

XDVDMulleter User Guide

This guide was written by Stoner [360hax.com]

XDVDMulleter is an iso extraction/creation/rebuilding app with several features making it useful for more precise dumps as required by Xtreme firmwares.

Download available @ [\(-link-\)](#)

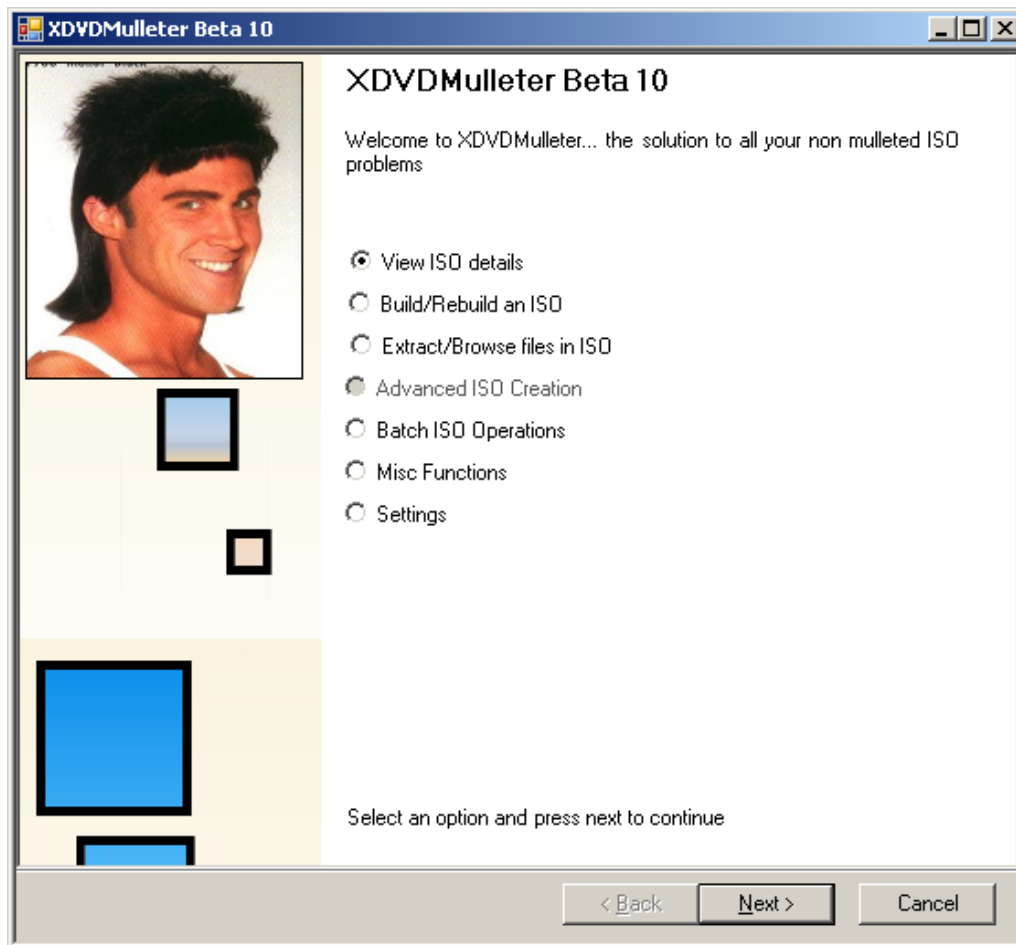


What's new in Beta 10:

- *Full iXtreme 1.2 compatible stealth checking.. and more*
- *Batch stealth checking*
- *Batch CRC generation*
- *CRC verifying of iso's from online db*
- *Autofix iso's from online db*
- *Creation of valid iso's even from raw wxripper/hotswap style image via db fixing*
- *Better region detection*
- *Other things I haven't yet remembered.*
- *As always, much more to come...*

(Note: online functions only work if your particular game is in the database. If it's not there, it will be soon. do NOT complain about this)

XDVDMulleter beta 10



View ISO details

Use this option to view information such as “ISO Region”, “iXtreme Compatibility”, “ISO Type” and “File System Details”. You are also able, to inject/extract stealth sectors (SS/PFI/DMI/Video). Also with the new online CRC database, DVDmulleter beta 10 is now able to autofix your images.

