

XSATA user's guide to Xplorer360

Xplorer360 is not developed or supported by Datel.

Xplorer360 is designed and developed by the team at www.360gamesaves.com and is great software for accessing and managing content on your Xbox 360's hard drive that we want to help you get the most of.

Visit their website for more detailed information, discussions and tutorials.

IMPORTANT: Upgrading Xplorer360

The version of Xplorer360 included on this software disc (distributed with XSATA) has been specially modified for XSATA users to be compatible with the maximum number of Xbox 360 hard drives. If you download a newer version of Xplorer360 from www.360gamesaves.com you may find that you lose compatibility with your drive.

If this occurs, we recommend returning to this original version and trying future versions of the Xplorer360 software for improved compatibility.

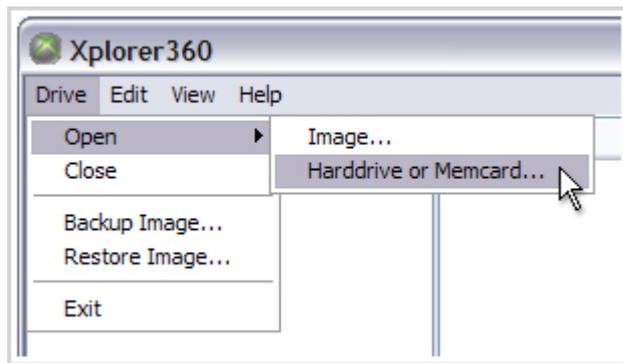
1. Introduction

Xplorer360 is a PC software program that allows you to view and modify the contents of your Xbox 360's hard drive, file by file, when it is connected to your PC using a hardware solution like XSATA.

The combination of XSATA and Xplorer360 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.

By following this *XSATA user's guide to Xplorer360* you can be a part of the growing community of gamers who are harnessing this technology to do things that others only imagine.

2. Connecting to your Xbox 360 hard drive using Xplorer360



Open Xplorer360 by double clicking its icon. Click on Drive > Open > Harddrive or Memcard.

If you then see 3 partitions listed at the top of the left hand pane then Xplorer360 has successfully connected to your hard drive.

If you receive the error message "Could not find a FATX drive to open" then take a look at the troubleshooting section at the end of this guide for information on ensuring you have the correct drivers installed.

3. 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 XSATA 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

Connect your PC to your XSATA unit using the supplied USB cable, once connected; switch on your Xbox 360.

Click on Drive > Backup 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 1hr → 1½ hrs. You will see a progress bar indicating the status of the back-up operation.

Restoring

WARNING: Restoring an Image to your hard drive will **replace all content** on your hard drive. The process will not *merge* old and new content!

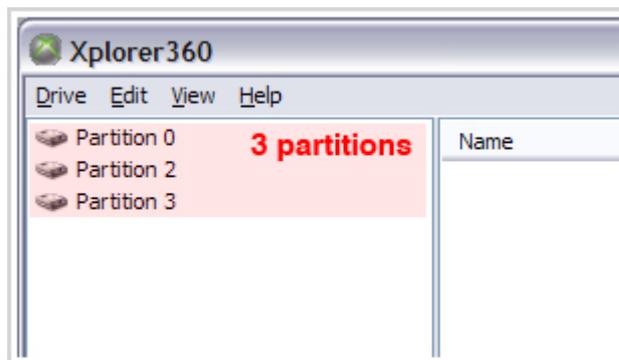
To restore a hard drive image first make sure you definitely want to completely replace all the data currently on your hard drive with the data contained within the hard drive image you have made previously.

Click on Drive > Restore 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.

[confirm restore??]

4. Understanding the Xbox 360 file system

Now that you can connect your PC to your Xbox 360 and see the file system on the drive, you'll probably be baffled as to what it all means. Here's a brief outline of the Xbox 360 file system, so you know where to look for the good stuff!

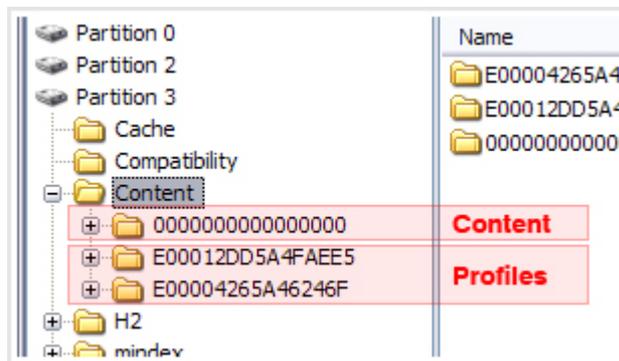


The Xbox 360's hard drive is split up into 3 partitions.

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.

