

Xenosaga III Japanese subtitled

Lybac

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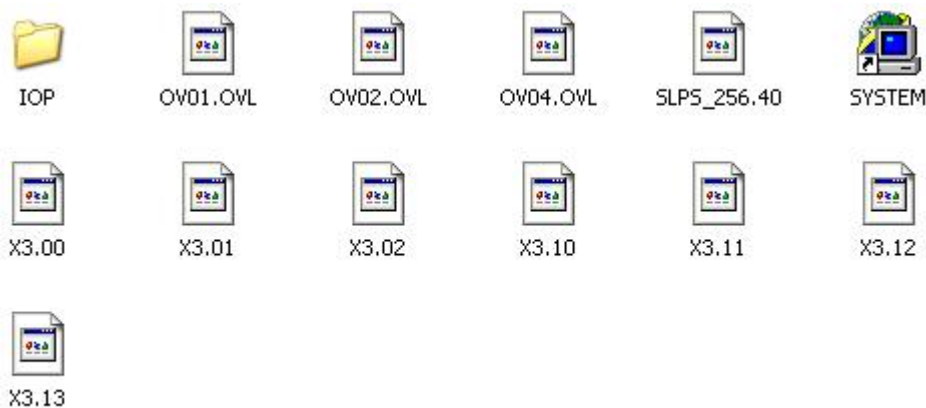
The goal of this little text is to help you making you own Xenosaga III version with japanese voices US subs, and without any censorship. it's a little long because of all the images I put, but It's quite simple! Of course you need both a US and japanese version of the game in order to do it. As well as a PS2 that can play backups in order to play it.

1 Introduction

First let's look at the file that are on the DVDs of Xeno III. The main files used by the game are divided in 3 bigfiles :

- The 0 pack wich contains everything but the movie scenes and the sound of the message events.
It is present on both DVD
- The 1 and 2 pack wich are specific to each DVD and contains the movies and message events sound (as well as the subtitles for the movies)

You can see the packs on the picture below (those files are thoses of the jap version of DVD1) :



- pack 0 consists of files X3.00 X3.01 and X3.02
- pack 1 of files X3.10 X3.11 X3.12 and X3.13

- if you look at disk 2 you'll see X3.20 X3.21 X3.22 X3.23

The .x0 files are tables that list the files in the packs and tell the game where they are and the other files are the packs themselves (they are split into several files that have size at most 1go).

2 Packs 1 and 2

Let's start by modifying the pack 1 and 2 since those are simpler. (I'll give the commands for pack 1 just adapt the numbers for pack 2)

2.1 Unpacking

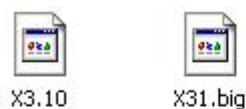
Copy the **X3 X3.10 X3.11 X3.12** and **X3.13** from both versions (jap and us) on your hard drive. Let's say in a folder **us** for the us version and a folder **jap** for the jap version.

Now we are going to unpack the packs in order to get the files. But first we have to join the **X3.11 X3.12** and **X3.13** into one file :

- Open a command line and go into your **us** folder
- Type : `copy /b X3.11 + X3.12 + X3.13 X31.big` This will join the three files into a big file X31.big
- You can now delete **X3.11**, **X3.12** and **X3.13**. (Don't touch to **X3.10**!!!!!!)

Do the same thing in your jap folder.

Now in both folders you should have that :



Ok, now copy the four tools of the kit in both folders and take back your command line. For both folders enter the following commands :

- `Xeno23lbae X3.10 Lba1.txt` This decrypts the table into a usable format
- `Xenounpack Lba1.txt X31.big` This takes a little while. it unpacks the pack to a folder UNPACKED using the decrypted table

