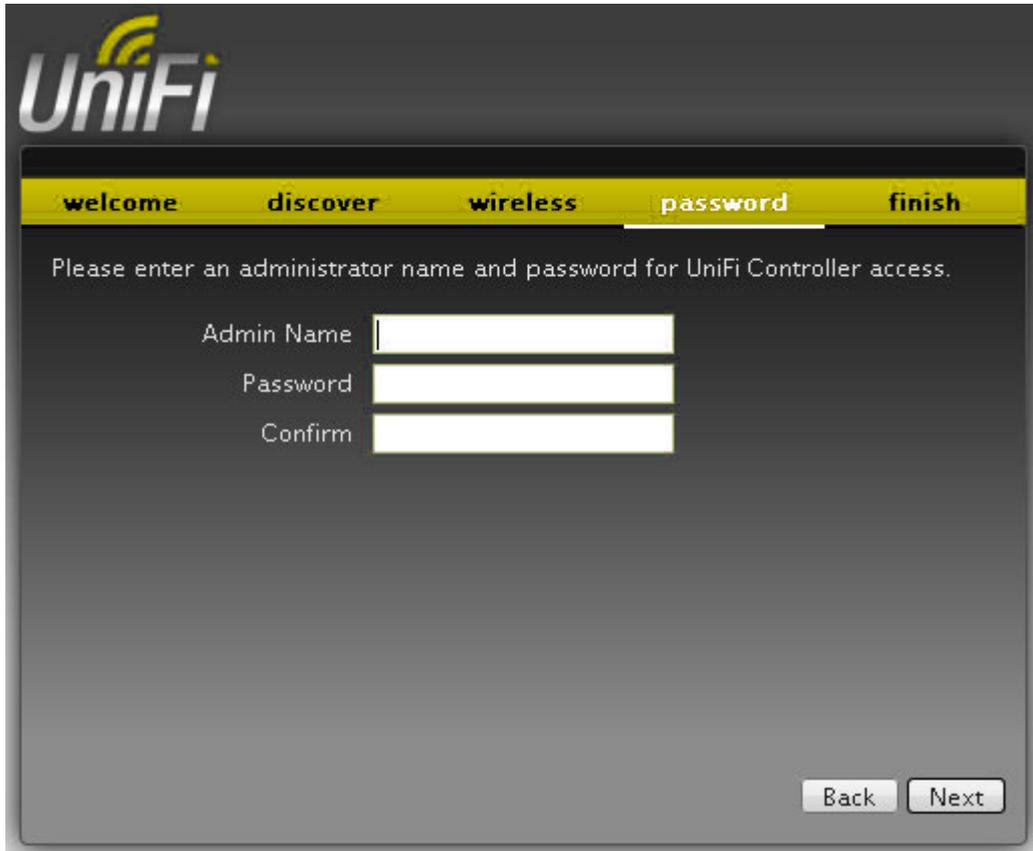

HD Online Player (Descargar HDL Dump Helper GUI V2.3)



The image shows a screenshot of the UniFi Controller setup wizard. At the top left is the UniFi logo. Below it is a navigation bar with five tabs: 'welcome', 'discover', 'wireless', 'password', and 'finish'. The 'password' tab is currently selected and highlighted. Below the navigation bar, the text reads: 'Please enter an administrator name and password for UniFi Controller access.' There are three input fields: 'Admin Name', 'Password', and 'Confirm'. At the bottom right, there are two buttons: 'Back' and 'Next'.

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Both are running on systems that are similar to the ones used for the PS2 software disc images (PS2ISO), and are therefore dependent on the PS2 BIOS, PS2 Disc Support Utility, and a FAT32 filesystem on the internal hard disc of the PS2. The GUI does not contain the necessary decryption, decompression or sub system software, because these components need to be supplied by third-party companies. Format A PS2 game is generally stored on a single disc, which contains multiple files. The files (of different type) for a game are saved to different disc sectors, with different names and locations. The data for each sector is compressed in some form to reduce the file size. This is not always done; some games (e.g., The Sopranos) are compressed to save space, while others (e.g., God of War) are not compressed at all. An unencrypted copy of a game may have one of two different file extensions (one that indicates the file's actual type and one that is only displayed by the player in the "Unpack and Install" dialog box of the PS2 game disc system). Game disc system layout

Boot disc sector The boot disc sector is located at the beginning of the game disc and contains several important sub system and hardware settings of the console.

Boot environment parameters The following boot environment parameters are stored on the boot disc sector: Boot environment settings of the console (Video, Audio,...) OS version Bios revision Bios version Serial number (always 0xFFFFFFFF) Language code (in network language the first 2 bytes are unused, but stores the network-language code) Boot menu key Boot menu display text Boot system program

The boot system program is located in the boot disc sector (after the boot environment parameters) and loads the remaining contents of the game disc. Depending on the type of the game (game, demo, boot disc, or patch), the boot system program either loads the game's boot sector (for game and demo disks), or the boot screen (for boot and patch disks). The boot disc sector is located in the boot disc, and is located after the boot environment parameters. The boot sector contains the OS type, sub system program and the initial OS setup (for the version of the console, the Bios revision and the serial number). The system type is a 82157476af

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