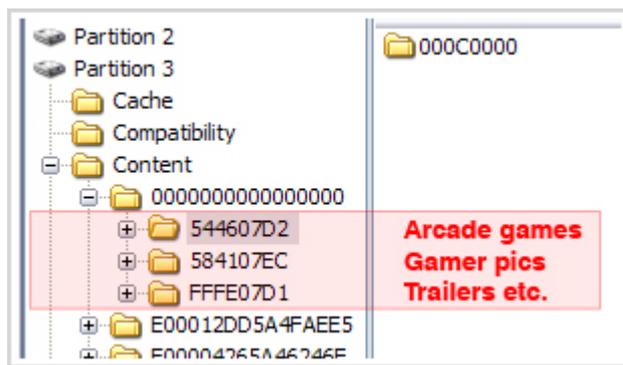
If you have at least one Profile on your Xbox 360's hard drive and have downloaded at least some content from Xbox Live then when you open up Partition 3 you will see a folder structure similar to this:



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.

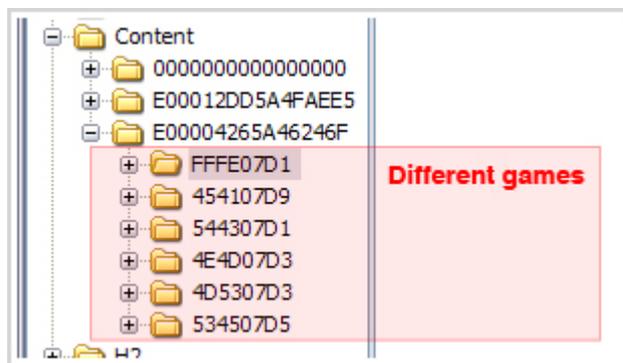
The folders below relate to each profile you have set up on your machine and are used to store the game saves for that profile.

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, Gampics, 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 also own Dattel's Action Replay for Xbox 1 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.

5. 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) and familiarised yourself with the basics of the Xbox 360's file system (see Section 4), it's time to get to the good stuff!

If you haven't done so already, head over to www.360gamesaves.com and click on the gamesaves link in the navigation bar. You'll see a whole host of gamesaves created by other gamers and submitted to the site available for you to download for free.

Using downloaded gamesaves - Step by step guide

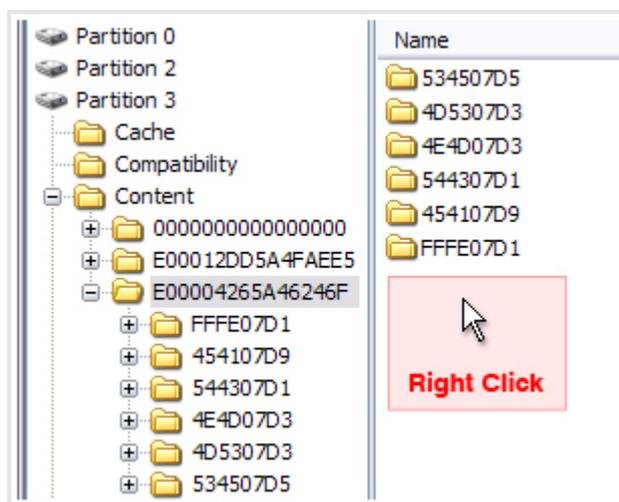
If you see a gamesave for a game that you own that you would like to download, follow the link on www.360gamesaves.com to download the file. Choose to save it to your desktop or somewhere else that you will be able to find readily.

1. 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.

2. Open your profile folder

Connect Xplorer360 to you hard drive (as described in Section 1) and open the Content folder on Partition 3 (as described in Section 4). 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 Xplorer360.



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

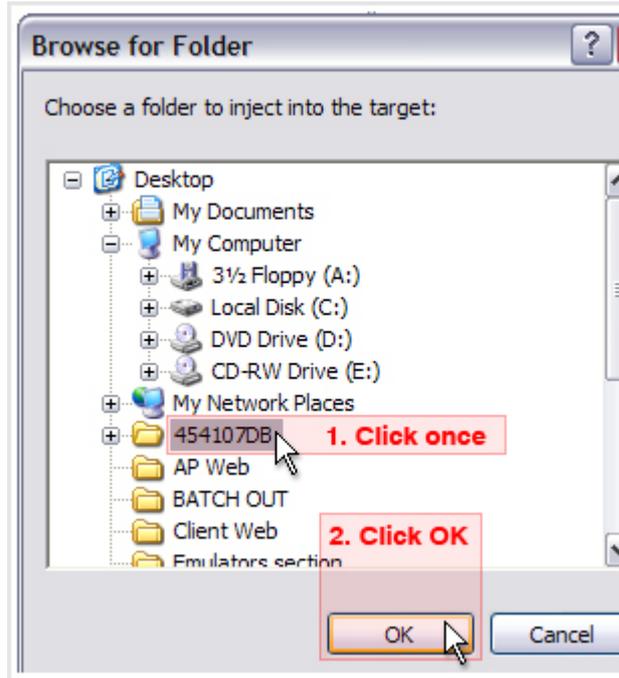
Hovering over space in the right panel, right click and choose 'Insert new folder' from the pop-up menu.