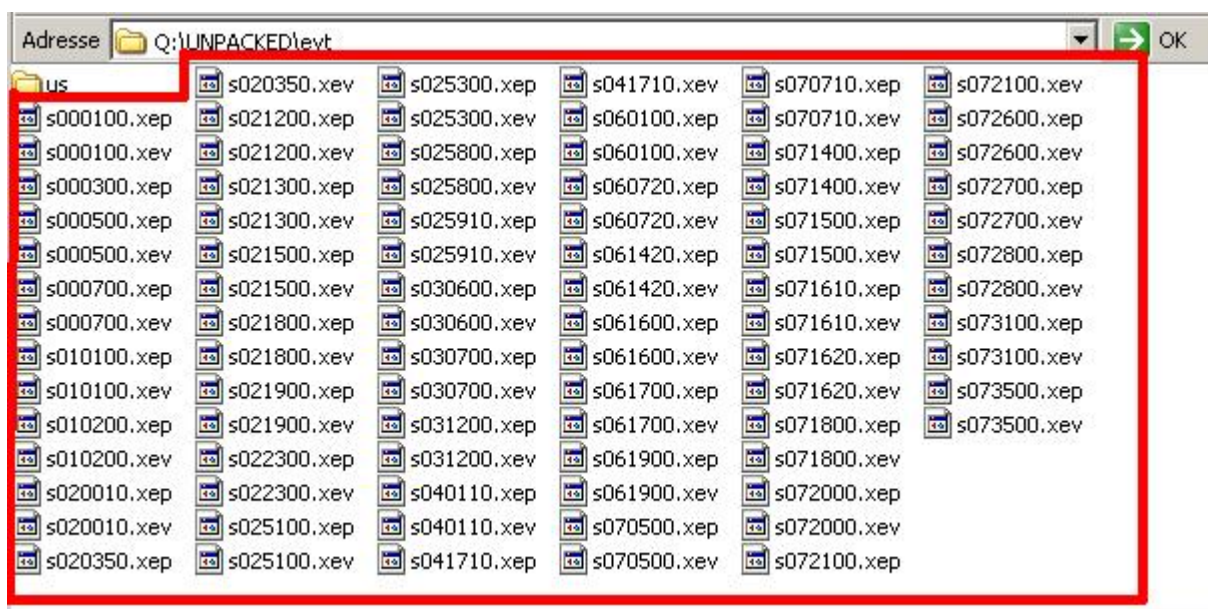
You can now delete X31.big. Warning : don't delete X3.10 and Lba1.txt!!!!!!!!!!!!!!!!!!!!!!

Ok, now you should have a folder UNPACKED in both your jap and us folders. Open them and you will see the files and folders of the pack.

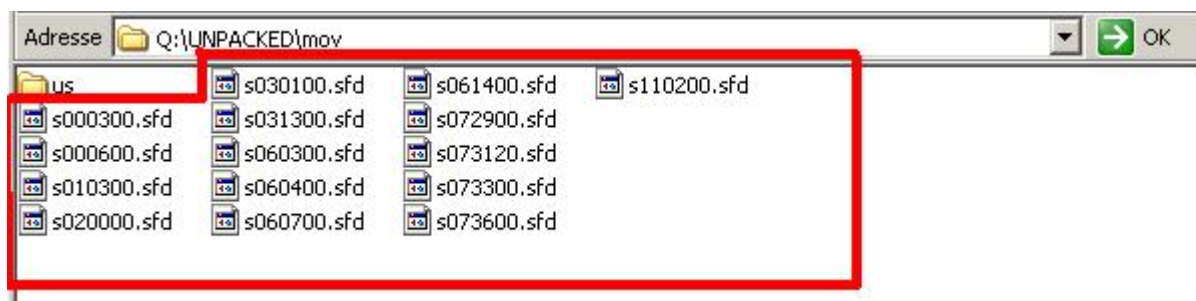
2.2 Let's replace files

Now I'll tell you what to replace, in order to do so just select all the files from the jap version in the folders I'll tell you and move them to the corresponding folder in the US version. Make sure it's the japanese files you are putting in the US folders and the other way around!

