [Start Path] Select start path for dump.

-newmethod Use the new layout format for CloneXB's modded tools.

[Image File] can be a device such as \\.\I: (WinNT) or /dev/cdrom (Linux) or /dev/disk1 (MacOS)

- **xdvdfs_extract – Extract Files from a XDVDFS Image**

xdvdfs_extract [Options] [Image File] [-o OutputPath]

Options:

-quiet Reduce verbosity.

-partial [Start Path] Select start path for extraction.

[Image File] can be a device such as \\.\I: (WinNT) or /dev/cdrom (Linux) or /dev/disk1 (MacOS)

- **create_md5sums – Create MD5 sums**

create_md5sum [Options] [Root Directory]

This tool will produce a file named 'md5sums' used by the md5_checker Xbox program (included in the archive). FTP the checker's 'default.xbe' along with the 'md5sums' file and run it on your Xbox to check that all files on your DVD-R are readable and 100% identical to the files on your hard drive.

Options:

-o [Filename] Will output the md5sums to the specified file.