

Wode Disk Ripping

Introduction

This document describes Wode disk ripping

FAT Partitions

A game image can be split into chunks of 4 GB and placed in the same directory, Wode will find these chunks (a maximum of 10) if they are named correctly i.e.

game.iso -- first part

game.is1 -- second part

game.is2 -- third part

or

game.wbfs -- first part

game.wbf1 -- second part

game.wbf2 -- third part

These chunks can be used directly or joined together into a single file on another partition (NTFS for example)

Ripping Targets

Wode supports ripping to FAT, NTFS and EXT3FS formatted partitions.

Wode expects to find a directory called 'iso' on the destination partition, if it does not exist then it will be created. Wode creates a subdirectory in the 'iso' directory and places all the output files in the subdirectory.

The structure & naming convention for the subdirectory and game files is:

```
/iso/TitleID_GameName/TitleID.ext
```

A typical rip of the game “Donkey Kong Jungle Beat” would look like this:

```
/iso/R49P01_DONKEY_KONG_JUNGLE_BEAT_WII/R49P01.iso
```

When ripping to EXT3FS and NTFS, whole .iso & .wbfs files will be created as single files.

BCA data will be ripped from every Wii game disk and written to the same subdirectory with the same filename and a .bca file extension.

GUI & New Menus

Main Menu

Disk ripping changes the menu structure slightly, in the main menu the “Flat Wode” option has been replaced with the “Advance” option.



Advanced

This menu displays the disk status of the ODD (Optical Disc Drive), it also allows access to the “Flat Wode”, “Ripper” and “Wii Channel” menus. The Ripper menu item displays the number of read/write partitions Wode has detected.



Rip Setup

Before a rip can start Wode needs some setup information such as destination partition, file format, rip type etc. The Rip Setup menu allows the user to enter this information and start the ripping process.



Status

The status of the DVD drive - Empty or Ready

Start

Start the ripping process

Output

The destination partition where the ripped game image will be stored

Target

The format that will be used for the ripped game image

Rip

Wode can rip a whole game or just the partitions you select

```
rip setup
Ready
[Start]
Output mmcblk0p1
Target .iso
Rip All
```

All - Rip the whole disk including updates and channel installer

```
rip setup
Ready
Start
Output mmcblk0p1
Target .wbfs
[Rip No Update]
```

No Update - Rip the whole disk excluding updates

```
rip setup
Ready
Start
Output mmcblk0p1
Target .wbfs
[Rip Game Only]
```

Game Only - Rip only the game partition

BCA only - Only the BCA data from a game disk will be ripped, the
filenaming convention is the same as when ripping game data.

Ripping

Once all these options have been correctly set choose Start and the ripping process will begin. The duration of the rip will depend on the size of the game and the options selected. When the rip is complete a message box is displayed and Wode returns to the rip setup menu.



Each of the partitions on the DVD is analysed



Rip progress is displayed



Rip complete, you may play the game from your storage device