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December 17 2006 07:38:33

What are these files I downloaded? How do I "open" them?

This article will discuss the following popular download formats:

- *Official Scene Releases (RAR splits)
- *Single ZIP Files
- *Single RAR Files
- *Single TAR Files
- *ISO Files
- *BIN/.CUE Files
- *IMG Files (CD's, 700 MB and under)
- *IMG Files (DVD's, 4.4 GB and under)
- *MDF/.MDS Files
- *CCD/.IMG/.SUB Files
- *MP3/.M3U Files
- *WMA Files
- *OGG Files
- *AVI Files
- *MPG/.MPEG Files
- *VCD Files & Folders
- *SVCD Files & Folders
- *VOB/.IFO/.BUP Files

Official Scene Release Format

Example:

Login

Username

Password

Login

Not a member yet?

[Click here to register.](#)

Forgotten your password?
Request a new one [here.](#)

Users Online

► Guests Online:
1

No Members Online

► Registered Members: 94
► Newest Member: NoX

Latest Articles

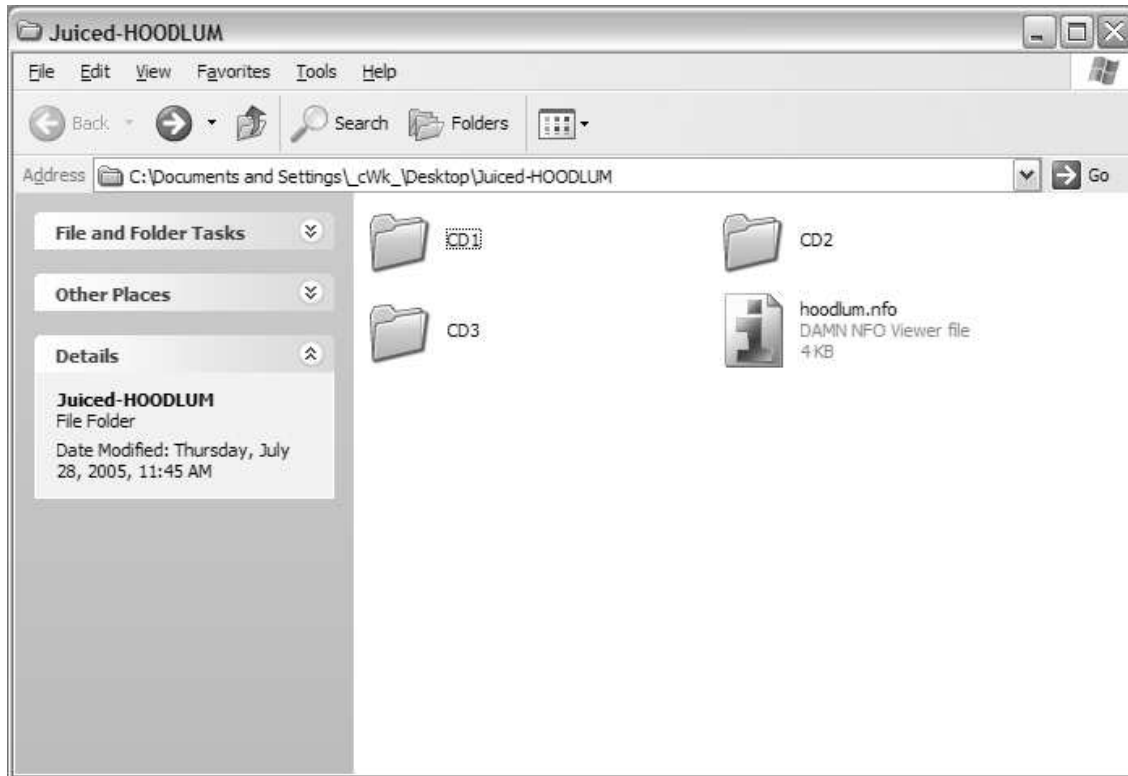
- Coded Anti-Piracy
- The Bittorrent Bible...
- Secrets of the Pirat...
- How to use Daemon Tools
- How to Convert DVDs ...

Member Poll

What's your primary source of warez?

FTP Servers (Public)

FTP Servers (Private)



NOTE: This particular release contains 3CD's, as you can see above. Your particular release may not have these folders, all the RAR's, .NFO and .SFV files may be in a single folder with no subfolders. This is fine, proceed with this section of the article as if they were the same. In this format, there are typically 3 types of files: .NFO, .SFV, and .RAR files. In some cases, the .RAR files may be replaced by .ZIP files. The .RAR files may also be in the format *.RAR, *.001, *.r01 or even *.part1.rar. They can even be in a combination of these types, such as the *.r01 variation, which happens to be the most commonly used format. In it, the first file is a .RAR file and all the subsequent files are in the form *.r00, *.r01, etc.

In the following article, I will first describe what these different files are, and then how to properly manipulate them using a few visual aids from the popular "Juiced-HOODLUM" PC game release.

Necessary Tools

- Damn NFO Viewer *Handy program for viewing .NFO/.DIZ files properly.*
- hksfv *Nice little program that verifies .SFV and .MD5 files.*
- WinRAR *Used for un-raring RAR archives.*

NFO/Diz Files

So you have this .NFO file (sometimes replaced by a .DIZ file)... well, what are they for? Normally .NFO files are associated with the Microsoft Info Viewer. If you double-click a warez .NFO file, it will tell you it's corrupted. Actually the file is just a txt file with a different extension. This .NFO file has all the info about the app/game/movie in it, including burn/install instructions and a serial number if needed. The Diz file is just like a file tag, typically with just the application name and the release group's name. If you right-click and open the .NFO file in notepad, you can see the text and read about the program; but to see the full beauty of a .NFO file, you need a special font that displays the ASCII art properly. The best way is to just use a special application, which is just like notepad, but it will use a special font, so don't have to switch your notepad font around just to look at .NFO files. So, if you haven't already, download and install Damn NFO Viewer. It doesn't really take any setting up, just let it associate with .NFO and .DIZ files when it installs. You should now be able to double click a .NFO file and see all the ASCII art the way its meant to be seen.

HTTP Servers

Torrent Sites

E-Mule Sites

P2P Application(s)

IRC Servers

Other

You must login to vote.

Shoutbox

You must login to post a message.

Scr3w3d
 DATE: 02/09/2006 17:52
 Testing 1-2-3
 I have somehow found my way here :-) LOL 😊

cWk
 DATE: 28/07/2006 04:20
 Testing 1-2-3
 😊

5stars
 DATE: 01/03/2006 09:09
 helloooooooooo

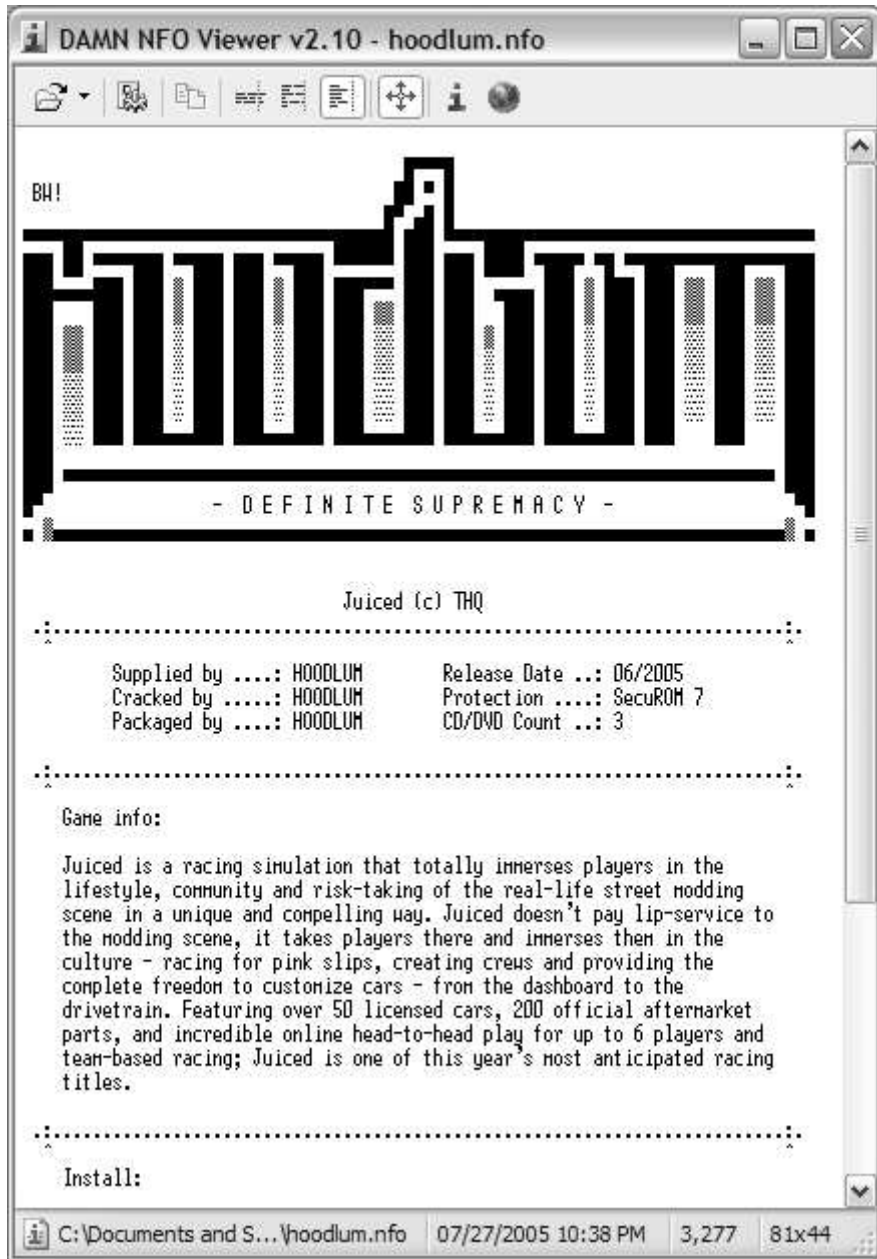
Rander
 DATE: 15/01/2006 21:45
 Howzit People
 😊

Trigganometry
 DATE: 17/09/2005 02:44
 Let me kno if you need someone for anything other than Tut Authors...lol

Show more Shouts

Quotes

"The greater love is a



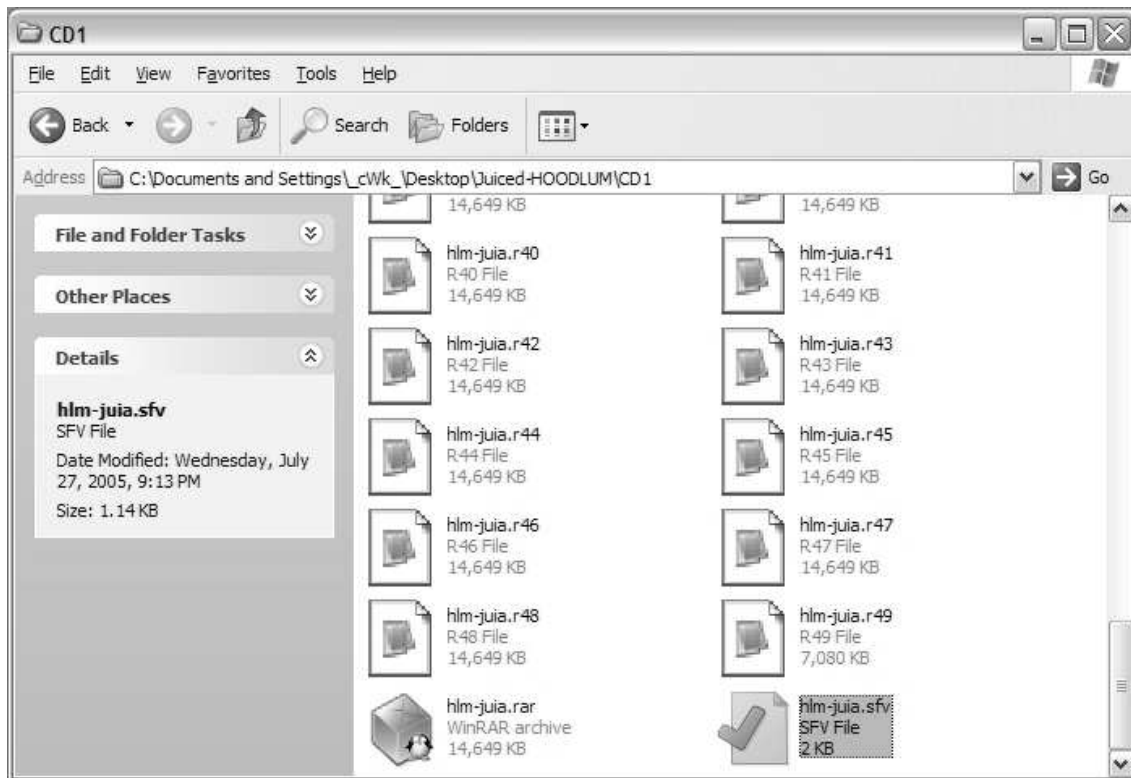
mother's; then comes a dog's; then a sweetheart's."

