

USER MANUAL

XPORT for Xbox 360

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1. Introduction

Congratulations on your purchase of Datel's XPORT for Xbox 360.

XPORT is a hard drive docking system that allows you to connect your Xbox 360's hard drive to your PC without the need for any hardware modifications to your hard drive or Xbox 360 and without needing to have your Xbox 360 near your PC.

With your XPORT docking station connected to your PC (via supplied USB cables) you can connect Xbox 360 hard drives and memory cards and even Xbox 1 memory cards instantly.

The PC software included with XPORT provides an intuitive Windows based interface allowing you to move files between Xbox and Xbox 360 devices and your PC with ease.

2. Getting Started

2.a. Pack Contents

Before getting started, please check that all parts are present. If anything is missing; please contact customer services (see end of manual).

- 1 x XPORT docking unit (with 2 USB cables attached)
- 1 x Xbox to Xbox 360 memory card adapter cable
- 1 x PC Software CD
- 1 x User manual

2.b. System requirements

In order to use *XPORT for Xbox 360*, you need a computer and console set-up that meets the following minimum system requirements:

MINIMUM SYSTEM REQUIREMENTS

Computer / Processor	<ul style="list-style-type: none">• Personal computer with 800Mhz processor• 256Mb RAM• 800x600 SVGA display
Hard Drive	<ul style="list-style-type: none">• 5Mb free hard drive space for installation• Up to 20GB free hard drive space for complete back-up
Connectivity	<ul style="list-style-type: none">• At least one free USB ports.• Two USB ports required for direct transfer between a memory card and Xbox 360 hard drive.• USB 2.0 highly recommended for high speed data transfer
O/S	<ul style="list-style-type: none">• Microsoft Windows XP Home or XP PRO
Console	<ul style="list-style-type: none">• Xbox 360 with official Xbox 360 hard drive
Optional	<ul style="list-style-type: none">• Xbox 360 memory card(s)

- Xbox memory card(s)

2.c. Installing the XPORT 360 software

Insert the XPORT 360 software CD ROM and follow the on-screen prompts to install the software on your PC. If the CD does not auto-run, browse to the CD and run the 'SETUP' program.

After installation, leave the CD ROM in your drive until you connect a device (see next chapter) to the XPORT dock. At this point you will most likely be prompted to install drivers. Direct Windows to the root of the installation CD for these drivers. Once this has happened, you can remove the software CD.

At the end of the installation you have the option to have a shortcut icon created on your desktop.

2.d. Connecting XPORT to your PC

XPORT has two high speed USB leads integrated into its moulding. One USB lead is used for connectivity between the hard drive connector on the XPORT and your PC, the other is used for connectivity between the memory card connector and your PC.

The USB lead used for hard drive connectivity is identified by a blue light being omitted from the LED on the front of the XPORT when connected. The memory card's USB lead does not illuminate the LED.

Whilst you can use XPORT with only either one of the two USB leads connected, you will be limited to only being able to communicate with the relevant device (either memory card or hard drive). For this reason, in general use you should connect both USB leads to your PC.

Position your docking station conveniently next to your PC and leave it there! You can bring your hard drive or memory cards to your XPORT whenever you want to access their content using your PC.

2.e. Connecting Devices to your XPORT

Xbox 360 Hard Drive

To connect an Xbox 360 hard drive to the XPORT dock hook the rear of the hard drive (the rounded end) under the lip at the back of the XPORT dock before lowering the drive onto the hard drive connector inside the XPORT dock.

Ensure the connector aligns correctly before gently pushing down the front to latch the drive flush.

Xbox 360 Memory Cards

Connect an Xbox 360 memory card to the XPORT dock by simply slotting it into the memory card port on the front of the dock.

Xbox 1 Memory Cards

Connect an Xbox 1 memory card to your XPORT dock using the supplied Xbox to Xbox 360 memory card adapter cable. Attach your Xbox card to one end of the cable (the larger socket end) and the other end to the memory card port on your XPORT dock.

3. Accessing files on your Xbox 360 hard drive



WARNING – POTENTIAL TO DAMAGE / LOSE DATA

By accessing your Xbox 360's hard drive contents at file level, you are bypassing the safeguards that the Xbox 360 has in place to prevent you from damaging or corrupting either files or the entire file system on the drive.

Before undertaking any modifications to files, or file structure whatsoever, we strongly recommend backing up your entire Xbox 360 hard drive to your PC using the back-up functionality within the XPORT PC software.

