

# JEJ's XDelta Guide.

**What even is this Jej?:** I've wrote this to help people with patching XDelta Files.

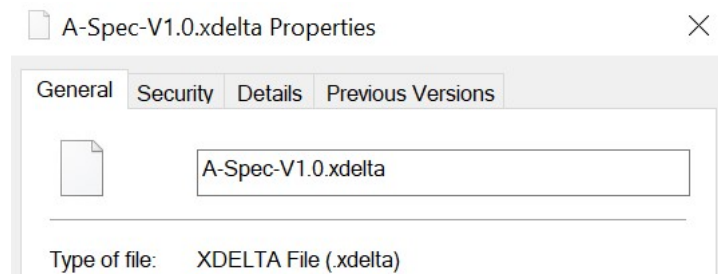
## **A brief overview of what an XDelta Patch is:**

**What is an XDelta Patch?:** An XDelta File is a command-line utility used for delta encoding and decoding; it is primarily employed to create and apply binary patches, often called "delta patches" or "xdelta patches", between two files; these patches represent differences between original file and modified or updated version, allowing for efficient distribution of updates, particularly in scenarios where bandwidth or storage space is limited.

**What is XDeltaUI?:** XDeltaUI is a graphical user interface (GUI) application for managing and applying XDelta Patches. XDeltaUI provides a user-friendly interface for users to interact with XDelta Files and apply them to corresponding original files, effectively patching or updating them.

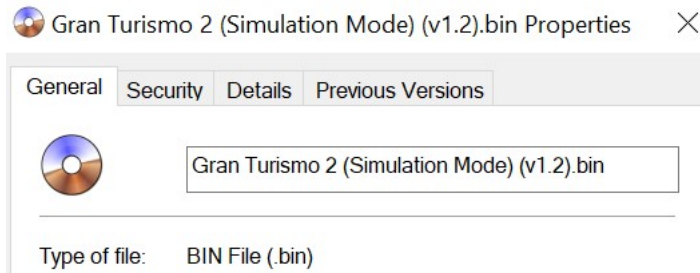
## **Patching a .xdelta file guide:**

**Once you have obtained the .xdelta file for the game you wish to patch (I will be using the Gran Turismo 2: Project A-Spec Mod for this example)**



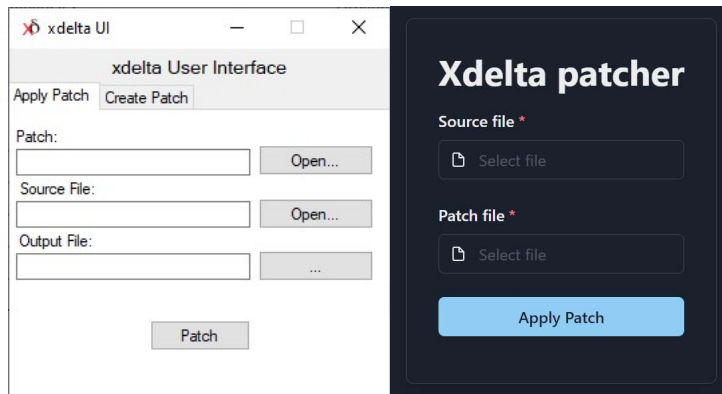
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**Now you will need to make sure you have a copy of the game that corresponds with the patch requirements (For A-Spec the original game disk MUST be the USA NTSC release Version 1.2)**



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Once you have both of these files you will now need to create a folder and put both files into then either download XDeltaUI or use the XDelta patcher created by Kotcrab linked here: <https://kotcrab.github.io/xdelta-wasm/>



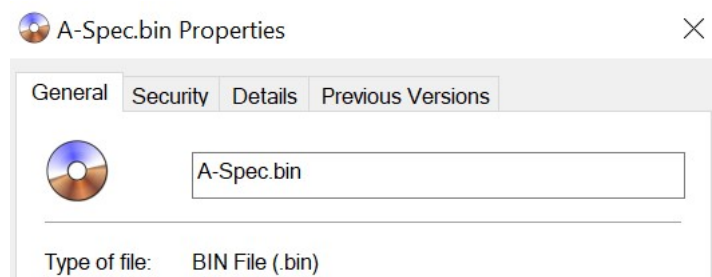
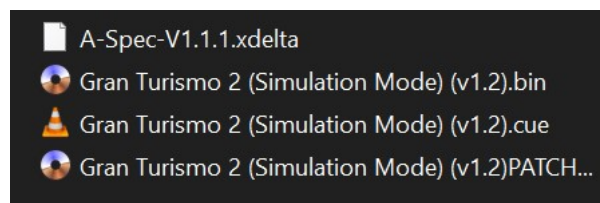
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Put both files where specified (Game .bin in "Source File" and .xdelta in "Patch File") then click apply patch. (This may take a few minutes)