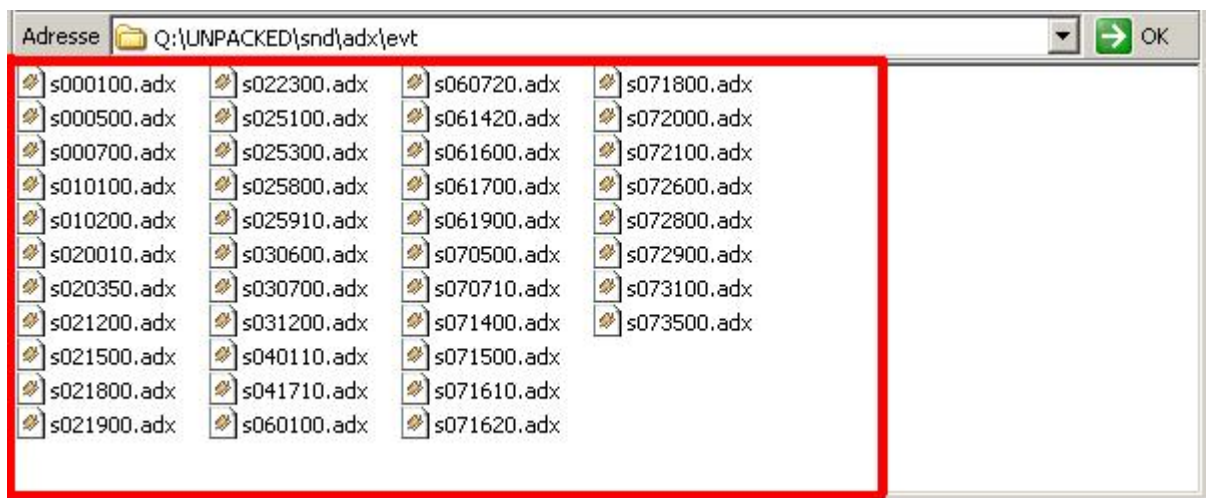
- All the files in the evt folder (you'll notice a us and a jp in each version those folders contains the subtitles so don't touch them)



- All the files in the mov folder (same thing for the us and jp folders)



- All the files in /snd/adx/evt/



- All the files in /snd/adx/mev/



There are more files on the jap version, this is not a problem (the files that are not present on the us version were unused in the jap version anyway). There is a little exeption for one particular scene.

There is one message event where there is a news annoucement, the files names for thoses ten or so line of dialogue do not have the same name on the jap and us version. that means they will remains in english. If you really want to have thoses files in japanese email me and I'll send you the 15 sound files to put in the /snd/adx/mev/folder of the pack 1 in order to do so.

Finally I have included in the kit some retimeted subtitled files for the scenes where the timing was completly off. Put them in their corresponding folder. Wich means :

- s020000.txt in the /mov/us/ folder of pack 1
- s081500.txt and s092300.txt in the /evt/us/ folder of pack 2
- s093500.txt and s100900.txt in the /mov/us/ folder of pack 2

You can now erase what's left of the japanese version. We won't need it anymore.

2.3 Rebuilding the files

Ok now for the rebuilding of the files. Take back your command line in the us repertory :

- Type *Xenorepack Lba1.txt new-lba1.txt new-X3.11*
This give you a new bigfile and a new unencrypted table.
- Type *Xenobar X3.10 new-lba1.txt new-X3.10*
This encrypt the unencrypted table into a table in the xeno III format

Ok now you can delete everything and keep only new-X3.10 and new-X3.11. Rename them to X3.10 and X3.11. You've got your new pack 1 (You can split back X3.11 into lgo files if you feel like it but it's absolutely not necessary, the game will work fine with just the joined big file). Since the procedure is exactly the same for pack 2. You have also a new X3.20 and a new X3.21.

Ok, you should have 4 files now X3.10 X3.11 X3.20 and X3.21 that you have finished. Put them somewhere while we do the last 0 pack.

3 Pack 0

The unpacking and rebuilding section are the same than for previous packs, but it costs nothing to put it again with the names adapted to the 0 pack.

3.1 Unpacking

Ok create again a **us** folder and a **jap** folder, where you will put the X3.00 X3.01 and X3.02 files from the corresponding version of the game (take it from DVD1 or DVD2 as you feel it's the same file on both DVDs) Join the files for both folders :

- Type : *copy /b X3.01 + X3.02 X30.big*
This will join the two files into a big file X30.big
- You can now delete X3.01 and 02. (Don't touch to X3.00!!!!!!!!!!!!!!)