Build/Rebuild an ISO

Use this option if you want to shrink/expand ISO files to DVD5 or DVD9. It'll also convert Xbox1 releases, so these will work on your Xtreme firmware.

Extract/Browse files in ISO

Use this option if you want to browse the content of an Xbox1 / Xbox 360 image. It is also able to extract the stealth sectors (SS/PFI/DMI/Video).

Batch ISO Operations

Use this option if you are going to handle multiple ISO's at one time. Most used to build up a queue for your ISO's.

Misc Functions

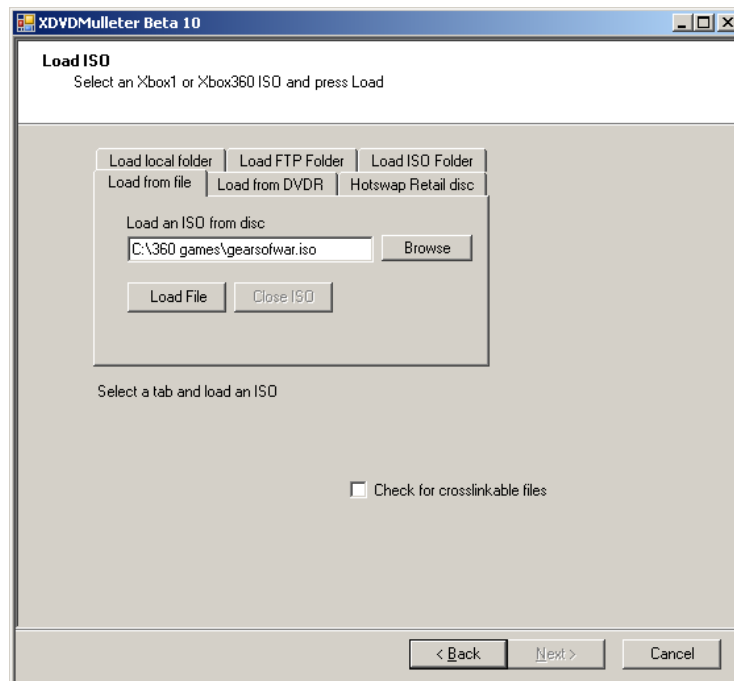
...

Settings

Use this option, to set XDVDMulleter up the way you like it.

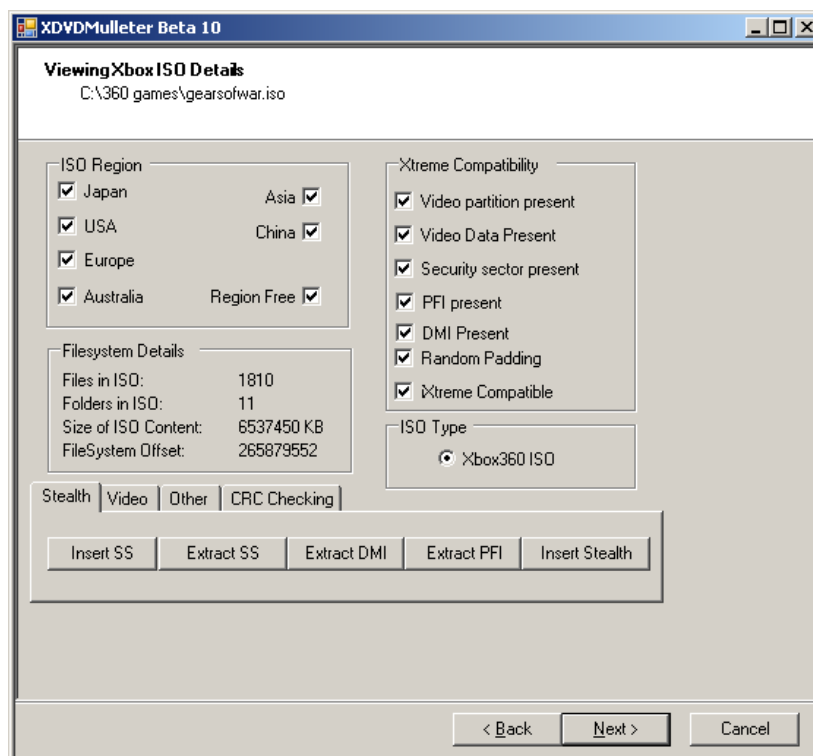
View ISO Details

Once you have selected this option and pressed “Next”, you will see this:



You'll see 6 different tabs. Each tab functions differently, so you'll just have to pick the most appropriate function for you. If you have an image on your **HardDrive**, use “Load from file”. If you however do not have the image file anymore, you can use your **DVD-drive**, to scan the backup you have already made. To do so use “Load from DVDR”, put in your backup, and press “load disc”.