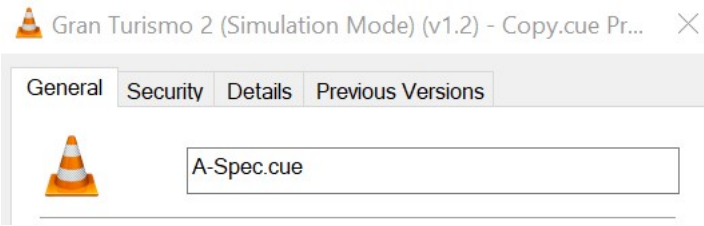
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Now head to the directory where your copy of the game you are trying to patch is located and you should now see a "duplicate" of your original game. Rename the Duplicate (Ex: A-Spec.bin)



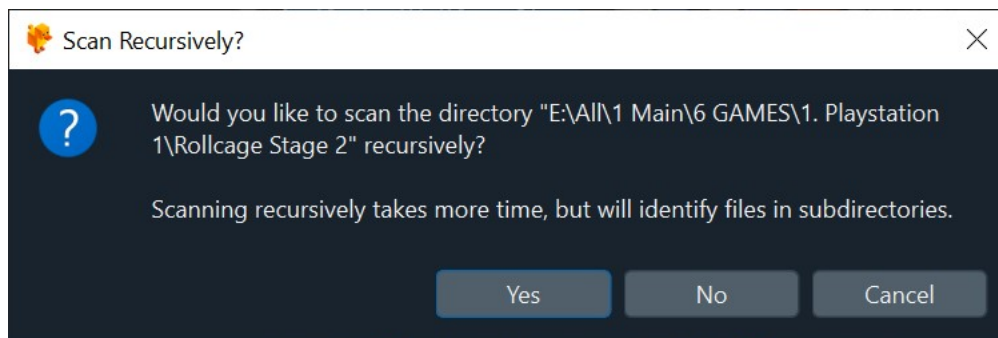
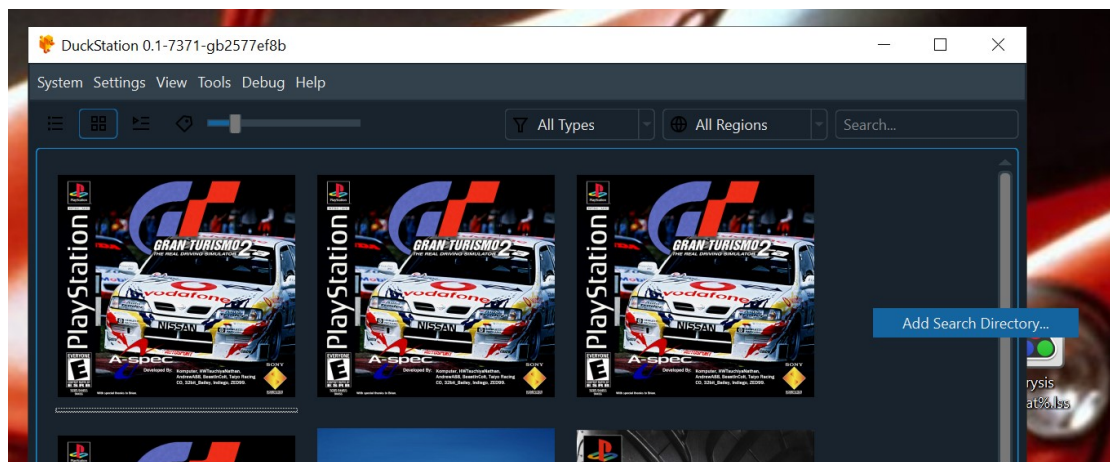
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Now make a copy of your .cue file and rename that to whatever you called your patched copy of the game (Ex: A-Spec.cue)



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Now you can load up Duckstation and in the main window Right Click and select "Add Search Directory" You will then just need to navigate to where you have your patched game located and click "Select Folder". You will then be asked if you wish to Scan Recursively, Click Yes. If done all these steps successfully you should now see your patched copy of the game appear in Duckstation for you to easily select and be able to run.



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**Patch Successful!**



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Hope this helps those that may be confused as to how to apply patches, it can be very overwhelming and confusing at times when coming into emulation this short guide helps to try alleviate some of that. :)

-JEJ