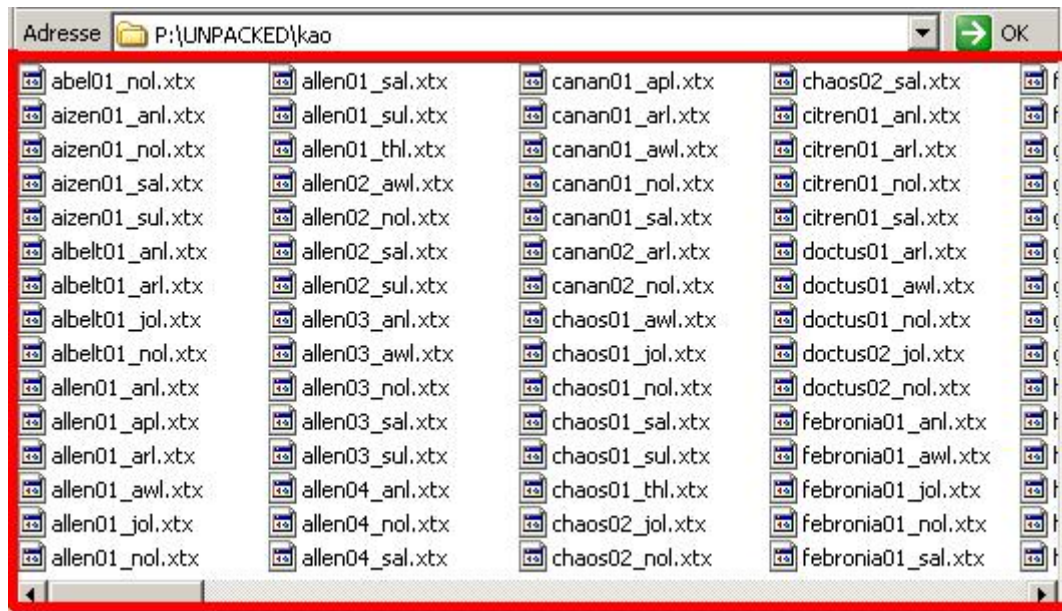
Now unpacks the files in both folders :

- *Xeno23lbae X3.00 Lba0.txt*
This decrypts the table into a usable format
- *Xenounpack Lba0.txt X30.big*
This still takes a little while. It unpacks the pack to a folder UNPACKED using the decrypted table

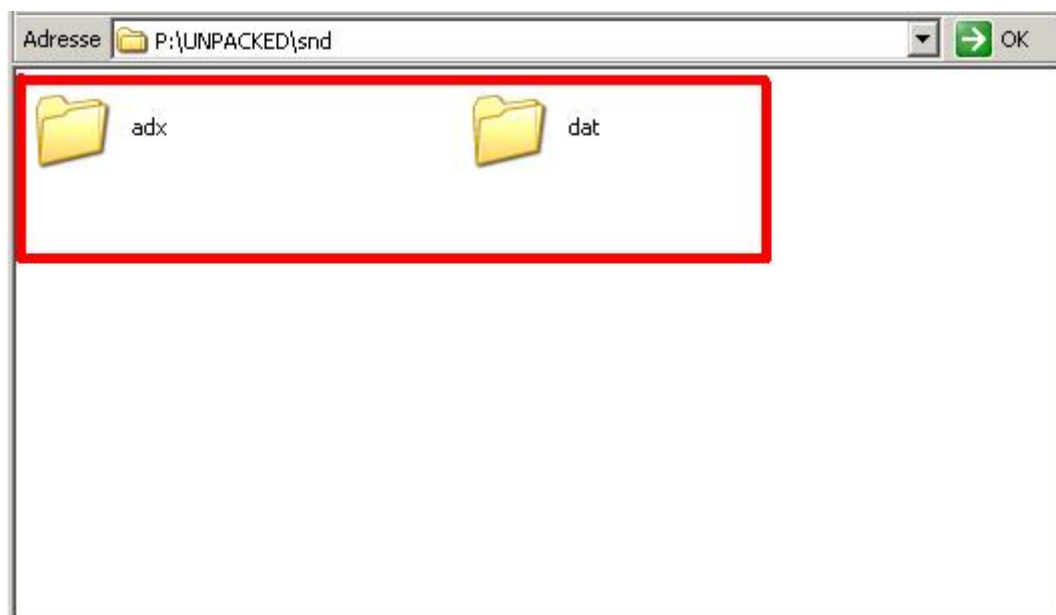
3.2 Modify

Ok now what to replace:

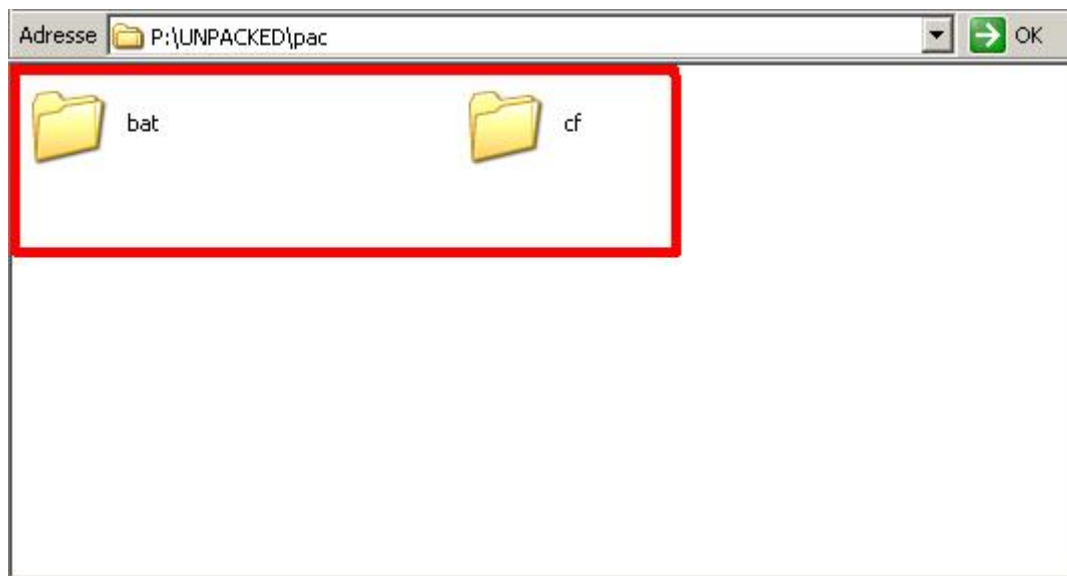
- All files in folder KAO



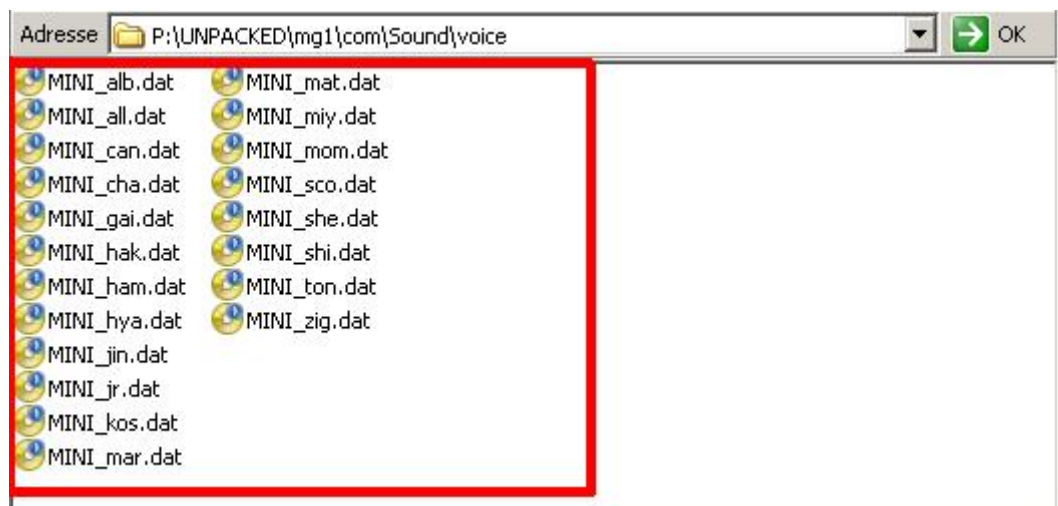
- All files in folder SND
its actually sub folders that you need to replace but you can just move the sub-folders of the jap version to the us one.