You can now read all the details of the release, such as the date it was released, it's size, the group in which it was released by, etc. It may also include important install notes and serial numbers, so make sure you read it carefully!

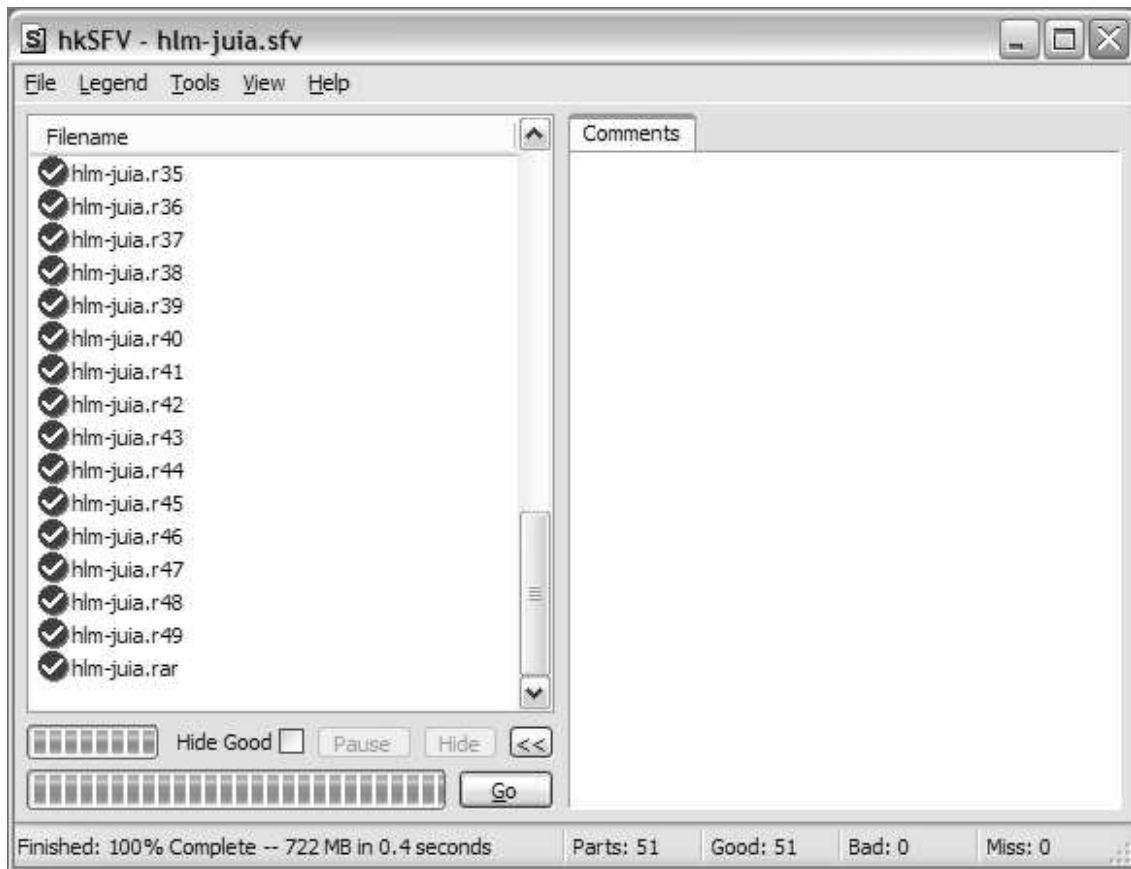
SFV Files

Well I have found that many people do not even use .SFV files, let alone know what they are for. Their purpose is to verify the integrity of all the files using a CRC check. Since split RAR archives cannot be modified once created without corrupting them, these files are very usefull tools. Any modification in size or structure to the file, such as when your modem corrupts incomming data, will cause the CRC check to fail. You can easily verify your downloaded files using a special program and of course the .SFV file itself. The best program I have found to do this is hkSFV, so download that and install it as well. Let it be associated with at least .SFV files. Now all you need to do is double-click the .SFV file and it will start checking the files, simple as that. If your release has more than 1 CD, you should check each CD's directory for separate .SFV's and run them to ensure all the RAR's CRC 100% A-OK.

Here's a image of the .SFV file found in my release (highlighted):



And here's a picture of hkSFV after it has verified all the releases RAR's:



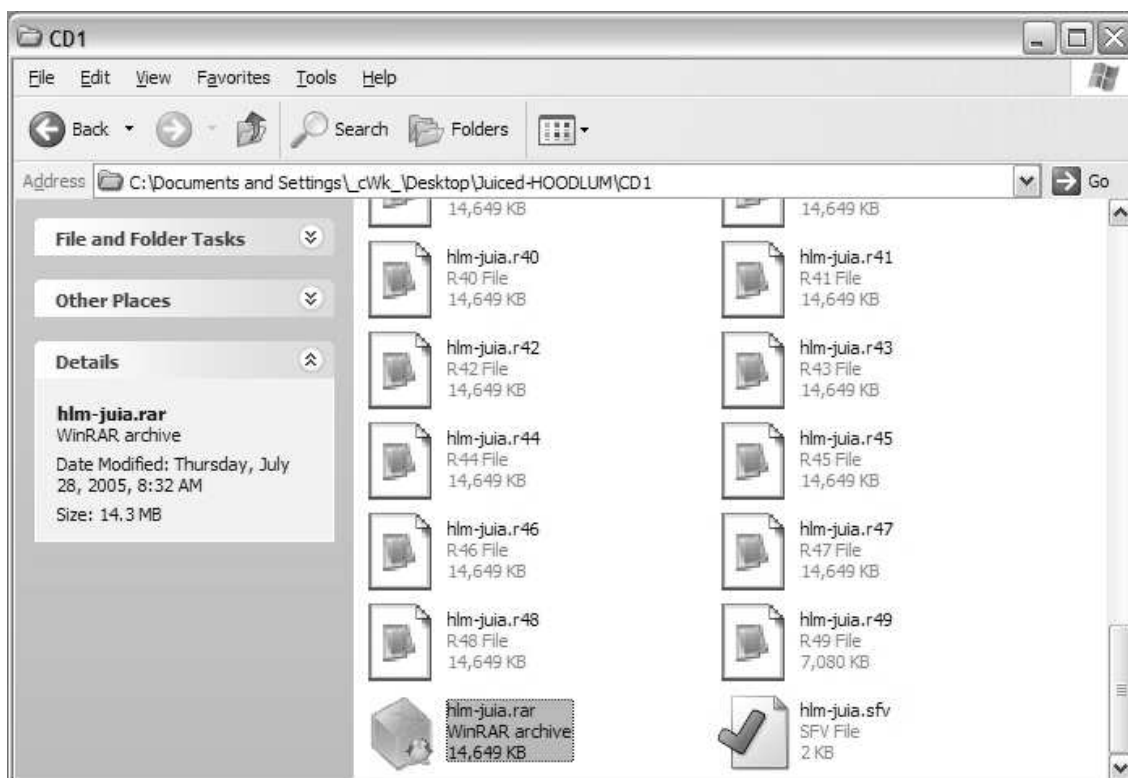
If any of your RAR's happen to fail the CRC test, they will automatically be renamed *.bad. You then must go back to your source of your download (or find another source if your original one is no longer operable), and re-download that file. If a purple icon with a slash appears, it means that that particular RAR is missing. Obviously, you must get it to fully unpack your release.

RAR Files

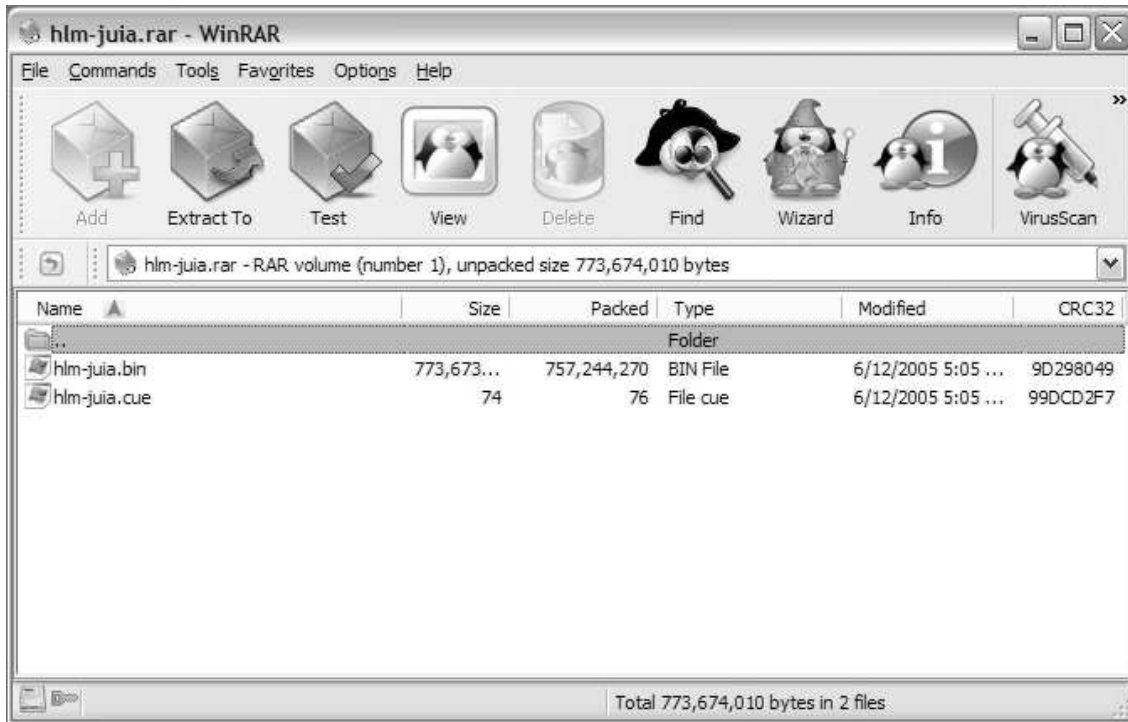
Many people are confused by RAR files and do not know how they truly work. They are quite simple and very similar to the common .ZIP file. The big difference is the compression method they use, usually a file can be compressed smaller using RAR than if ZIP was used. Also when creating .RAR files it is easy to make them into multiple sections. The purpose of this is to make downloading easier, and if you get a corrupt file you only have to download a small chunk, and not a huge 500+ MB file. Standard split .RAR files start out with the .RAR extension then go to numbers starting with .r00, .r01, etc. The main file is the .RAR and it is where the whole archive begins. You do not even need all of the files to extract smaller files in the archive. If you have each piece with the information for a file you can extract it. With big releases the case usually is that there is only 2 files and you need both so you must acquire all the pieces of the RAR file. Sometimes certain groups will not use the standard naming scheme for the files, but instead use the extensions .001, .002, .etc. Here the main file is .001 and everything is pretty much the same from there. This is likely done to conceal what the files really are.

If you are having problems seeing all the file extensions, you may have file extension hiding turned on in windows. To disable this annoying option in Windows XP, open up Windows Explorer (Windows Key + E), go to "Tools" -> "Folder Options" -> switch to the "View" tab and uncheck "Hide extensions for known file types". For any other version of windows it should be almost the same, just look in the "Folder Options" and you should find it. OK, now that you know a little about RAR files its time to install WinRAR. Just run the installer and let it do its thing. All the default settings should be good for now, you can play with them later. WinRAR should automatically install the shell extensions which make it easy to extract the .RAR files. If you have a full set of RAR's with the normal file extensions you can now right-click on the .RAR file and select "WinRAR" -> "Extract to \". This will extract the contents of the whole RAR set into a subfolder named after the file. You can also double-left-click it to open it in WinRAR, and drag the files to wherever you desire.