Datel cannot be held responsible for any loss or corruption of data caused by modifications you have made to files or the file system on your Xbox 360 hard drive.

Make sure you read and understand all instructions and warnings relating to the file management software you are using before making any changes.

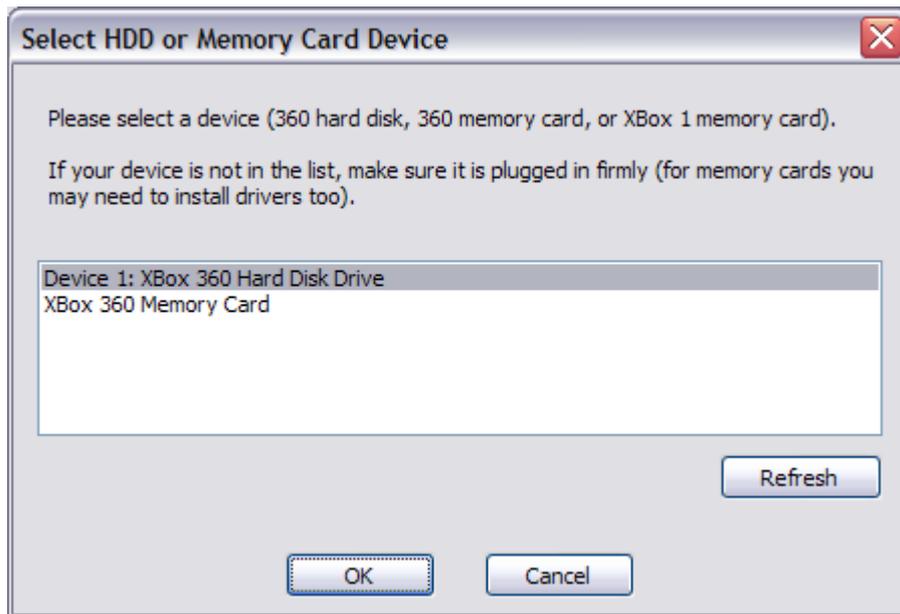
3.a. Introduction

XPORT 360 is a PC software program that allows you to view and modify the contents of your Xbox 360's hard drive or memory card, file by file, when it is connected to your PC using XPORT for Xbox 360.

XPORT 360 gives you access to your Xbox 360's hard drive in a way that Microsoft never intended. For the initiated this provides the ability to backup and restore files, download and use other player's game saves shared over the Internet and even modify the content of specific files. For the beginner however, the Xbox 360's file system can be confusing and the potential to accidentally move or damage files means that caution should be exercised.

Follow this guide to XPORT 360 carefully and you too can be a part of the growing community of gamers who are harnessing this technology to do things that others only imagine.

3.b. Connecting to your Xbox 360 hard drive using XPORT 360



When you first load XPORT 360 you will be presented with a dialogue box asking you to choose which device you would like to access. Only devices that are connected correctly will be listed.

If the device you want to connect to (Xbox 360 hard drive for example) is not listed, check the connection between the hard drive and the XPORT dock and also between the dock and your PC.

SUPPORT TIP - If a memory card you know to be connected correctly does not appear in the list, ensure you have installed the necessary drivers (see chapter 2.c.) and check device manager for any hardware conflicts etc.

3.c. Backing-up and restoring your Xbox 360 hard drive

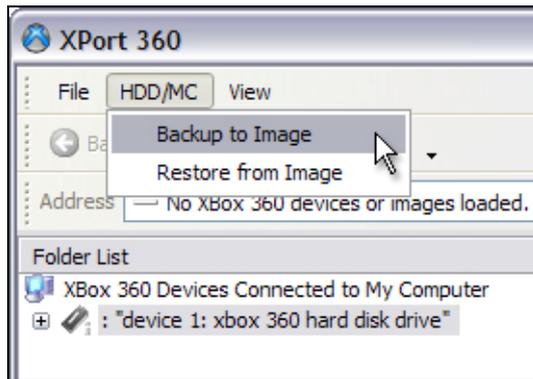
Topic Introduction

Because accessing your Xbox 360's hard drive at file level has the potential to delete or corrupt files essential to the 360's file system it is strongly recommended that you perform and complete back-up of the hard drive as a first step along the road to XPORT enlightenment! A full backup also protects your valuable game saves and downloaded content in the event of hardware failure or damage to the drive.