After you have loaded the file you want to scan, and pressed “Next”. You'll see this:



The updated **ISO Region** section, tells you on which types of console the image will work.

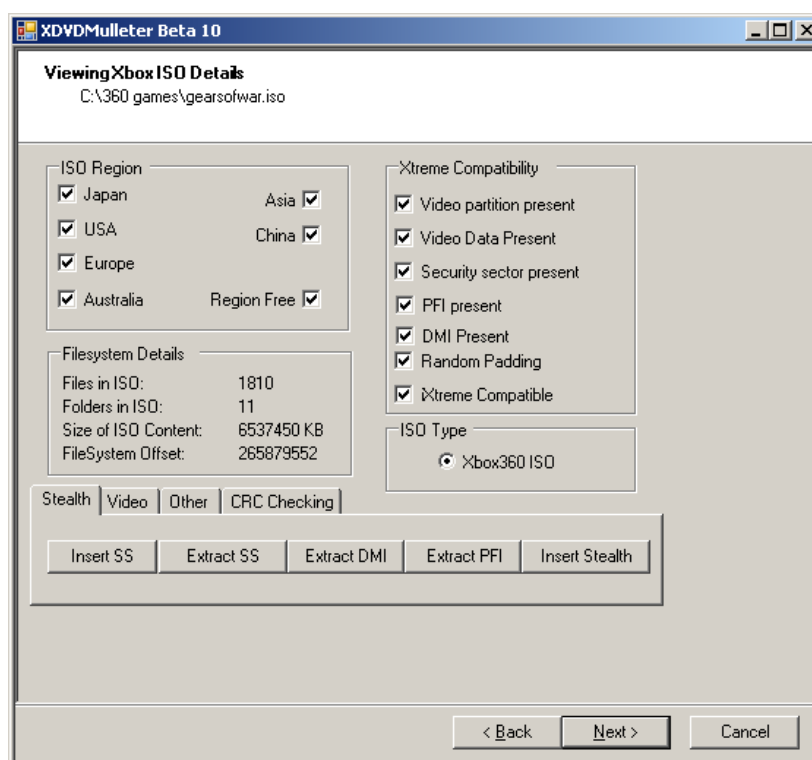
The **iXtreme Compatibility** section tells you if your image is “stealth”. Stealth is nothing more than all the sectors being present on a backup. These sectors required are *Security Sectors*, *PFI* (Physical Format Information), *DMI* (Disc Manufacturing Information) and *Video Sectors*. (This video is getting displayed when you insert it in a DVD player.).

The **ISO Type** section, will show you what kind of an ISO it is.

The **Filesystem Details** section, will show some information concerning the filesystem.

There are 4 tabs on the bottom “Stealth, Video, Other, CRC Checking”:

The **Stealth** tab is used to manually insert/extract SS/DMI/PFI sectors:



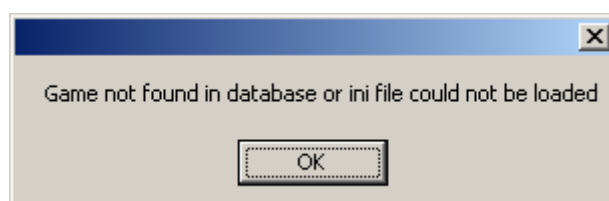
The **Video** tab is used to extract/inject video sectors.

The **Other** tab is used to “split all parts” (game.iso , ss.bin, pfi.bin, dmi.bin, video.iso), to make a DVD file for the ISO, and to extract the data partition.

The **CRC Checking** tab is used to **Autofix** and to show **CRC Details** of your image.