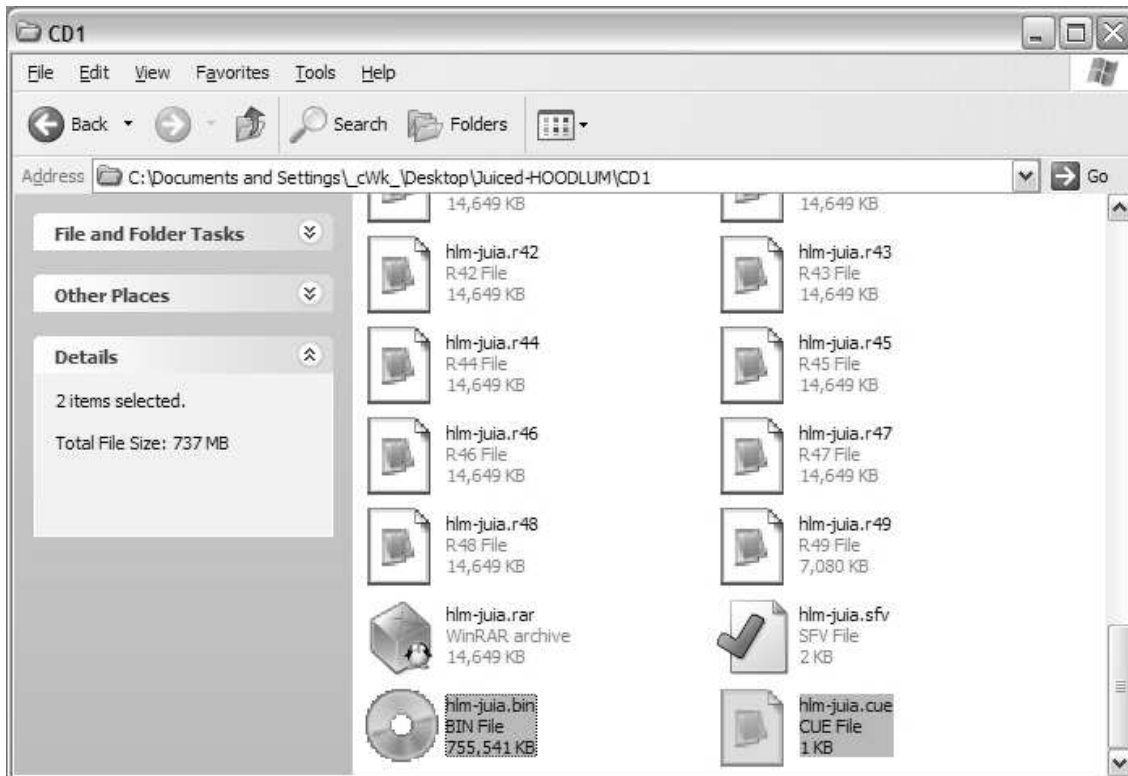
Here's a image of the .RAR file found in my release (highlighted):



Here's a image of WinRAR after I opened the .RAR file (double-left-clicked):



Here's the contents of my RAR's (a .BIN and .CUE file, I will explain what these files are later on) unpacked (highlighted):



If you have a set of RAR's without the standard file extensions the shell menu, the option to extract them will not appear. To extract these you need to open WinRAR and use it's built in file browser to browse to the folder with the files. Select the first file in the set (normally .001) and click the "Extract To" button. It will come up with a dialog box showing the folder it will extract to and some other options. It automatically generates a subfolder to extract the contents to based on the filename. You can just press OK to extract it the current folder the RAR set is in.

*NOTE: If you have checked all the files with a .SFV, and they are fine, but WinRAR is giving CRC errors, make sure you have the newest version of WinRAR. Sometimes with a new version they will update the compression method, and the older versions will not be able to handle it.

That's it, you should now have your files extracted and ready to use. The files are typically in various image formats, such as *.ISO, *.BIN/.CUE, *.IMG, *.MDF/.MDS, or *.CCD/.IMG/.SUB. If you do not know what to do with these files, please proceed with your reading to better educate yourself on them.

BIN/.CUE Files

What are they?

These are image files of the original CD/DVD of the application/game/movie that you have downloaded. The .BIN file includes the contents of the original CD/DVD, and the .CUE contains the track layout information for that particular CD/DVD.

How do I open them?

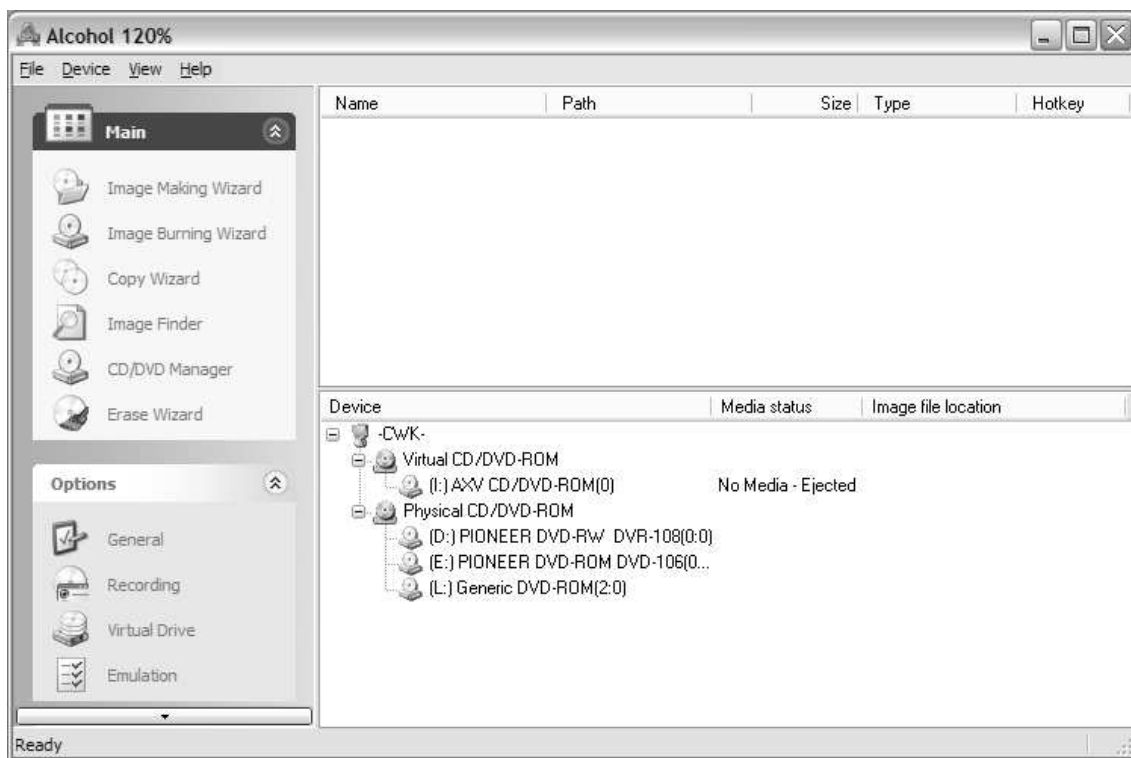
First of all, you have to ask yourself, "Do I want to keep this application/game/movie for the future?" You have 2 choices here, you can burn the image to CD/DVD so you will always have a hard-copy of it laying around, or you can emulate it on your PC to avoid the burning any CD's. This is the obvious option you want to take if you don't have a CD/DVD burner on hand.

Burning your images:

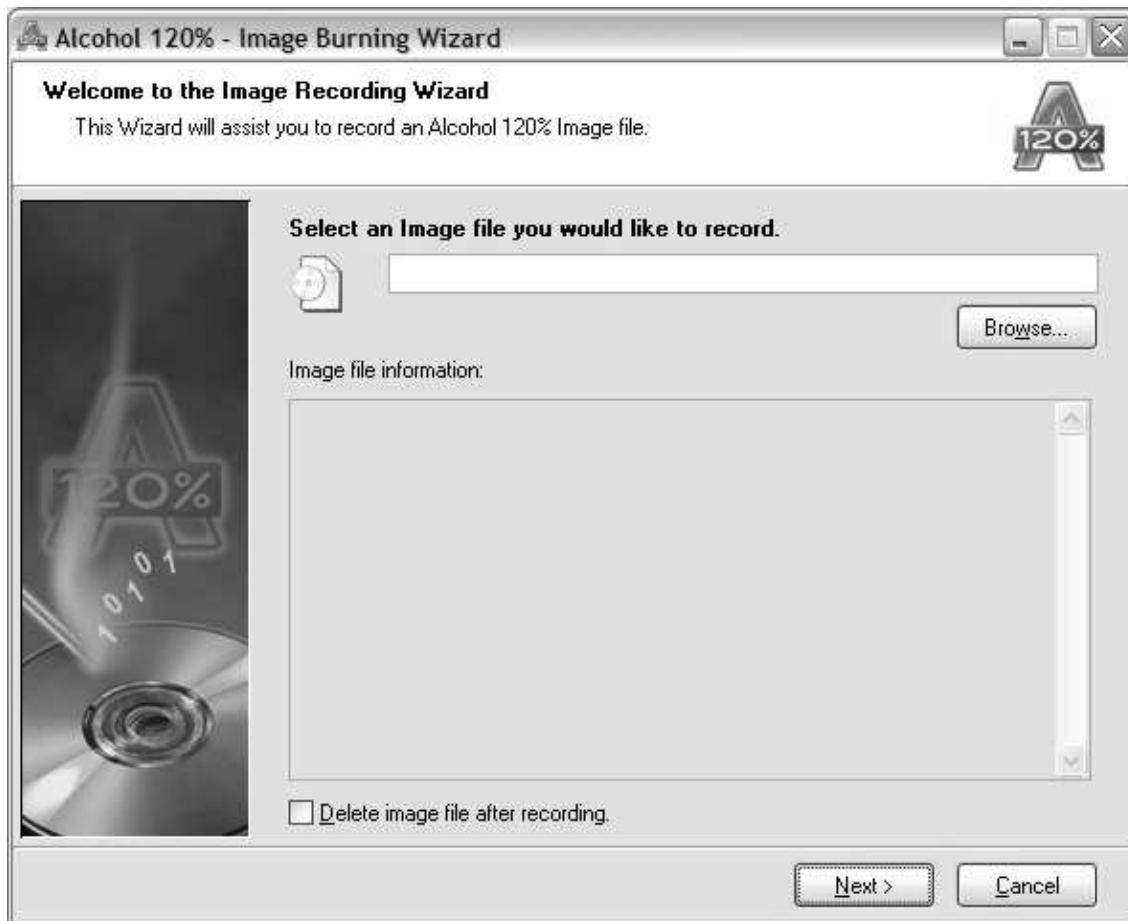
For this option, I will show you how to burn .BIN/.CUE images using Alcohol 120%, CDRWin, Nero Burning ROM, and UltraISO.

*Alcohol 120%:

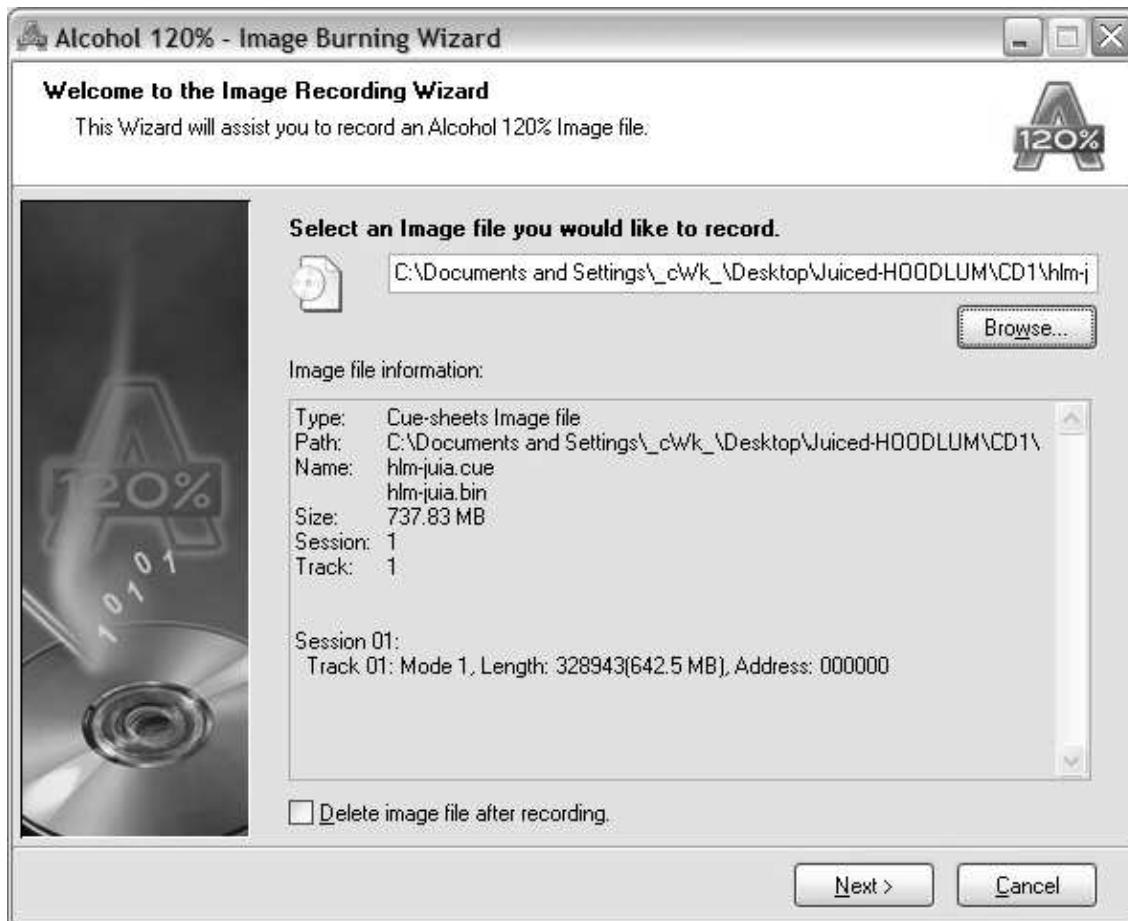
1) Fire-up Alcohol 120%.