Backing-up - Step by step guide

3.c.i. Connect-up

Connect your PC to your XPORT unit using the supplied USB cable with your hard-drive docked to the XPORT unit. Start the XPORT 360 software and choose 'hard drive' when you are asked to select a device (see earlier in this chapter).



3.b.ii. Back-up

Click on HDD/MC > Backup to Image. You will be asked to specify a location where you would like the back-up to be stored. Bear in mind that the back-up (known as an *image*) could be up to 20GB so ensure that you specify a location with sufficient free disc space.

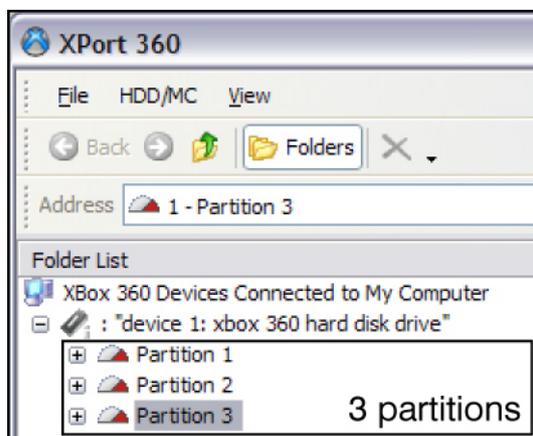
Depending upon the amount of data on your hard drive, the process of backing-up up to 20GB of data could take around 30mins. You will see a progress bar indicating the status of the back-up operation.

Restoring

To restore a hard drive image first make sure you definitely want to completely replace all the data currently on your hard drive with the data contained within the hard drive image you have made previously.

Click on HDD/MC > Restore from Image. You will be asked to specify the location of the image file you would like to restore. This will be the location you specified when you backed-up the image.

3.d. Understanding the Xbox 360 file system



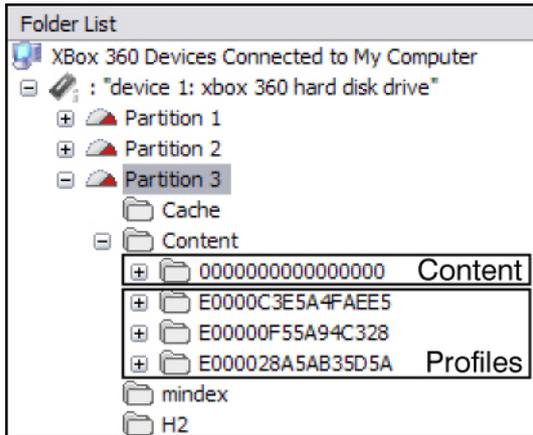
Now that you can connect your PC to your Xbox 360 hard drive and see the file system, here follows a brief outline of the Xbox 360 file system.

The Xbox 360's hard drive is split up into 3 partitions.

For all the topics covered in this guide, the only partition we are interested in is Partition 3.

To view the contents of Partition 3 double click its entry in the list.

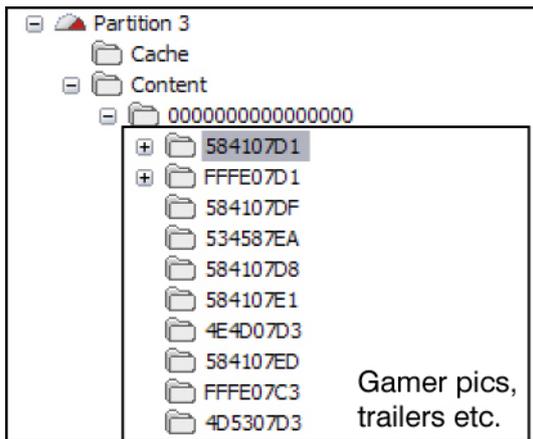
If you have at least one Profile on your Xbox 360's hard drive and have downloaded at least some content from Xbox Live then when you open up Partition 3 you will see a folder structure similar to this:



The top folder (all 000's) is the folder where the 360 stores all media content you download like trailers and demos and is available to all profiles.