You will be prompted to browse to the gamesave folder that you downloaded and extracted in Step 1.

Follow the next step **CAREFULLY!**

3. Choose the gamesave folder you downloaded

Some gamesaves have been uploaded to www.360gamesaves.com where the gamer who created the gamesave has included his profile folder, others have been uploaded where only the game folder has been included. The profile folder is the 16 character folder starting with "E000...".



When you browse to the folder that you would like to add, ensure that you select the game folder (not the profile folder if it has been uploaded). Click ONCE to select the game folder (which will look like "534507D7") but do not double click it or otherwise open it.

With the game folder highlighted, click the OK button.

You will see a progress bar appear for only a couple of seconds whilst the folder is 'injected' into your profile folder on the hard drive.

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

4. Check your gamesave on the Xbox 360

Once you have completed step 3, remove the USB lead connecting your PC to your XSATA (which will reboot your Xbox 360). When the console boots up, check the saves in your profile using the dashboard, you should see the new gamesave waiting for you!

6. Transferring Xbox 1 saves to your Xbox 360

Action Replay for Xbox 1 required!

This topic is only intended for Action Replay for Xbox 1 owners

A unique opportunity exists for gamers who own an Action Replay for Xbox 1 system (available separately from Datel, www.codejunkies.com) and an XSATA for their 360 who want to transfer their old Xbox 1 gamesaves to their Xbox 360.

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.

1. Create a gamesave for your game on your Xbox 360

If you don't already have a gamesave on your Xbox 360's hard drive for the game's gamesave 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.

2. 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. If the gamesaves are stored on your Xbox 1's hard drive, use the dashboard to transfer them to a memory card first.

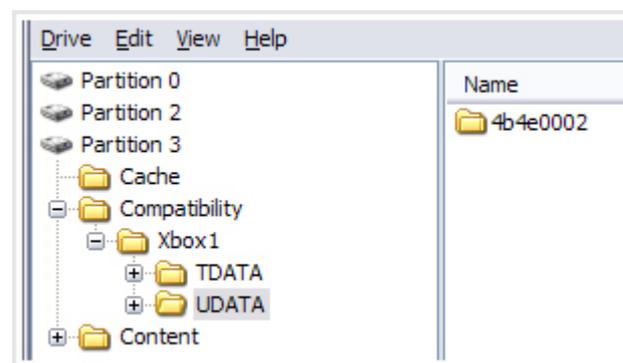
Run the Action Replay software on your PC. First, drag and drop the gamesave folders from the memory card (left window) to the PC database (middle window). Next, drag and drop the gamesaves from the PC database onto your computer's desktop (or folder you prefer to use).

3. Uncompress the zip folders

Action Replay keeps gamesave data together in a ZIP file format. You will need to extract the file to an uncompressed folder (Windows XP can do this natively, users of older operating systems will need to use a program like Winzip (www.winzip.com)). Extract the contents to a new folder either on your desktop or a location you choose.

Find the uncompressed folder and browse through the contents into the UDATA folder. Inside that folder you should find a file called datelinfo.xbx. Highlight this file and delete it. You need to do this for all Xbox 1 saves that you want to copy to your Xbox 360.

4. Add the gamesaves to your Xbox 360's hard drive



Connect your PC to your XSATA unit and boot up your Xbox 360. Open the drive and navigate to the *compatibility* folder on Partition 3.

Right click in the right hand window and choose 'Insert folder'.

When prompted, browse to the location where you extracted the Xbox 1 gamesave to. Click once on the game folder (don't double click or otherwise open it), it will be inside the UDATA folder and be named something like "4b4e0002". Click OK to 'inject' the gamesave into your Xbox1 gamesaves folder on your Xbox 360.

You should now be able to load your gamesaves for that game on your Xbox 360. Disconnect your PC from XSATA and insert your Xbox 1 game disc into your Xbox 360 to play.

7. Technical support

If you are experiencing any technical difficulties with your XSATA, please contact Datel's technical support department using the following details:

(Please note, Datel are unable to provide support on 3rd party software such as Xplorer360. For help using Xplorer360 check www.360gamesaves.com).

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

©2006 Datel Design and Development Ltd. *XSATA for Xbox 360* is a trademark of Datel Design & Development Ltd. Xbox 360 and Xbox Live are a registered trademarks of Microsoft Corporation in the US and/or other countries.

This product is not sponsored, endorsed or approved by Microsoft.