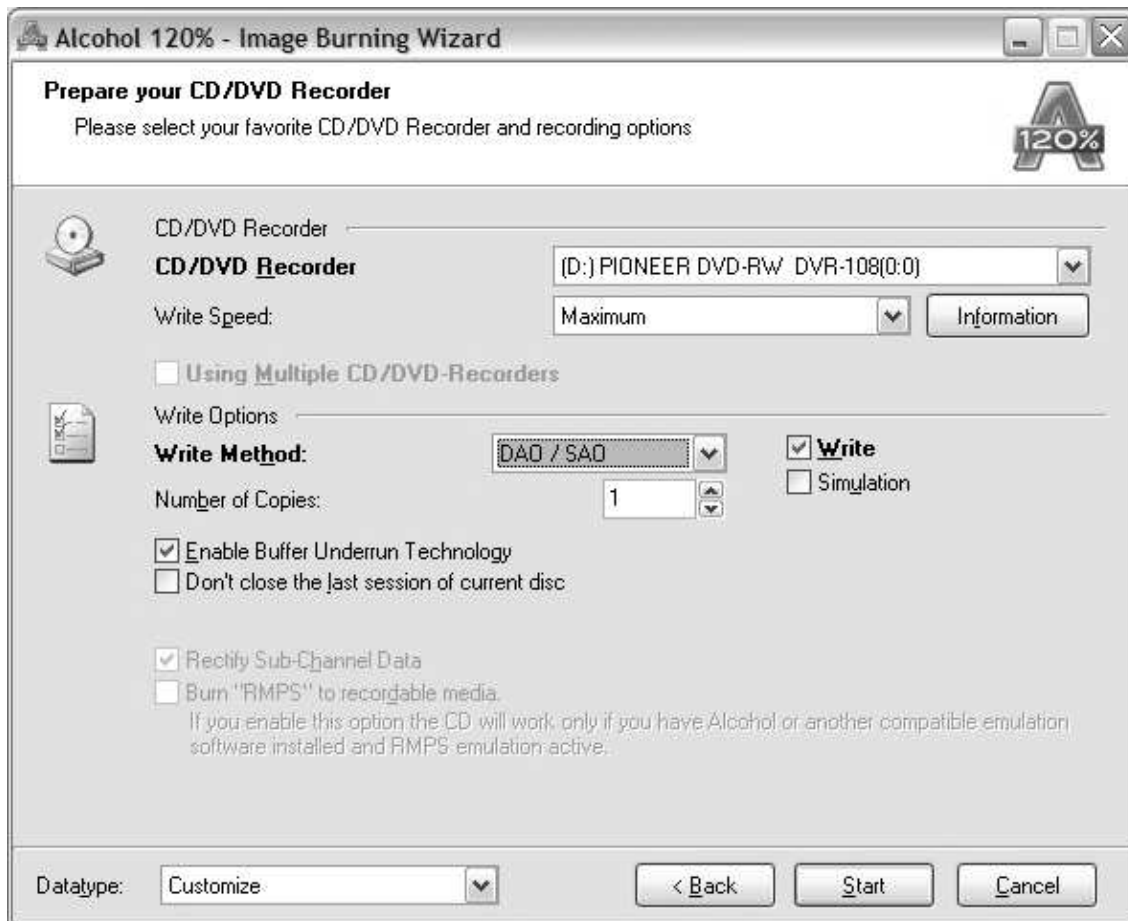
2) Click "Image Burning Wizard" on the left panel. A new window will open that looks like the one below:



3) Browse for the .CUE file (should be accompanied by a .BIN file), and click Next.



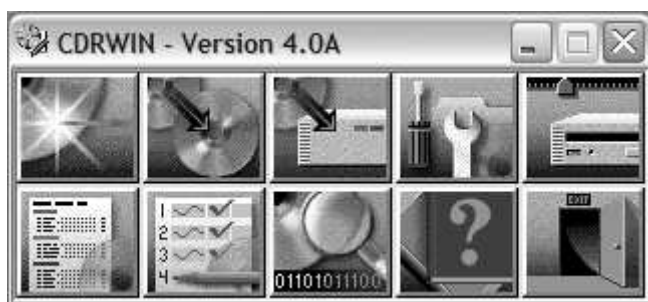
4) Select the CD/DVD-RW drive in which you would like to burn your image to, the speed at which you would like to burn it at, and finally "DAO/SAO" as your burn method. Also, be sure "Enable Buffer Underrun Technology" is still checked (along with "Write," obviously). If you just installed Alcohol 120%, these should all still be default ;)



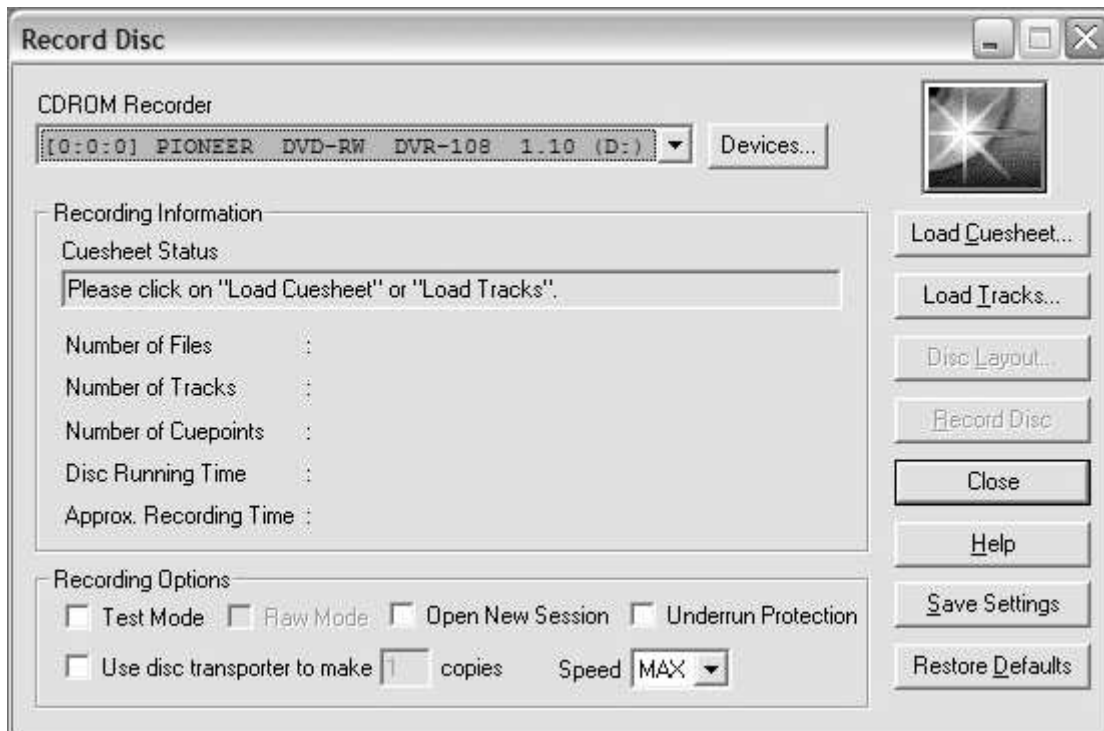
5) Insert a blank CD/DVD into the CD/DVD-RW drive you chose to burn your image with and hit "Start" :)

*CDRWin

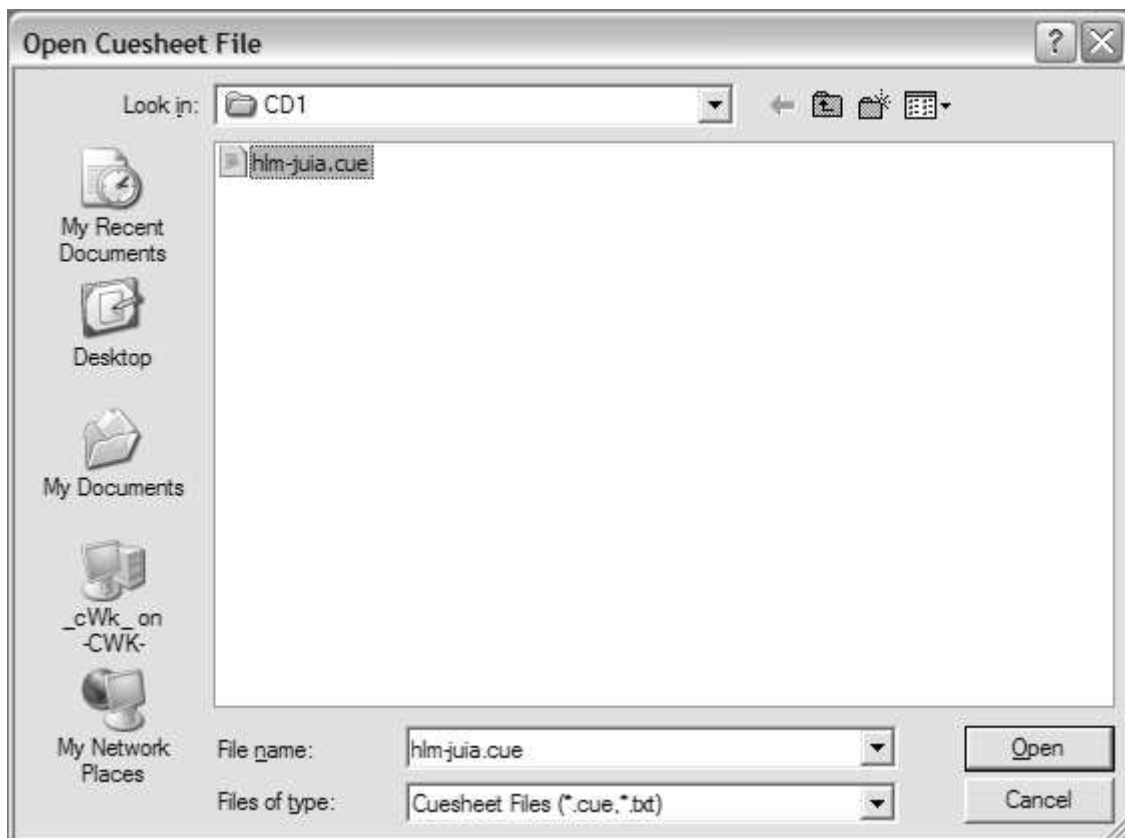
1) Fire-up CDRWin.



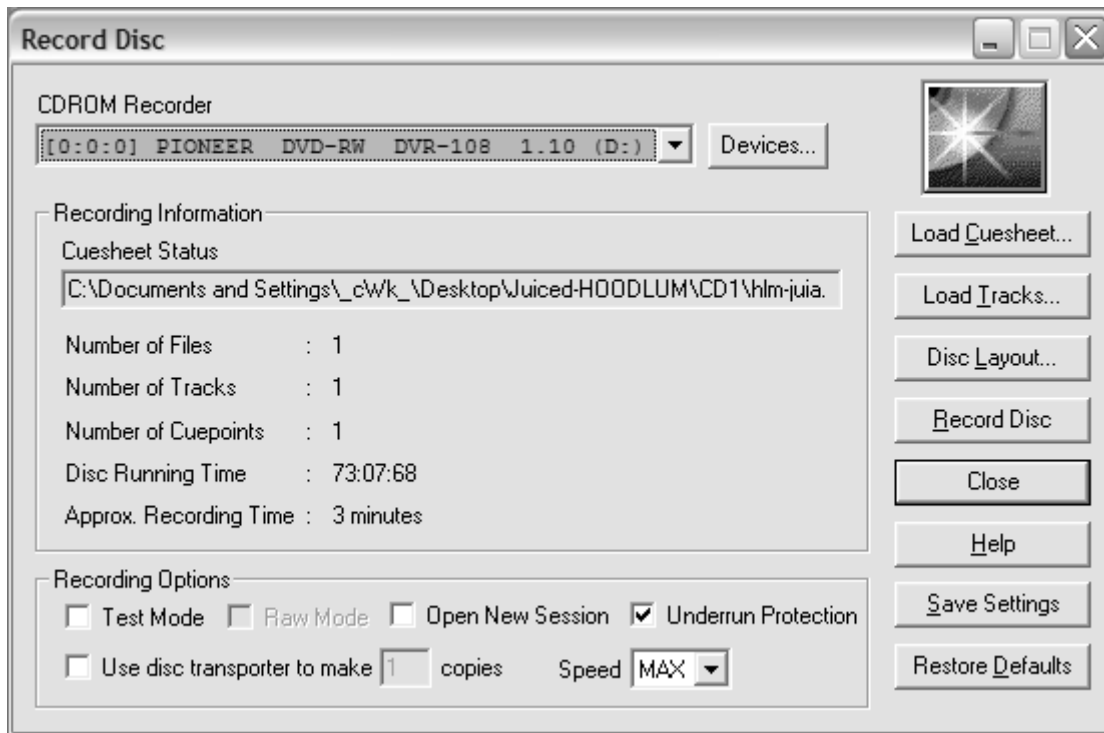
2) Select "Record Disc" (the first icon). A window will open like the one below:



3) Click "Load Cuesheet..". Browse for your .CUE file (should be accompanied by a .BIN file) and click "Open."