Autofix:

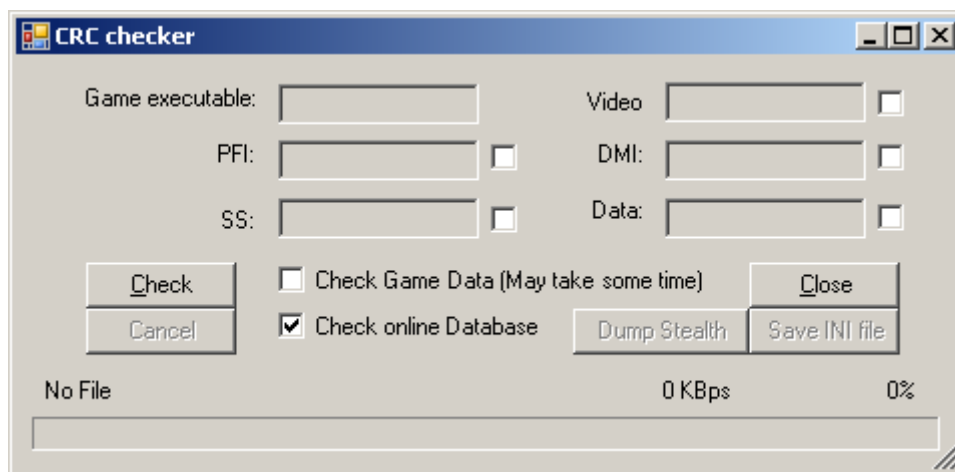
This new, extraordinary feature allows you to fix your image instantly, by using an online database. Just press the button and XDVDMulleter will autostealth/fix your image. Some games might not be present in this database, so you will just have to wait, or ask someone to upload the stealth files. If the game isn't present the next message will appear:



If you have a lot of original Xbox/Xbox 360 games, and a way to properly rip them (Kreon, or TS-H943 Samsung drive), be helpful and contribute, by uploading the StealthFiles you have obtained from the original Xbox/Xbox 360 games. To make and upload these files, please read further.

CRC Details:

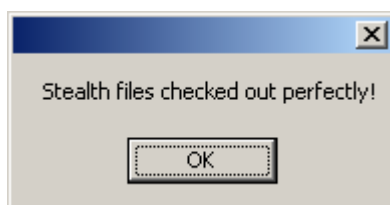
An important reason for the popularity of CRCs for detecting the accidental alteration of data is their efficiency guarantee. The CRC check will make several checks on several parts of the ISO, and dump and compare this to the Mulleter Database. This window will appear once you have clicked CRC details:



“Check Game Data” – is required when you are going to make a stealthfile from your game.

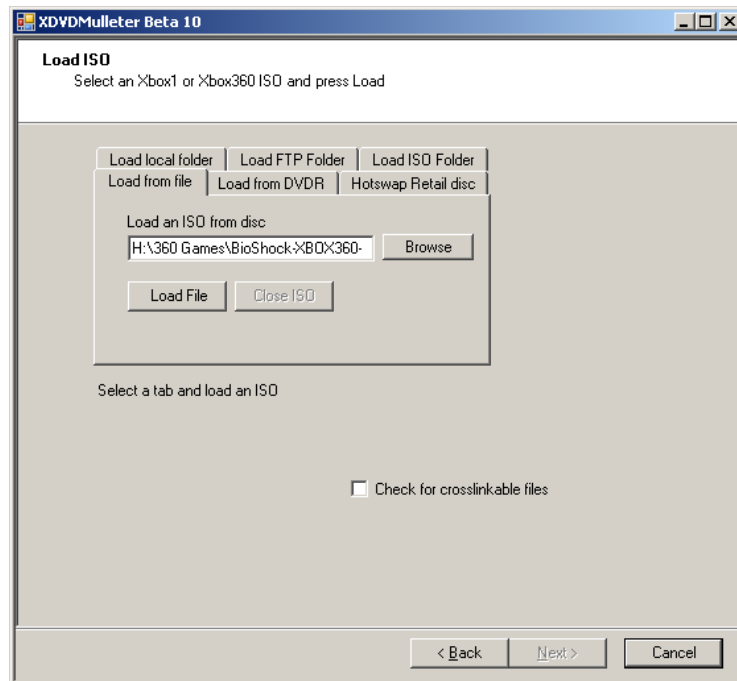
“Check online Database” – use this option, to compare the CRC results of your game to the online database.