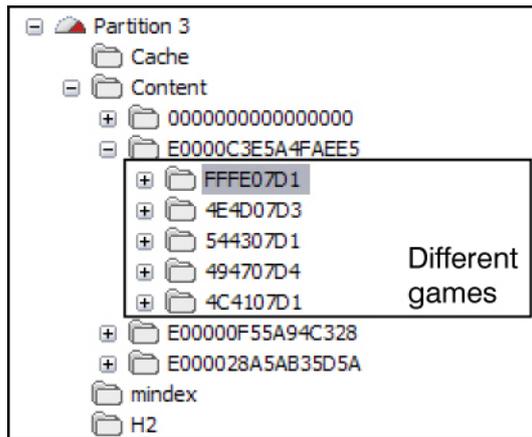
The folders below relate to each profile you have set up on your machine and are used to store the game saves for that profile.

TIP: If you have more profile folders showing than you have profiles currently on your Xbox 360, it is likely that you have removed profiles from your machine but chosen to leave the content on the drive. This content remains in a profile folder on your hard drive but isn't associated to an actual profile through your 360's dashboard.



To list what media content you have stored on your hard drive (Arcade Demos, Themes, Gamerpics, Videos) click on the 'plus' icon next to the 'Content' folder (all 000's).

Because all files and folders on the Xbox 360 hard drive use an 8 or 16 character hexadecimal filename, individual files can be difficult to identify. Try opening a file's folder and clicking on the file inside to see its file size to help you identify specific files.



To list what gamesaves you have in a particular profile, click the 'plus' icon next to a profile's folder. When the folder opens, each sub folder (which will have an 8 character name and look similar to '545407D4') is a folder for a specific game. The actual game save for that game is within another sub folder.

Another folder of interest to gamers who play Xbox 1 games on their Xbox 360 is the *compatibility* folder. This is where Microsoft stores the drivers, patches and other files relating to Xbox 1 emulation. Most interestingly, this is also where gamesaves for Xbox 1 games are stored, see 'Transferring Xbox 1 gamesaves' tutorial for more info.

3.e. Using downloaded Xbox 360 game saves

Topic introduction

Now that you've hopefully backed-up your Xbox hard drive's valuable content to your PC (see Section 3.b.) and familiarised yourself with the basics of the Xbox 360's file system (see Section 3.c.), it's time to get to the good stuff!

Game saves for Xbox 360 are readily available for download from a variety of sites on the 'net like www.360gamesaves.com. When you find a game save you would like to use on your Xbox 360 download it to your PC's hard drive and follow the steps below.

Using downloaded gamesaves - Step by step guide

3.e.i. Extract the downloaded folder

Files downloaded from www.360gamesaves.com are in compressed folders using the RAR format. Use a program such as WinRAR (www.rarlab.com) or WinACE (www.winace.com) to extract the compressed folder into a new, none compressed folder. Make a note of the folder name.

3.e.ii. Open your profile folder

Connect your Xbox 360 hard drive to your XPORT dock (as described in Section 2.d.) and open the 'Content' folder on Partition 3.

Now you need to open the folder for your gamer profile. Because there may be more than one profile on your hard drive, you will need to identify which profile is which. A good way to do this is to count the number of saves available in your profile (using the Xbox 360 dashboard) and then find the profile with that number of saves on your hard drive using XPORT 360.

When you have identified the profile you would like to put the save in, click on its folder (or click the 'plus' icon) to display its contents.