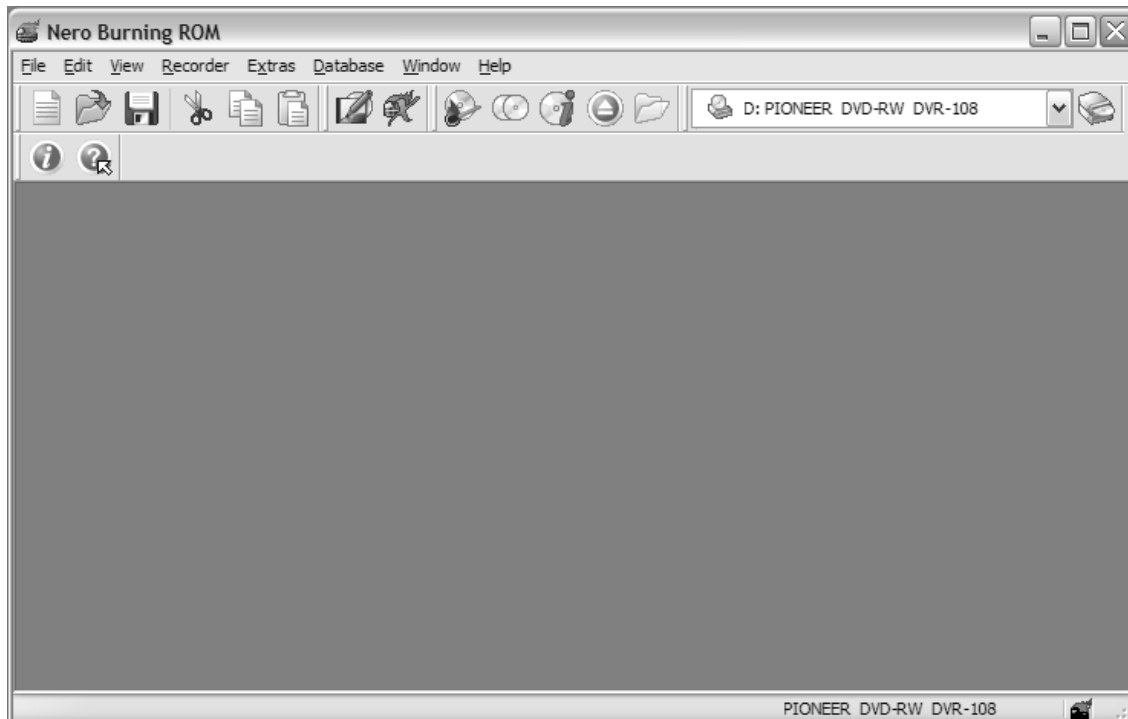
4) CDRWin will then compile any necessary information needed to burn the image. When this is complete, select the CD/DVD-RW drive in which you would like to burn the disk with at the top of the "Record Disc" window, and check "Underrun Protection" at the bottom.



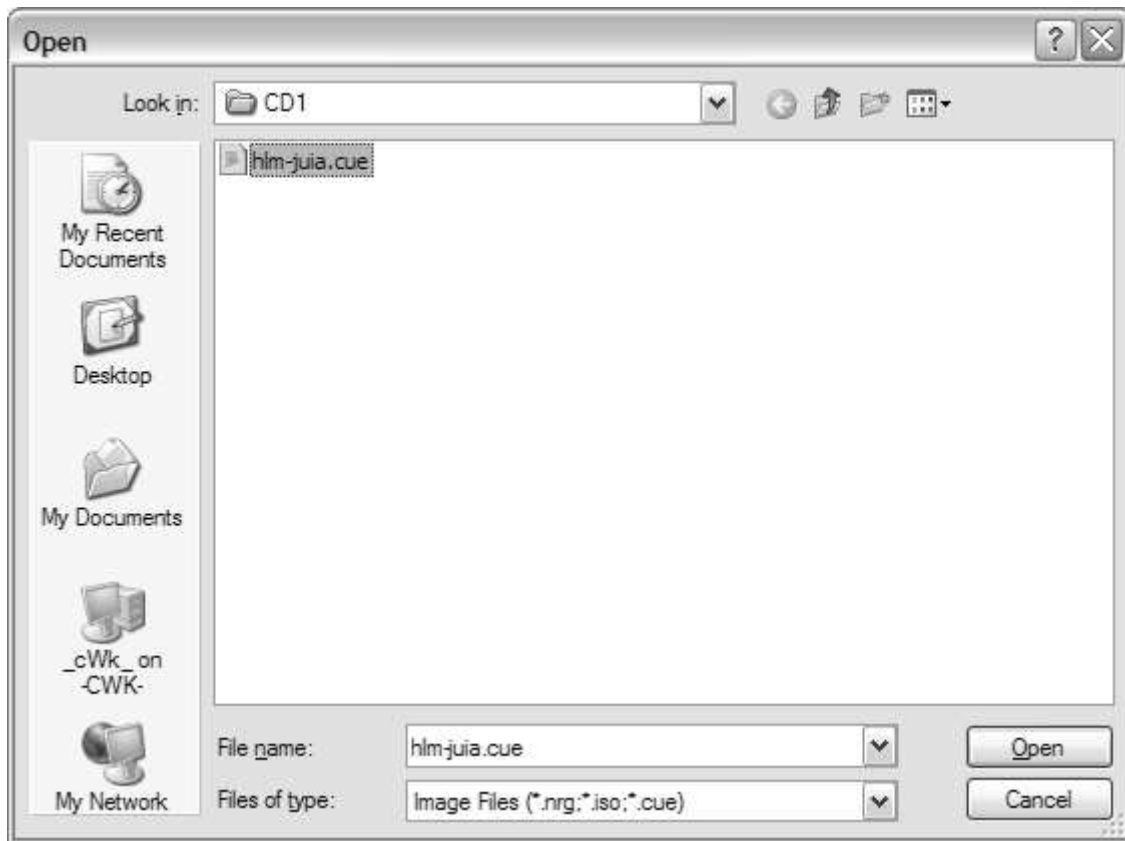
5) Insert a blank CD/DVD into the CD-RW/DVD-RW you chose to burn your image in and click "Record Disc" :)

*Nero Burning ROM

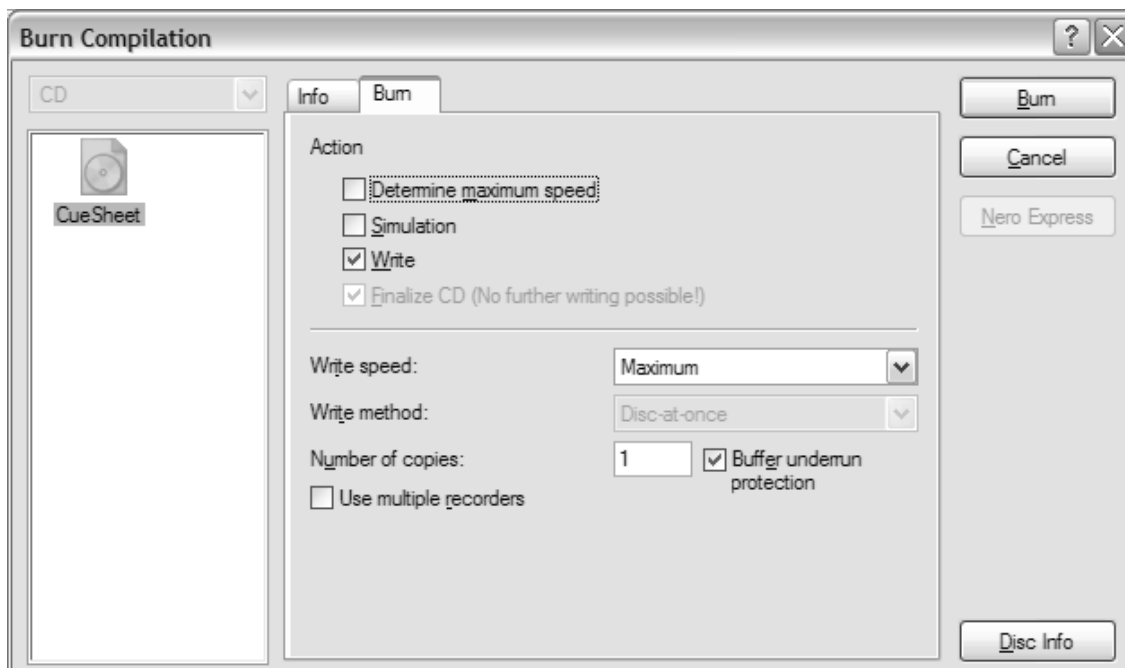
1) Fire-up Nero Burning ROM. If a "New Complication" window opens, please close it.



2) Go to "Recorder" -> "Burn Image...", browse for your .CUE file (should be accompanied by a .BIN file) and click "Open."



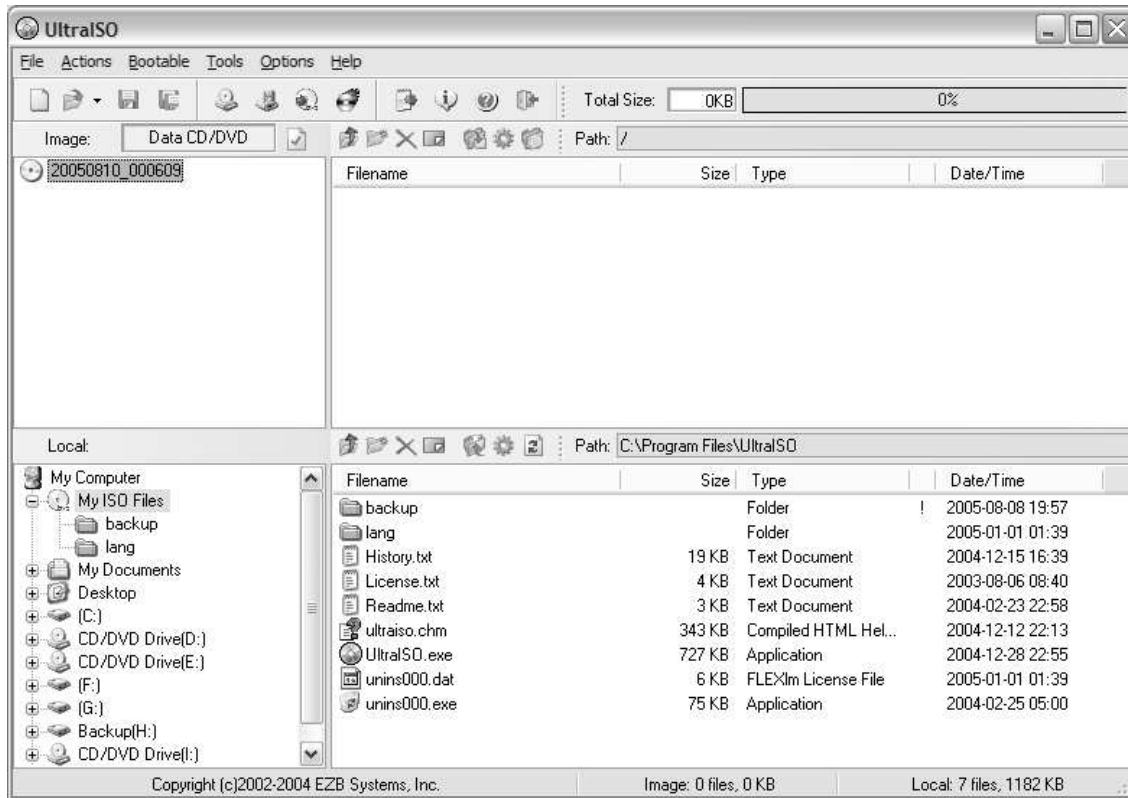
3) When the "Burn Compilation" window opens, be sure "Write" is checked along with "Buffer underrun protection" nearing the bottom of the window.



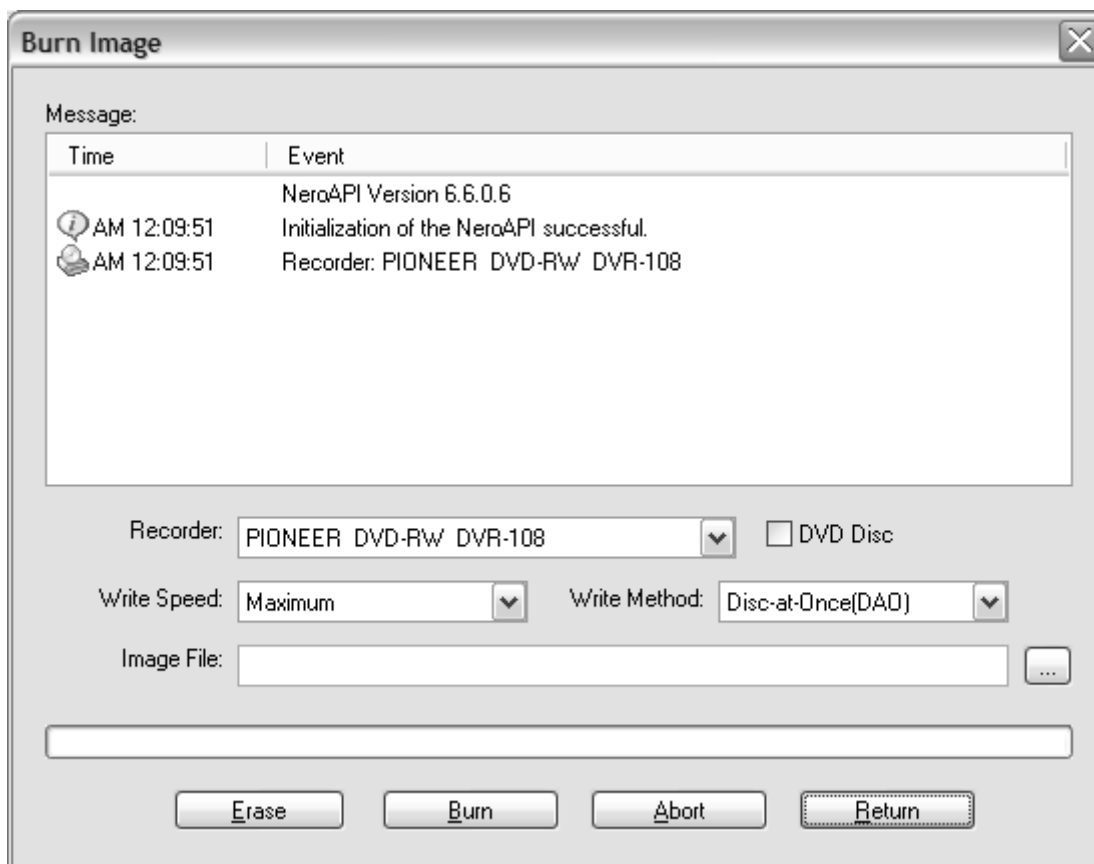
4) Insert a blank CD/DVD into the CD/DVD-RW drive you chose to burn your image with and click "Burn" :)