Click “Check” and XDVDMulleter will start scanning your image. “Dump Stealth” will dump the stealth sectors. Use the “Save INI file” option if you are going to submit stealthfiles. If your image will come out perfectly stealth the next window will appear:



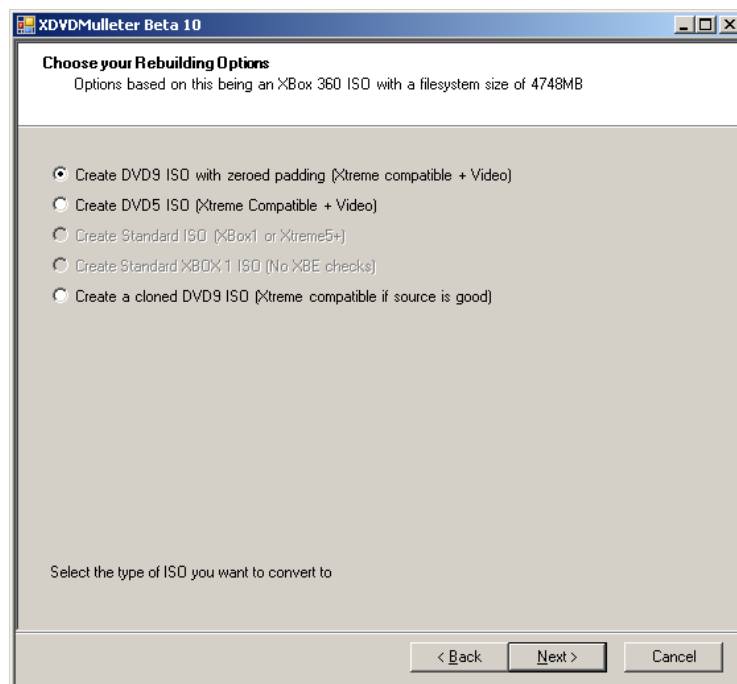
Build/Rebuild an ISO

Once you have selected this option and pressed “Next”, you will see this:



You'll see 6 different tabs. Each tab functions differently, so you'll just have to pick the most appropriate function for you. If you have an image on your **HardDrive**, use “Load from file”. If you however do not have the image file anymore, you can use your **DVD-drive**, to scan the backup you have already made. To do so use “Load from DVDR”, put in your backup, and press “load disc”.

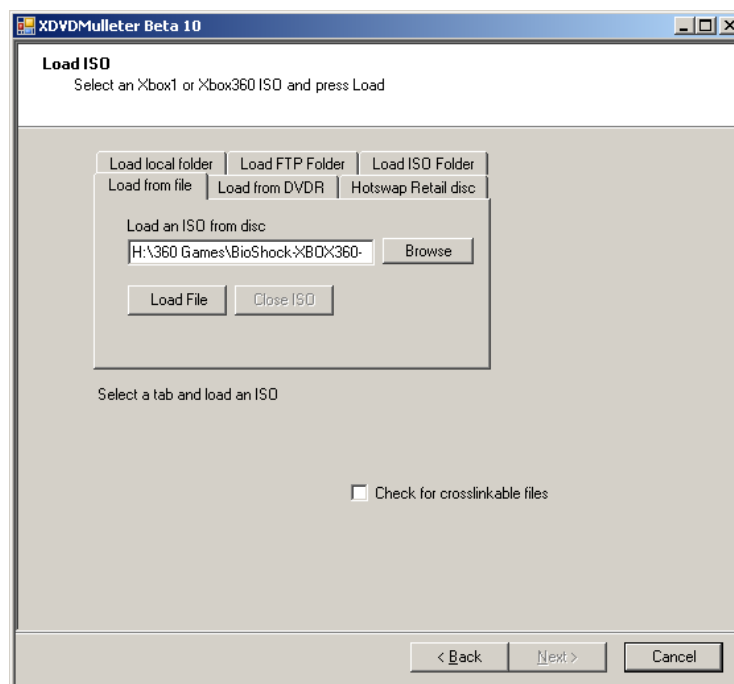
After you have loaded the file you want to scan, and pressed “Next”. You'll see this:



Select the option you want to use and press “Next”. It'll start converting.