3.e.iii. Identify the correct part of the downloaded save

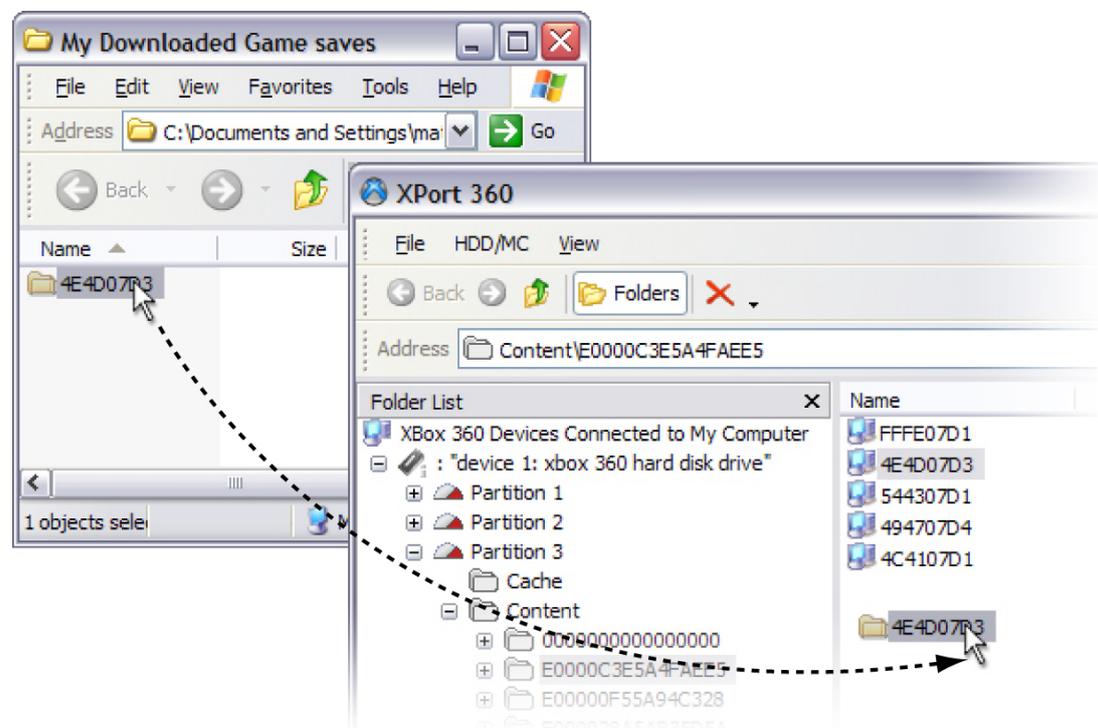
IMPORTANT! You need to identify the correct part of the downloaded gamesave to add.

Some gamesaves have been uploaded to www.360gamesaves.com and the gamer that created the gamesave has included his profile folder in the .rar, others have been uploaded where only the game folder has been included.

The profile folder is the 16 character folder starting with "E000...", you want the folder **below the profile folder** (if it has been included) otherwise it will not work.

Example: If the folder you have downloaded is called "E0000C3E5A4FAEE5" then you need to open that folder and find the folder inside named something like "4E4D07D3". It is the folder named "4E4D07D3" that you will be dragging into your chosen profile.

3.e.iv. Drag the downloaded game save into XPORT 360



Next, drag the downloaded save folder from your desktop (or wherever you downloaded it to) into the window on the right corresponding to the open profile folder.

Once this is complete, you have successfully added a gamesave to your profile.

3.e.v. Check your gamesave on the Xbox 360

Once you have completed step iv, detach the hard drive from your XPORT and re-attach it to your Xbox 360. Switch on your Xbox 360 and when the console boots up, check the saves in your profile using the dashboard, you should see the new gamesave waiting for you!

3.f. Working with Xbox 360 Memory Cards

Any of the functionality described in the previous section for managing your Xbox 360 hard drive can also be applied to your Xbox 360 memory cards.

To access the content stored on your Xbox 360 memory card attach it to your XPORT dock (using the slot in the front of the dock). Click on 'File' then 'Open HDD or Memory Card'. Choose 'Xbox 260 Memory Card' when asked which device to open.

You will now be viewing the contents of your Xbox 360 memory card. The file system and directory structure is virtually the same as that for the XPORT 360 hard drive (described in the previous chapter) however you will notice 2 partitions instead of 3. Gamesaves, profiles other content is all stored in the 'Content' folder on partition 2.

3.g. Transferring Xbox 1 Saves to your Xbox 360

NOTE: In order to get any benefit out of the following section, you need to an Xbox 1 game save, memory card game.

Transferring Xbox 1 gamesaves - Step by step guide

TIP: Ensure your games are compatible

Some Xbox 1 games are not compatible with Xbox 360 (though compatibility upgrades are periodically released by Microsoft). Check the backward compatibility list at:

<http://www.xbox.com/en-US/games/backwardcompatibilitygameslist.htm>

TIP: Upgrade your Xbox 360

Ensure your Xbox 360 has been updated to the latest version of the Xbox 360 dashboard & backward compatibility. See your user manual for information on how to do this.

3.g.i. Create a gamesave for your game on your Xbox 360

If you don't already have a game save on your Xbox 360's hard drive for the Xbox 1 game's game save that you would like to transfer, run the game on your Xbox 360 and make a gamesave. If you do this, afterwards, remove the game disk.