*UltraISO

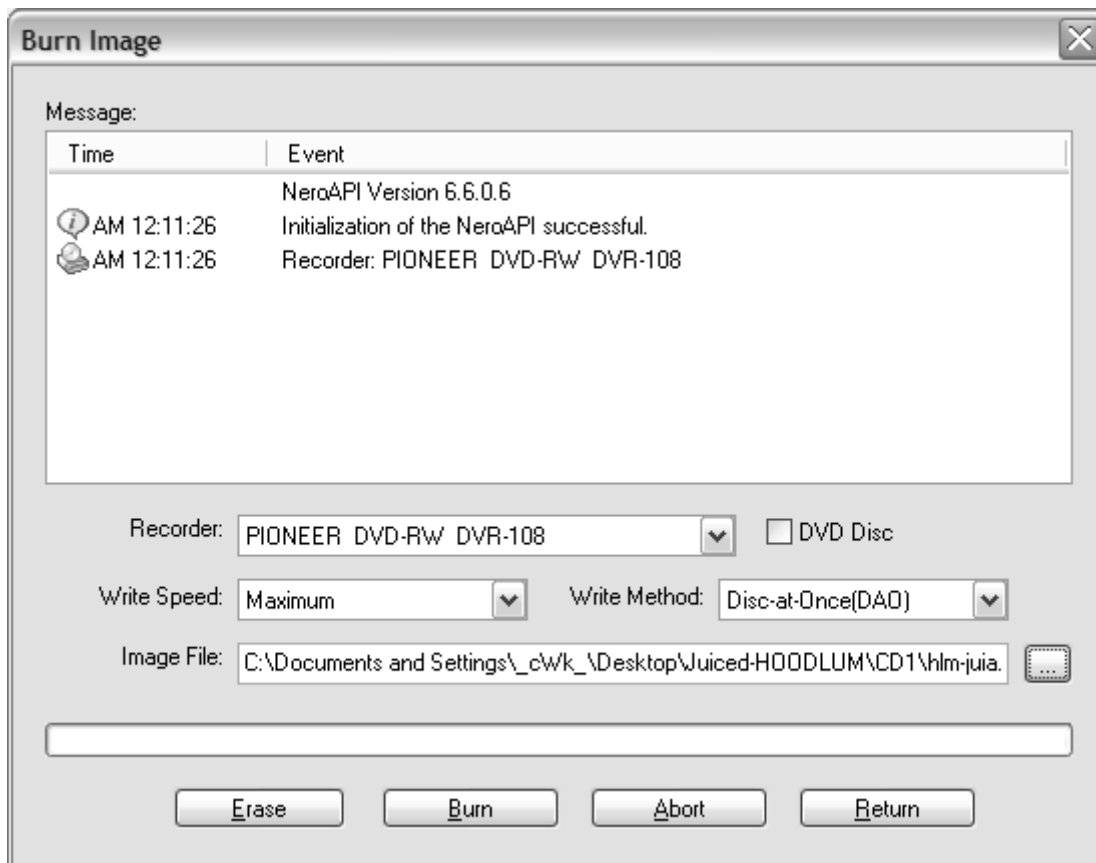
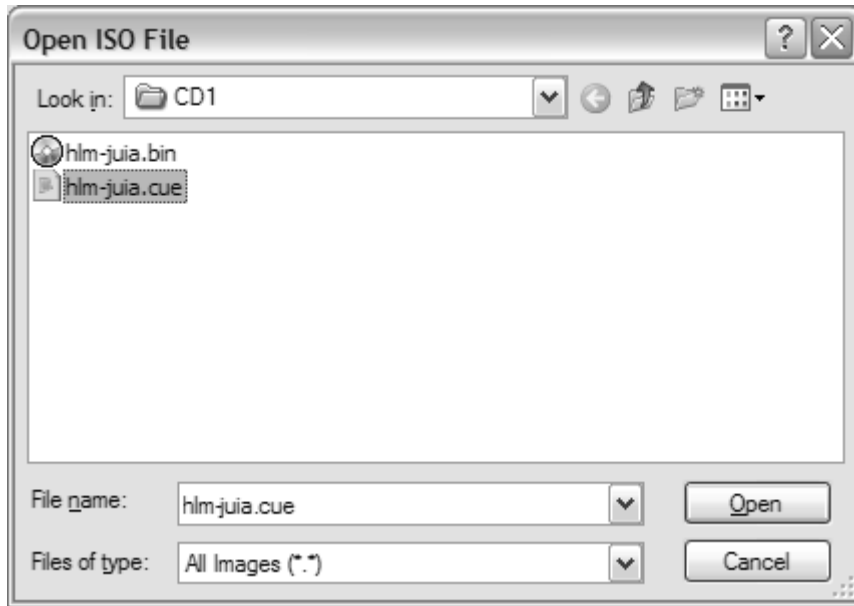
1) Fire-up UltraISO.



2) Go to "Tools" -> "Burn CD/DVD Image..." (or just hit F7). A window like the one below will then open.



3) Here you can select the CD/DVD-RW drive in which you wish to burn your image with, as well as the speed in which it will be burned at. If your image is a DVD image, check "DVD Disc" beside the recorder selection. Select "DAO" as your write method, and then browse for/open your .CUE file (should be accompanied by a .BIN file).



4) Insert a blank CD/DVD into the CD/DVD-RW drive you chose to burn your image with and click "Burn" :)

Emulating your images:

Since burning all these images isn't always plausible (or cost-effective), emulating these images is a consideration-deserving alternative. Emulating uses a virtual drive in windows that is recognized as if it were an actual physical CD/DVD drive installed in your computer, and your CD/DVD images are used as just that, CD's or DVD's. When they are "mounted" in the CD/DVD-ROM emulation program, it gives windows the equivalent signals of you inserting a CD/DVD into your computer's CD/DVD-ROM drive. When the images are mounted, this is exactly what windows "thinks" is happening, and automatically runs any necessary programs for it, such as auto play. If you don't understand this concept 100% just yet, then try the proceeding to see exactly what is happening. They're are many different applications out there used to emulate CD/DVD images, but I would look no farther then **Daemon Tools**. Daemon Tools supports almost every major image format, and it can flawlessly emulate SafeDisc (C-Dilla), Securom,

Laserlock, CDCOPS, StarForce and Protect CD. Oh yea, and its FREE ;)

How to emulate your .BIN/.CUE images using Daemon Tools

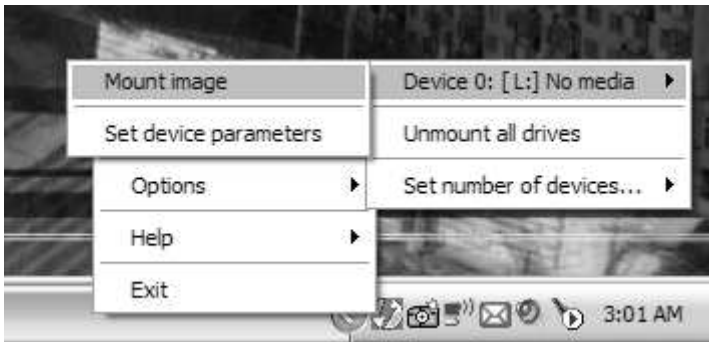
1) Install and fire-up Daemon Tools. You will notice a red icon loaded in your system tray.



2) You now need to enable a virtual CD/DVD-ROM drive. To do this, right-click the Daemon Tools icon in your taskbar and go to "Virtual CD/DVD-ROM" -> "Set number of devices..." -> "1 drive." If you open My Computer, you will notice you now have another CD/DVD-ROM drive listed ;)



3) Now, to load your .BIN/.CUE image, right-click the Daemon Tools icon in your taskbar once more, and go to "Virtual CD/DVD-ROM" -> "Device 0: [VirtualDriveLetter:] No media" -> "Mount image."

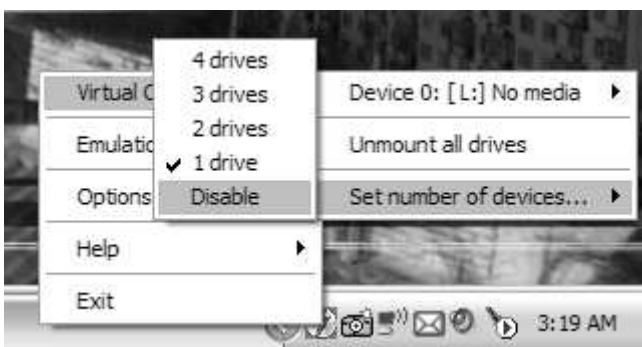
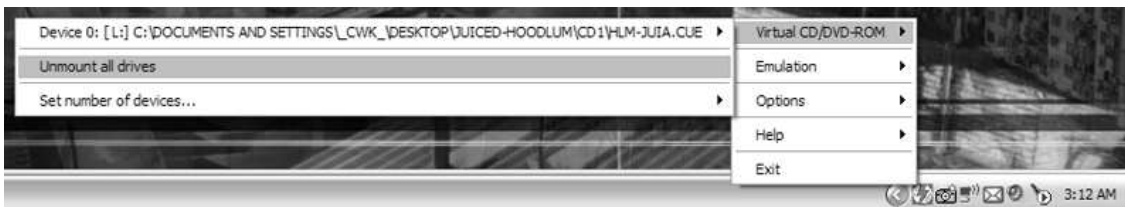


4) Browse for your .CUE file (should be accompanied by a .BIN file) and click "Open." Volllia! If your CD/DVD has an autoplay menu, it will automatically load as if you have inserted the retail CD/DVD for that particular application/game/movie. If not, open up My Computer, and browse your virtual drive for your image's contents ;)

In my case (as you can see below), my game's autoplay installation menu has loaded :)



5) After you have finished using your CD/DVD image, you can "unmount" it by right-clicking the Daemon Tools icon in your taskbar and going to "Virtual CD/DVD-ROM" -> "Unmount all drives." If you also wish to disable the virtual drive, you can go to "Virtual CD/DVD-ROM" -> "Set number of devices..." -> "Disable."



ISO Files

What are they?

ISO files are CD/DVD image files as well, essentially the same as the .BIN/.CUE images mentioned above. Standard ISO's were the original CD image format, and are known for their 'ISO9660 format' capabilities (being standard and recognized by all applications).

How do I open them?

ISO files (like almost any image file) can also be burned or emulated in a virtual drive. For more information on burning your ISO image, please refer to ***Burning your images*** for the **.BIN/.CUE** tutorial above. The only alteration you have to make, obviously, is replacing the .CUE file portions of the tutorial with your .ISO file (ie: Instead of "Browse for your .CUE/.BIN file", use "Browse for your .ISO file"). Unfortunately, CDRWin only supports .BIN/.CUE images, so that tutorial cannot be used to burn your .ISO images.

Emulating your images (see ***How to emulate your .BIN/.CUE images using Daemon Tools*** above) is almost the exact same as well, once again just changing the "Browse for your .CUE files" to "Browse for your .ISO files." It's that easy.

IMG Files (CD's, 700 MB and under)

What are they?

IMG files, 700 MB and under, are CD images. In this case, these image files will likely be for a application, game, or sometimes even a VCD/SVCD movie. As previously mentioned, all image files are essentially the same, so we have essentially the same treatment for them. IMG files can be burned to CD, or mounted to a virtual drive.

How do I open them?

Burning your .IMG images - In order to burn your images, please refer to ***Burning your images*** for the **.BIN/.CUE** tutorial above. The only alteration you have to make to the tutorial is changing the .CUE/.BIN file portions to .IMG (ie: Instead of "Browse for your .CUE/.BIN file", think "Browse for your .IMG file"). NOTE: As previously mentioned, CDRWin only supports .BIN/.CUE images, so burning your .IMG files with it will obviously not work.

Mounting your .IMG images - To mount your .IMG image files to a virtual CD/DVD-ROM drive, please see the ***How to emulate your .BIN/.CUE images using Daemon Tools*** tutorial above. In order to use your .IMG files with it, simply change the .CUE file parts to .IMG file.

IMG Files (DVD's, 4.4 GB and under)

What are they?