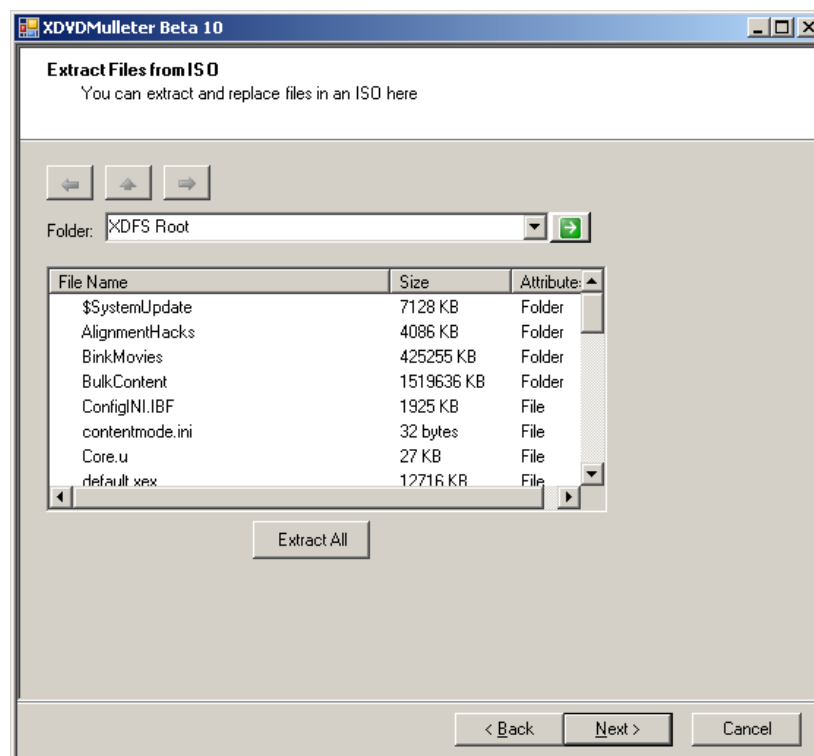
Extract/Browse Files in ISO

Once you have selected this option and pressed “Next”, you will see this:



You'll see 6 different tabs. Each tab functions differently, so you'll just have to pick the most appropriate function for you. If you have an image on your **HardDrive**, use “Load from file”. If you however do not have the image file anymore, you can use your **DVD-drive**, to scan the backup you have already made. To do so use “Load from DVDR”, put in your backup, and press “load disc”.

After you have loaded the file you want to scan, and pressed “Next”. You'll see something like this:



You can browse the ISO's content , and use right-click to extract the files you want.

Batch ISO Operations

Once you have selected this option and pressed “Next”, you will see this:

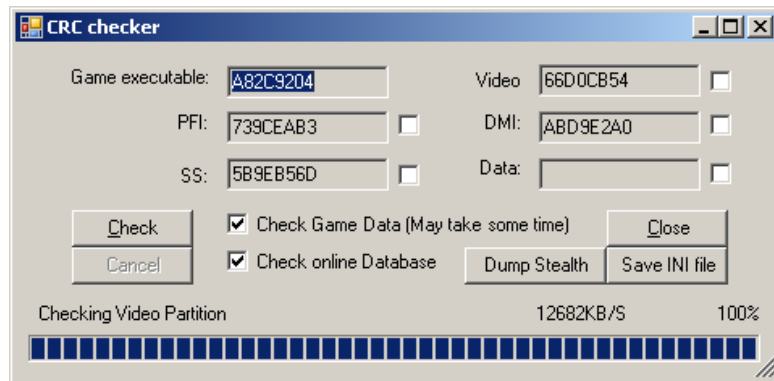
The screenshot shows the 'Batch ISO Extraction' window of XDVDMulleter Beta 10. The window has a title bar with the application name and standard window controls. Below the title bar, the text 'Batch ISO Extraction' is followed by the instruction 'Queue up your ISOs here'. A table with four columns: 'Game Name', 'Size', 'Description', and 'Files' is present, but it is currently empty. Below the table, there are four tabs: 'FTP Upload', 'Extract to folder', 'CRC/Stealth Dump', and 'Stealth Check'. The 'FTP Upload' tab is selected. Under this tab, there are several input fields: 'FTPAddress:', 'FTPPort:', 'Upload Folder:', 'Game Folder:', 'User Name:', and 'Password:'. There are also two checkboxes: 'Boost Mode:' and 'Use Passive Mode:'. At the bottom of the tab area, there are three buttons: 'Add ISO', 'Delete Selected', and 'Go'. Below these buttons, there is a label 'Add from folder for:' followed by a dropdown menu showing 'FileSystem' and a checked checkbox labeled 'Recurse Subdirectories'. At the very bottom of the window, there are three buttons: '< Back', 'Next >', and 'Cancel'.