3.g.ii. Copy the gamesaves from your Xbox 1 memory card to your PC

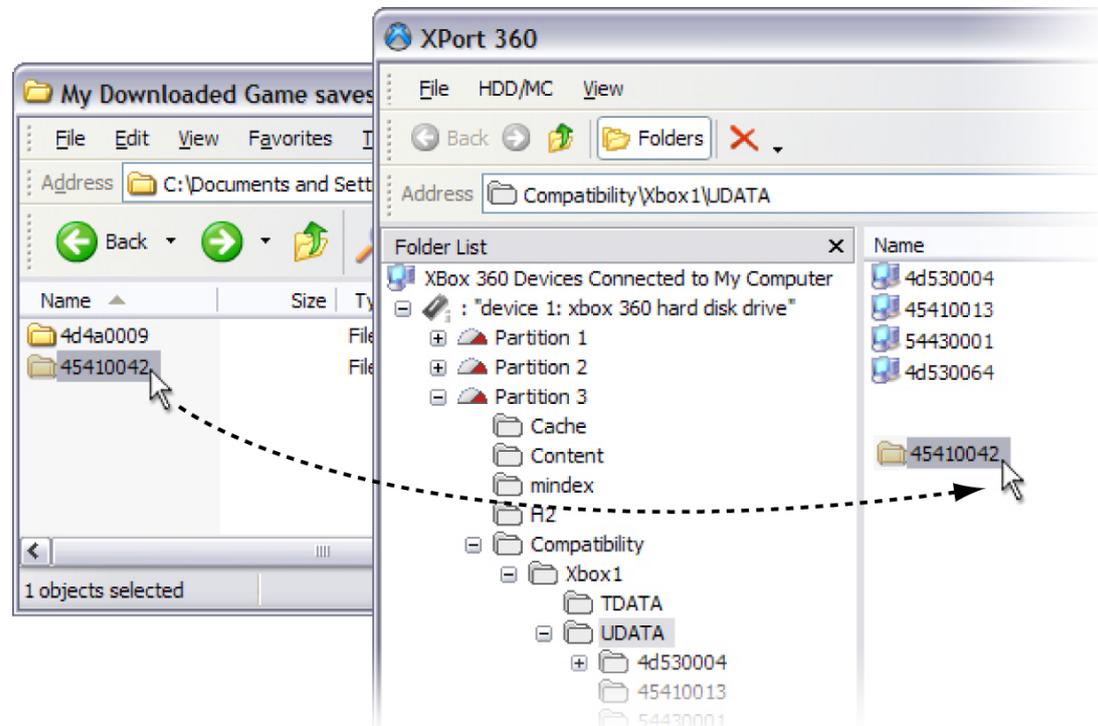
Connect the Xbox 1 memory card containing the gamesaves you would like to transfer to your Action Replay docking station to the XPORT using the memory card adapter (supplied). If the gamesaves are stored on your Xbox 1's hard drive, use the dashboard to transfer them to a memory card first.

Start XPORT 360 and choose 'Xbox 1 Memory Card' when you are asked to choose a device to open. Drag and drop game saves from the memory card onto a folder on your PC.

3.g.iii. Add the gamesaves to your Xbox 360's hard drive

Next, click 'File' and choose 'Open Hard Drive or Memory Card' in XPORT 360 and then choose the 'Xbox 360 Hard Disk Drive' to switch back to viewing your hard drive's content.

Navigate to the 'Compatibility > Xbox1 > UDATA' folder on Partition 3.



Find the Xbox 1 game save folder you copied to your PC earlier (using My Computer etc) and then simply drag and drop the Xbox 1 gamesave folder from your PC to the open folder in XPORT 360.

You should now be able to load your gamesaves for that game on your Xbox 360. Disconnect your hard drive from your XPORT and attach it to your Xbox 360. Insert your Xbox 1 game disc into your Xbox 360 to play.

4. Technical Support

If you are experiencing difficulties with any aspect of your *XPORT for Xbox 360*, please ensure you have read and understood the contents of this user manual before contacting Datel's Technical Support department.

DATEL CUSTOMER SERVICES EUROPE:

Customers Services,
Datel Ltd,
Stafford Road,
Stone,
STAFFS
ST15 0DG
UNITED KINGDOM

Email: support@datel.co.uk
Web: www.codejunkies.com

DATEL CUSTOMER SERVICES USA:

ATTN: Customer Services,
Datel Design & Development Inc,
33 North Garden Avenue,
Suite 900, Clearwater, FL 33755

Email: support@dateldesign.com
Customer service knowledgebase: www.datelcustomerservice.com
Main website: www.codejunkies.com

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