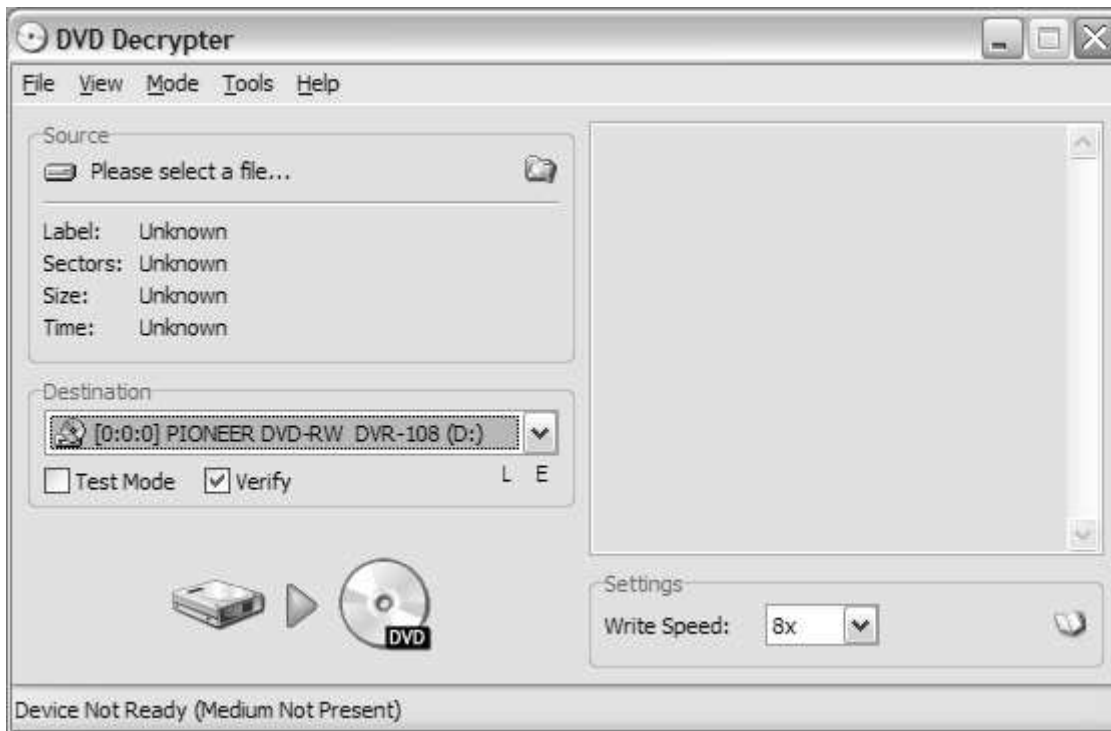
IMG files, 4.4 GB and under (not smaller than 700 MB) are DVD images. They are also referred to as DVD-5 type DVD's, since they only contain a single layer of data. In most cases, these image files are almost always for a DVD movie or a larger-sized game released on a single DVD instead of multiple CD's. Other than there size, they are almost the same as any CD image, and are treated almost the same, providing they are not DVD video images. If they are, however, I recommend using a different application than those listed above to burn your DVD video images called **DVD Decrypter**. If you wish, you can also use it to burn your other DVD .IMG files.

How do I open them?

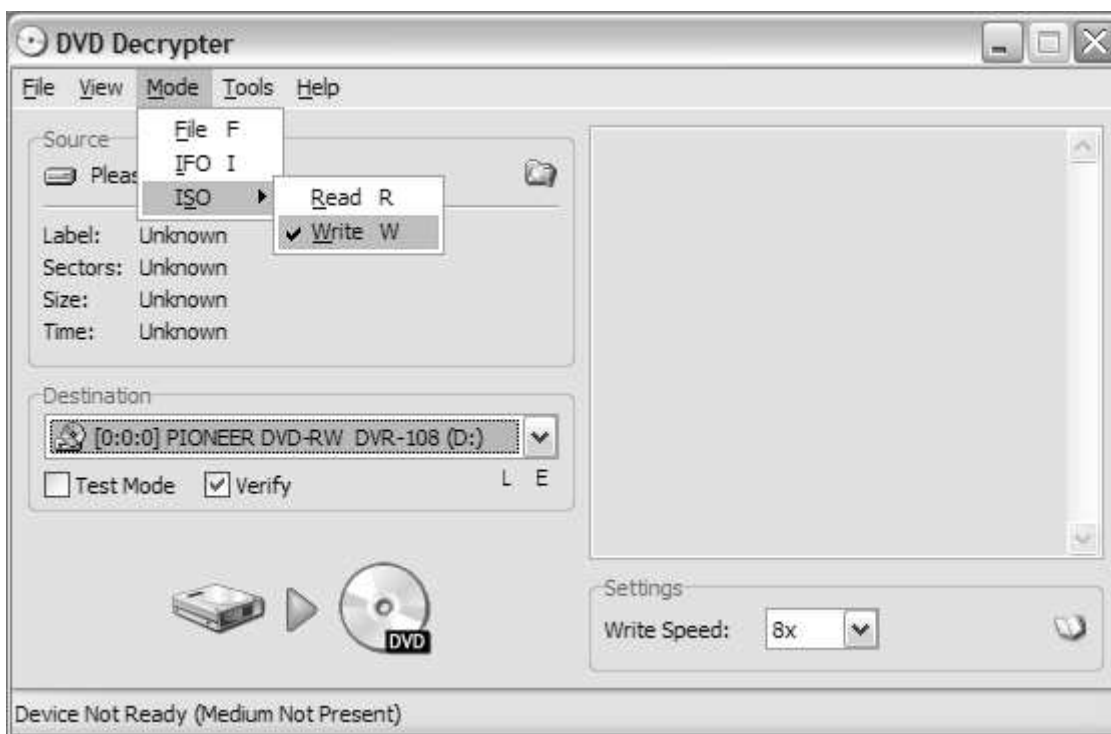
If your DVD image is a DVD movie image, and you wish to burn it please use the tutorial following this paragraph. If you wish to burn any other DVD image, you can use the tutorial listed above (***Burning your images*** for the **.BIN/.CUE** portion, changing ".CUE/.BIN images" to ".IMG images"), as well as the tutorial following this paragraph. Either is fine. If you wish to mount your .IMG image file to a virtual drive, please see the ***How to emulate your .BIN/.CUE images using Daemon Tools*** tutorial above, once again, changing ".CUE/.BIN files" to ".IMG files."

*DVD Decrypter

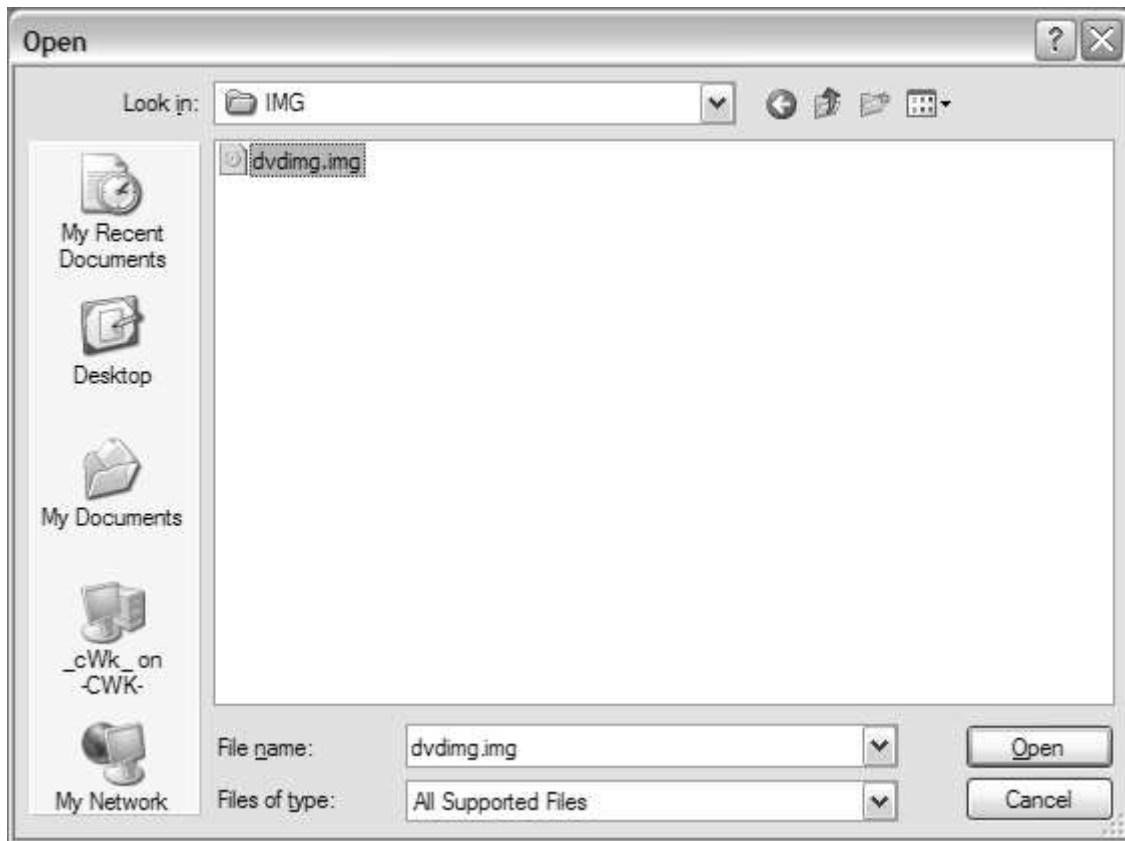
- 1) Fire-up DVD Decrypter.



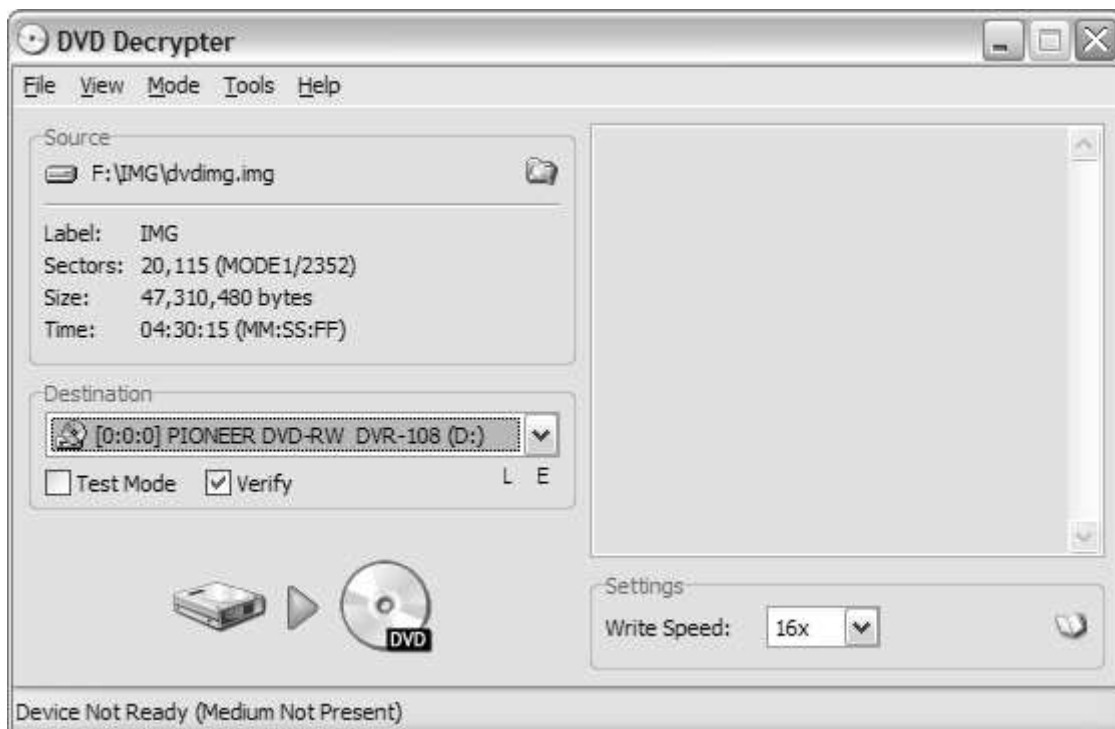
2) Go to "Mode" -> "ISO" -> "Write" (or just hit "w").



3) Click the folder browse icon beside "Source - Please select a file," browse for your DVD .IMG file and click "Open".



4) Back to the main window, select your DVD-RW drive, your preferred write speed, and check "Verify."



5) Insert a blank DVD and hit the Hard-drive -> DVD icon (shown below).



[MDF/.MDS Files](#)

What are they?

These are CD/DVD image files originally created by Alcohol 120%, much like .BIN/.CUE files. Like the .BIN/.CUE CD image type, they have 2 files: a .MDF file that contains the CD/DVD's contents, and a .MDS file that contains the track layout information.

How do I open them?

As with .BIN/.CUE and ISO images, .MDF/.MDS image files can be either burned or mounted. To burn them, use the ***Burning your images*** tutorial in the ***.BIN/.CUE*** portion of this article. Remember: change the .CUE/.BIN parts to .MDS, and don't forget CDRWin only supports .BIN/.CUE images (.MDF/.MDS images cannot be burned within it ;) To emulate your .MDF/.MDS images, as always, refer to the ***How to emulate your .BIN/.CUE images using Daemon Tools*** tutorial above, changing ".CUE/.BIN files" to ".MDS file."