This option allows you to queue several ISO's to be *uploaded*, *extracted*, *crc/stealth dumped* or *stealth checked*.

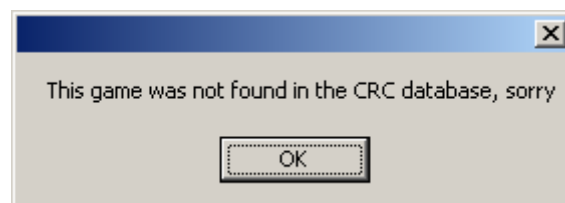
In this example I have chosen to CRC/Stealth dump, some of the scene releases I have legally obtained. There's two things you can do to queue up ISO's. You can “add a folder for:” to specify the folder where your images are located, which is the option I have used In this case. You can also manually use “Add ISO”. After you have queued up the ISO's, you can give each ISO their own properties. Do this by clicking each ISO, and filling in appropriate information for them. In this example I chose to “check data partition” and “save to stealth folder”, considering I want to submit these stealthfiles to the online database, by using *Stealth360FileUploader*. The data partition will have to be checked, in order for the stealthfiles to be uploaded. Using the option “save to stealth folder”, will copy the files you need in the “StealthFiles” folder inside Mulleter.

Submitting Stealthfiles

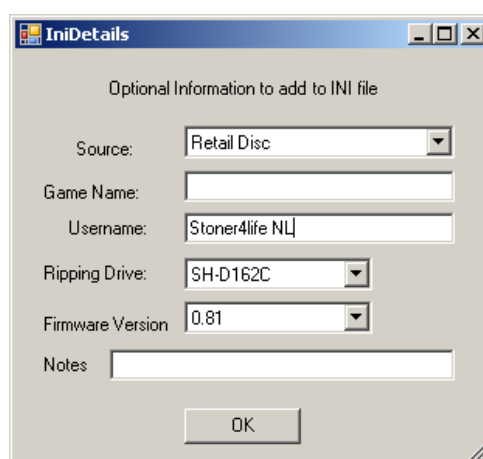
If you want to contribute and help **submit stealthfiles** from original Xbox1/Xbox 360 games, firstly load in the ISO, and click “CRC Details”, under the CRC Checking tab. Now check “check game data”, and “check online Database”. Click “Check” and XDVMulleter will start scanning your image. Each sector on the image is being scanned and CRC-checked:



After the process, the result will automatically be compared to the online database, and it'll tell you if the game you scanned is already in the online database. If the game is not present in the Mulleter Database it'll tell you:

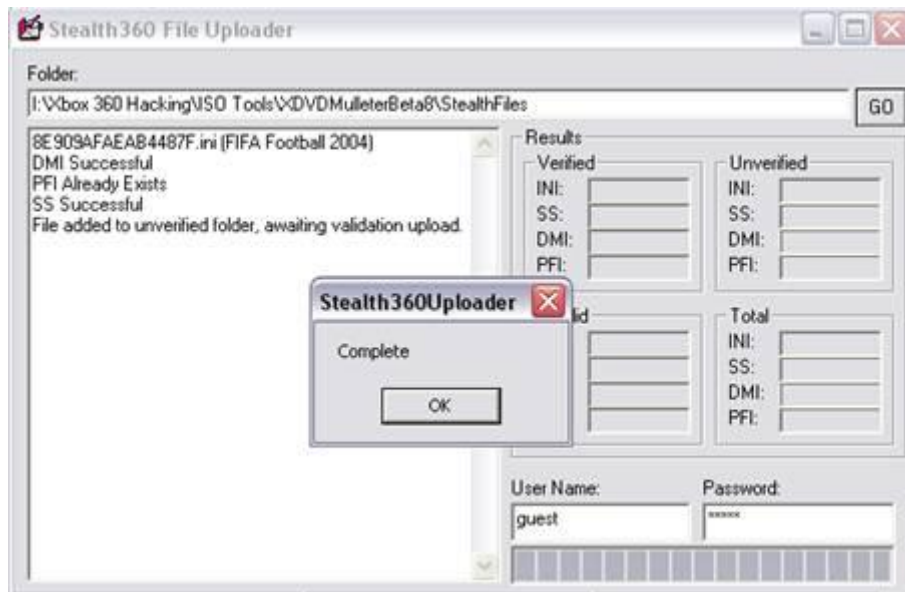


If you receive this message, it's time for you to add your submission. To do this you have to “Dump Stealth” and “Save INI file”. If you press “Save INI file” the next window will appear:



All you have to do is fill in the corresponding information and press OK.

Now the files are ready to be uploaded. Open up Stealth360FileUploader. Press the white area next to the “GO” button and then select the folder “StealthFiles” in the Mulleter folder, and press “GO”. Bad rips will not be uploaded into the Mulleter Database, and also missing GameNames in the INI details, will fail to upload, so you will have to make sure the INI details are all correct. If all went well you’ll see the following:



Thanks you's

Thanks to c4eva for all his hard work, Devils360, [Tone], MomDad, Schtrom, Redline99, Man1fest, Iriez and xbins, and everyone who helps the 360 scene

Join #Stealth360 on efnet if you rip your own games and want to help.
Any problems/questions/suggestions, try #fw or xbox-scene.com forums.

And GO MULLETS!

About Stealth Media, SS, PFI, DMI and video sectors.

(from Xbox-Scene.com)

**** Stealth Media***

This is to clear up a few misconceptions about what Stealth Media is and how it works. This is not firmware stealth. Reading the firmware itself for changes is not controlled by the firmware itself, it is a low level hardware function which cannot be stopped by firmware code.

Stealth Media is all about making a backup disc appear to the Xbox360 host exactly the same as an original. Although this was already done by the Security Sector and the challenge/response, there remained a number of differences on the disc that are currently not checked for. It would be very easy for the dash or the particular game to perform these extra disc checks. There are four main aspects to Stealth Media:

**** PSN Lockdown:***

This is a two part process:

- Before disc authentication (security sector,challenge response) is performed the drive will only allow valid PSN reads as defined in the PFI sector. This is currently the standard video partition. Any request to read outside this range is not allowed - as per originals. (No more reading of the backup PFI,DMI,SS sectors.)
- After disc authentication is performed and the drive is unlocked only valid PSN reads are allowed from the range defined by the Security Sector, this is the standard game partition. Any request to read outside this range is not allowed - as per originals.

**** PFI Sector (Physical Format Information):***

This sector is contained within the lead-in and contains information about its physical format. Disc booktype, start PSN and end PSN and Layerbreak are contained here. Currently all Xbox360 and Xbox1 games have the same PFI information, but that may change.

On Writable media (our backups), this also contains media specific information such as Media Code/Manufacturer ID and Media Product Revision number.

Any request for this information is now redirected to the PFI sector now at \$04FB1D (for Xbox 360 backups) or \$0605FD (Xbox 1 backups), if it exists. If it does not exist (pre V3 backup) a separate embedded PFI is used for Xbox 360 and Xbox 1.

**** DMI Sector (Disk Manufacturing Information):***

This sector is also contained within the lead-in and contains information about the Disc manufacturer, such as Company name, batch id etc. This is currently different for each Xbox360 and Xbox1 game in each region.

Any request for this information is now redirected to the DMI sector now at \$04FB1E (for Xbox 360 backups) or \$0605FE (Xbox 1 backups).

A pre V3 backup will always return blank information for this. (A possible detection method.)

**** Video Partition:***

When Extreme V1 was released, the disc build included a blank video partition as it wasn't required for games to boot. As this can be checked by the Xbox360 host, the standard video partition from any game was included with the stealth firmware. The video partition is nothing more than the message you will get once you put the 360 game in a dvd player; "To play this disc, please put it in an Xbox 360".