CCD/.IMG/.SUB Files

What are they?

You guessed it, its a CD/DVD image. What you may not know, however, is where it originated and what exactly these files are. CCD/.IMG/.SUB images were first created by the CloneCD CD burning application, as the file extension suggests. In this triplet, the .CCD file contains information about the logical structure of the CD/DVD, the .IMG file contains the CD/DVD contents, and the .SUB file contains any copy-protection information that the CD/DVD may contain.

How do I open them?

If you have been reading this article thoroughly, you should already know the answer to this question. If your just joining us now, then you have two options here: you can mount the image to a virtual drive, or you can burn the image to a CD/DVD. To burn it, you will have to refer to the above tutorial entitled ***Burning your images*** which is contained in the ***.BIN/.CUE*** portion of this article. Since the tutorial is originally written for .BIN/.CUE images, you will have to replace ".CUE/.BIN image" with ".CCD image." Also, as I have stated on more than one occasion before, CDRWin only supports .BIN/.CUE images, so obviously you can't use CloneCD images within it. If you decide to mount the image to a virtual drive, please refer to the ***How to emulate your .BIN/.CUE images using Daemon Tools*** tutorial above, also located in the ***.BIN/.CUE*** portion of this article. Once again, you will have to change the parts that call for a ".CUE/.BIN image" to ".CCD image."

MP3/.MP3 Files

What are they?

MP3 files are by far the most popular type of audio file on the internet. The .MP3 format is a lossy compression format for music, originally invented in 1987 by the Fraunhofer Institute for Integrated Circuits in Erlangen, Germany. The MP3 format helps reduce the number of bytes in a song without reducing the quality of the song's sound. The goal of the .MP3 format is to compress a CD-quality song by a factor of 10 to 14 without noticeably affecting the CD-quality sound. With .MP3's, a 32-megabyte (MB) song on a CD compresses down to about 3 MB. This lets you download a song in minutes (or seconds ;)) rather than hours, and store hundreds/thousands of songs on your computer's hard disk without taking up that much space.

Now for .M3U files. All these are, are play list files that contain a list of a number of .MP3 files in a certain order. Instead of loading each MP3 into your MP3 software player one-by-one, you can just open a single .M3U file, and volllia! All your MP3's have been loaded! This is especially handy when downloading full music albums - just double-click the .M3U file, and the entire album plays in order :)

How do I open them?

To play MP3's and open .M3U play lists, all you need is Windows Media Player, which is included in every version of windows. 99% of the time, your .MP3 files will already be associated with the program, so all you need to do is double-click them to play them. However, if they are not associated with WMP, open your folder options window (open any folder, click "Tools" -> "Folder Options..."), go to the "File Types" tab, find "MP3" on the list and click "Change." For more audio options and better overall sound quality, you can download install a retail media player such as Winamp and associate your .MP3/.M3U files with it instead. Winamp is much more powerful than Windows Media Player and feature wise is far superior to WMP.

WMA Files

What are they?

WMA (windows media audio) files are the next most popular breed of audio files on the net. WMA files were originally a proprietary compressed audio file format developed by Microsoft. They were initially a competitor to the MP3 format, but with the introduction of Apple's iTunes Music Store, it has positioned itself as a competitor to the Advanced Audio Coding format used by Apple.

How do I open them?

WMA can be played in almost any free or commercial media player, such as WMP (windows media player) or Winamp. WMA files are also supported by a large host of portable MP3 players.

OGG Files

What are they?

Although they are the new audio files on the block, the potential of .OGG files to become the "new MP3" is still there. Comparably speaking, OGG files have better sound quality than MP3's or WMA's of the same size, which means it can easily match the quality with a smaller file size. This is a key quality, since these music files are transferred over the internet, and a smaller file size always means a shorter download time.

In addition to having the best quality bit for bit, OGG files are patent-free, and are labeled as professional audio encoding and streaming technology with all the benefits of Open Source.

How do I open them?

OGG files are currently NOT supported by WMP, however, a **plug-in** can be downloaded and installed for WMP to support them. Fortunately, .OGG files are already supported by Winamp, as well as other media players such as Quintessential Player, The Core Media Player, and Sonique.

AVI Files

What are they?

AVI or Audio Video Interleave files are video files, and they are by far the most popular type of video file in the warez scene. Unpacked movies in the .AVI format are typically encoded in either XviD or DivX, and a codec that corresponds with each type is required to play the movie. If your movie has AC3 sound, for example, you will also need a codec installed for it to play the audio for the movie. After a while, there's quite a large number of codec's that you will need to play your downloaded goodies, so instead of downloading all these codec's one-by-one, you can install a codec pack such as the K-Lite Codec Pack or Nimo Codec Pack that install all the codec's you will ever need at once. Search Google for more information pertaining to those titles.

How do I open them?

The playback of .AVI video files is supported by almost every popular media player, such as WMP, BSPlayer, VLC Media Player and Winamp. However, just because you have a proper media player to play the .AVI video, it doesn't necessarily mean that the video will play. If you are using a .AVI encoded in XviD or DivX, then your going to need to install the necessary codec's to decode that compressed video. Please see the "AVI Files - What are they?" section for more details.

MPG/.MPEG Files

What are they?

MPEG stands for Moving Picture Experts Group, an independent committee of audio and video experts that created the .MPG file format. These are also video files, but unlike .AVI videos, 99.9% of the time, they do not need any external codec's to play the video. MPG files and .MPEG files are the same, the only difference is the extra "E" in MPEG file extension.

There are two types of MPEG's, MPEG-1 and MPEG-2.

MPEG-1: MPEG-1 is the best MPEG Media Type for use on the Web and for use in videos that will be distributed via e-mail This is due to the fact that MPEG-1 files are generally easier on system resources and smaller in file size than other MPEG Media Types.

MPEG-2: MPEG-2 is a newer, more flexible, and more powerful MPEG Media Type. The quality of MPEG-2

can be so good that it's the file format used in DVD and digital satellite television.

How do I open them?

As with .AVI video files, almost any media player that supports video should support .MPG and .MPEG videos, without any external codec's. These media players include BSplayer, VLC Media Player, Winamp, and WMP.

VCD Files & Folders

What are they?

VCD stands for Video Compact Disc, which are CD's that contain moving pictures and sound. A VCD has the capacity to hold up to 74/80 minutes on 650MB/700MB CD's respectively of full-motion video along with quality stereo sound. VCD's use a compression standard called MPEG to store the video and audio. A VCD can be played on almost all standalone DVD Players and of course on all computers with a CD/DVD-ROM drive with the help of a software based decoder/player. The quality of a very good VCD is about the same as a VHS tape based movie however VCD can sometimes be a bit more blurry.

Folder	Files	Explanation
VCD	INFO.VCD	Album and disc identification
	ENTRIES.VCD	Entry point list for up to 500 entries
	PSD.VCD	Optional Play Sequence Descriptor
	LOT.VCD	Optional List ID Offset file
MPEGAV	AVSEQnn.DAT	MPEG files, max 99 tracks, the main movie, trailers, extras, menus...
CDDA	AUDIOnn.DAT	Optional CD Audio files
SEGMENT	ITEMnnn.DAT	Segment play items, max 999 segments, still pictures or still menus
KARAOKE	KARINFO.xxx	Optional Karaoke information files
EXT	PSD_X.VCD	Optional extended version of PSD,VCD
	LOT_X.VCD	Optional extended version of LOT.VCD
	SCANDATA.DAT	Optional list of I-frame addresses
	CAPTnn.DAT	Optional Closed Caption data
CDI	(undefined)	CD-i program and data files

VCD Standards:

*Video CD 1.1:

This is the most basic Video CD specification dating back to 1993 4, which has the following characteristics:

- ? One mode 2 mixed form ISO-9660 track containing file pointers to the information areas.
- ? Up to 98 multiplexed MPEG-1 audio/video streams or CD-DA audio tracks.
- ? Up to 500 MPEG sequence entry points used as chapter divisions. The Video CD specification requires the multiplexed MPEG-1 stream to have a CBR of less than 174300 bytes (1394400 bits) per second in order to accommodate single speed CD-ROM drives.

The specification allows for the following two resolutions :

- ? 352 x 240 @ 29.97 Hz (NTSC sif).
- ? 352 x 240 @ 23.976 Hz (film sif). The CBR mpeg-1, layer II audio stream is fixed at 224 kbps with 1 stereo or 2 mono channels. It is recommended to keep the video bit-rate under 1151929.1 bps 7.

*Video CD 2.0:

About two years after the Video CD 1.1 specification came out, an improved Video CD 2.0 standard was published in 1995. This one added the following items to the features already available in the Video CD 1.1 specification:

- ? Support for mpeg segment play items (SPI), consisting of still pictures, motion pictures and/or audio (only) streams was added. See Section 1.6.2 [Segment Items], page 9.

- ? Support for interactive playback control (PBC) was added.
- ? Support for playing related access by providing a scan point index file was added(/EXT/SCANDATA.DAT)
- .
- ? Support for closed captions.
- ? Support for mixing NTSC and PAL content. By adding PAL support to the Video CD 1.1 specification, the following resolutions became available:
 - ? 352 x 240 @ 29.97 Hz (NTSC sif).
 - ? 352 x 240 @ 23.976 Hz (film sif).
 - ? 352 x 288 @ 25 Hz (PAL sif).

For segment play items the following audio encodings became available:

- ? Joint stereo, stereo or dual channel audio streams at 128, 192, 224 or 384 kbit/sec bit-rate.
- ? Mono audio streams at 64, 96 or 192 kbit/sec bit-rate.

How do I open them?

If your VCD came as a CD image (ie: .BIN/.CUE, .ISO, etc), please refer to the above tutorials on how to burn your specific type of CD image. You can then play that burned disc in your DVD player or computer's DVD-ROM/RW drive using just about any DVD playback software. If you have the file/folder structure listed above, then you can play the .DAT file in the "MPEGAV" folder with any DVD playback software, such as PowerDVD or WinDVD.

SVCD Files & Folders

What are they?

SVCD stands for Super Video CD. A SVCD is very similar to a VCD, it has the capacity to hold about 35-60 minutes on 74/80 min CD's of very good quality full-motion video along with up to 2 stereo audio tracks and 4 selectable subtitles. A SVCD can be played on many standalone DVD Players and of course on all computers with a CD/DVD-ROM drive with the help of a software based decoder/player. The quality of a SVCD is much better than a VCD, especially because of a much sharper picture than VCD due to the higher resolution. The quality also depends on how many minutes you choose to store on a CD, less minutes/CD generally means a higher quality movie.

Folder	Files	Explanation
SVCD	INFO.VCD	Album and disc identification
	ENTRIES.VCD	Entry point list for up to 500 entries
	SEARCH.DAT	List of I-frame addresses
	TRACKS.SVD	
	PSD.VCD	Optional Play Sequence Descriptor
	LOT.VCD	Optional List ID Offset file
MPEG2	AVSEQnn.MPG	MPEG2 files, max 99 tracks, the main movie, trailers, extras, menus
CDDA	AUDIOnn.DAT	Optional CD Audio files
SEGMENT	ITEMnnn.DAT	Segment play items, max 999 segments, still menus or still pictures
KARAOKE	KARINFO.xxx	Optional Karaoke information files
	EXT	
EXT	PSD_X.VCD	Optional extended version of PSD,VCD
	LOT_X.VCD	Optional extended version of LOT.VCD
	SCANDATA.DAT	List of I-frame addresses
	CAPTnn.DAT	Optional Closed Caption data
CDI	(undefined)	CD-i program and data files

How do I open them?

If your SVCD comes as a CD image (ie: .BIN/.CUE, .ISO, etc), please refer to the above tutorials on how to burn your specific type of CD image. You can then play that burned disc in your DVD player or computer's DVD-ROM/RW drive using just about any DVD playback software. If you have the file/folder

structure listed above, then you can play the .MPG file in the "MPEG2" or "MPEGAV" folder with any DVD playback software, such as PowerDVD or WinDVD.

VOB/.IFO/.BUP Files


What are they?

These are files found on DVD movies that are played in DVD players. The .VOB files (Video Object files) contain several streams multiplexed together: Video, Audio and Subtitles. The Video is MPEG-2, and the audio can be AC-3, Linear PCM, MPEG 2 multichannel or MPEG1 layer2 2 channel audio. IFO Files (InFormation files) give the player important navigational information, like where a chapter starts, where a certain audio or subtitle stream is located, etc. This is the reason why it's only possible to rip certain parts of a movie (like a chapter) with a ripper which can read these files. BUP files (BackUP files) are just backup files off the IFO files. As their counterparts they are not encrypted.

How do I open them?

If you would like to just play your DVD movie on your PC, you can open the VIDEO_TS.IFO file in any DVD playback software such as PowerDVD or WinDVD. If you would like to burn your DVD movie files to DVD so you can watch it in your DVD player, you can also process and burn these files with popular DVD burning titles such as CloneDVD, Nero Burning ROM or Roxio Easy Media Creator.

Written by: cwk & jtp1018

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