- folder PAC
same thing as the snd folder

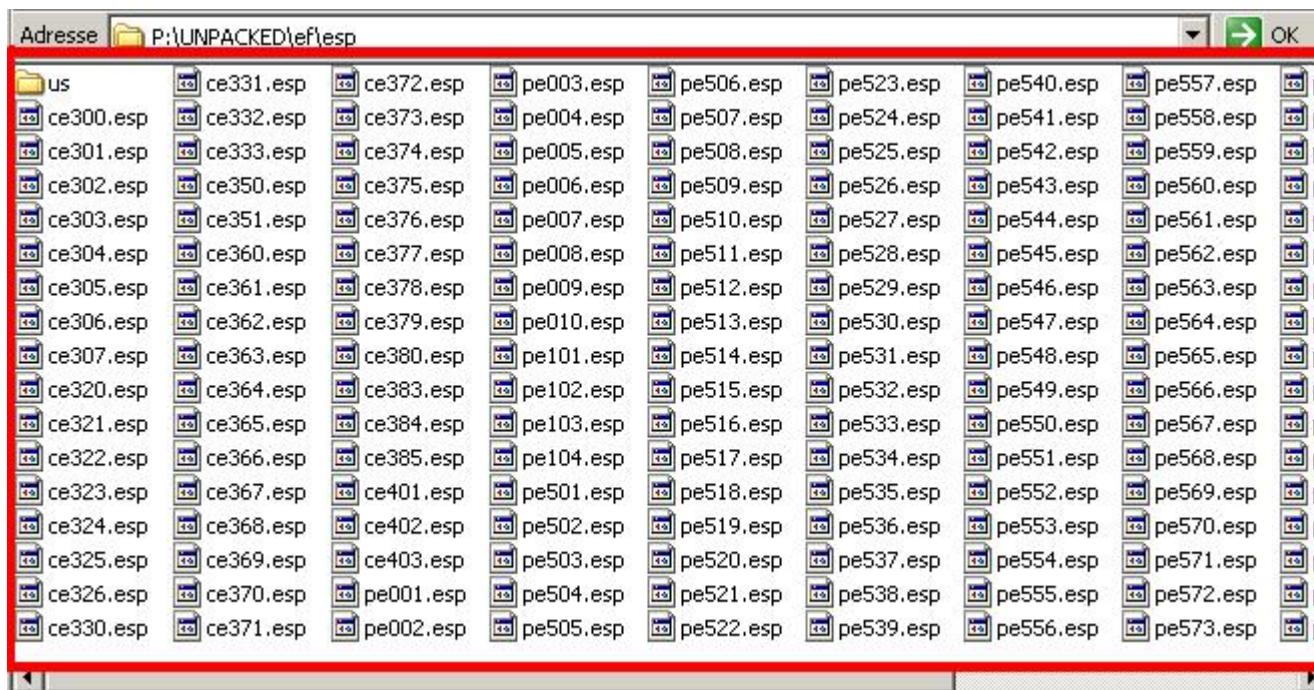


- folder MG1/com/sound/voices

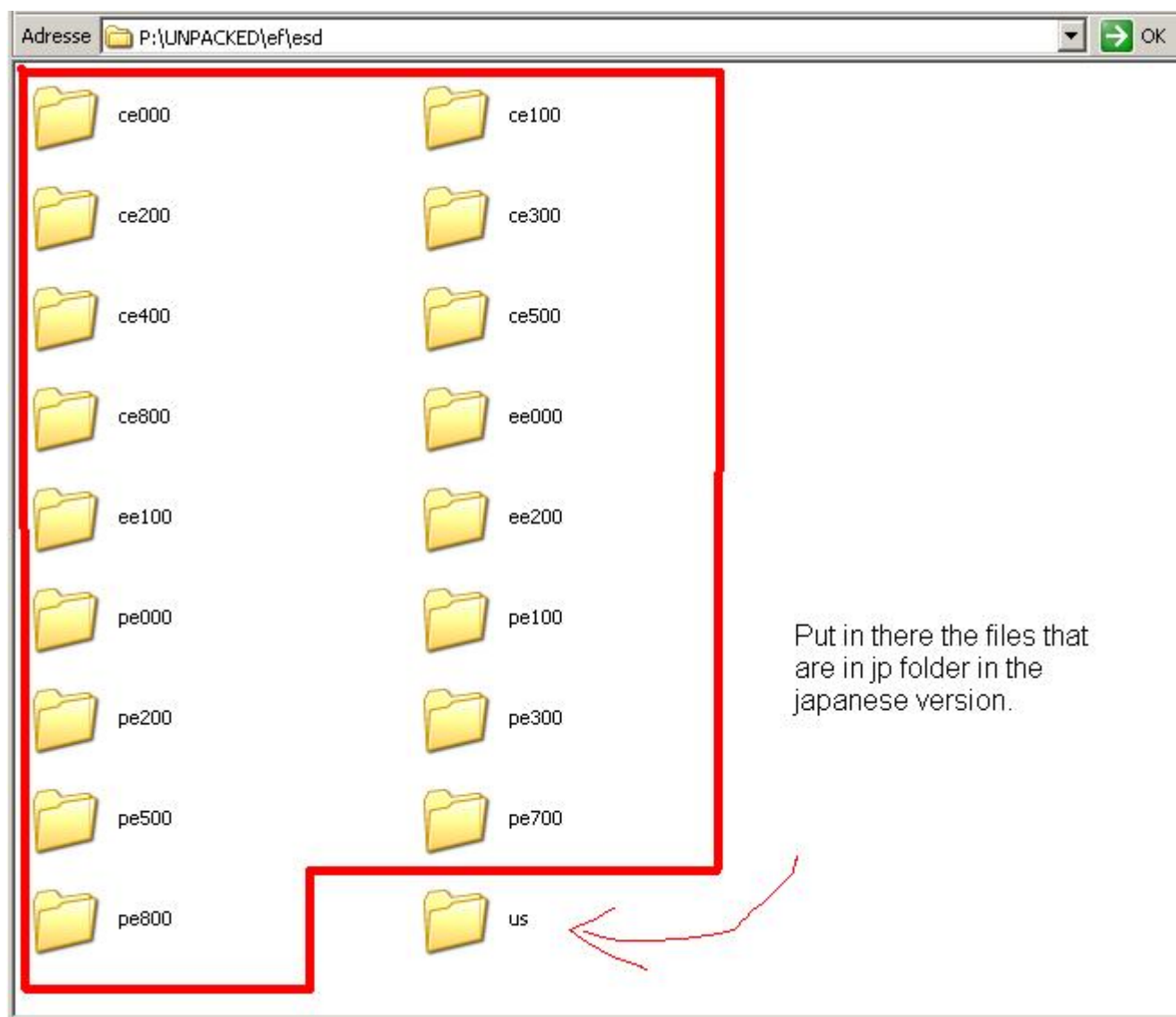


Ok now we are done for the sound part, now for the censorship.

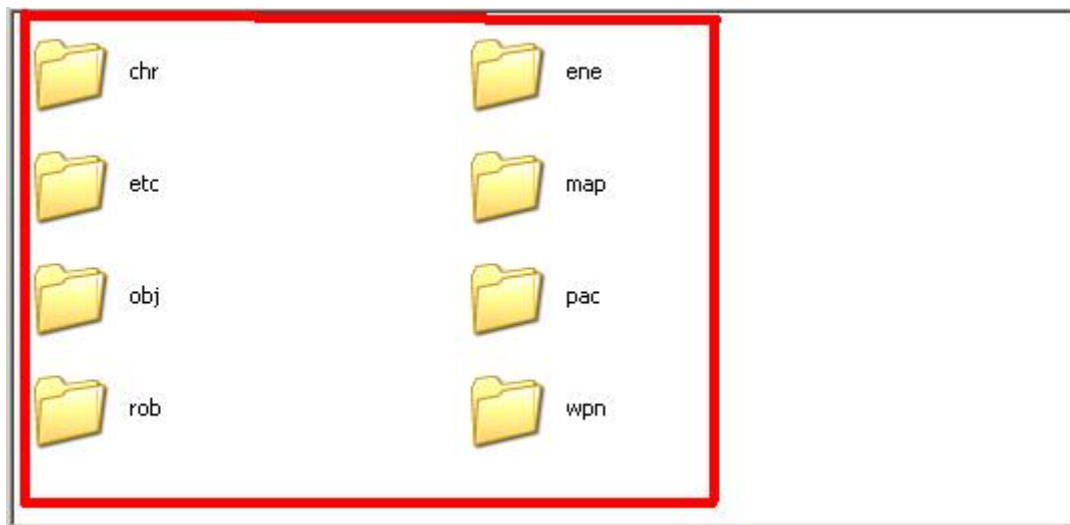
- All files in folder /ef/esp/
There's a sub folder us in the us version that is not there on the jp version, actually the two files that are in it are just in /ef/esp/ in the jap version, don't forget to replace them.



- All files folder /ef/esd/
It's subfolders again, There is a us in the us version and a jp folder in the jap version replace file in us by the ones and jp, all the others subfolders have the same name on both version so just move them.



- folder MDL
it's once again subfolders, just move the folders.



Ok! You can get rid of the remaining japanese files.

Go into /cf/us/ in the us version and put there all the sb files given with the kit. (**Do not put japanese files in this folder!!!!!!!!!!**)

3.3 Repack

It's over you can now rebuild the 0 pack :

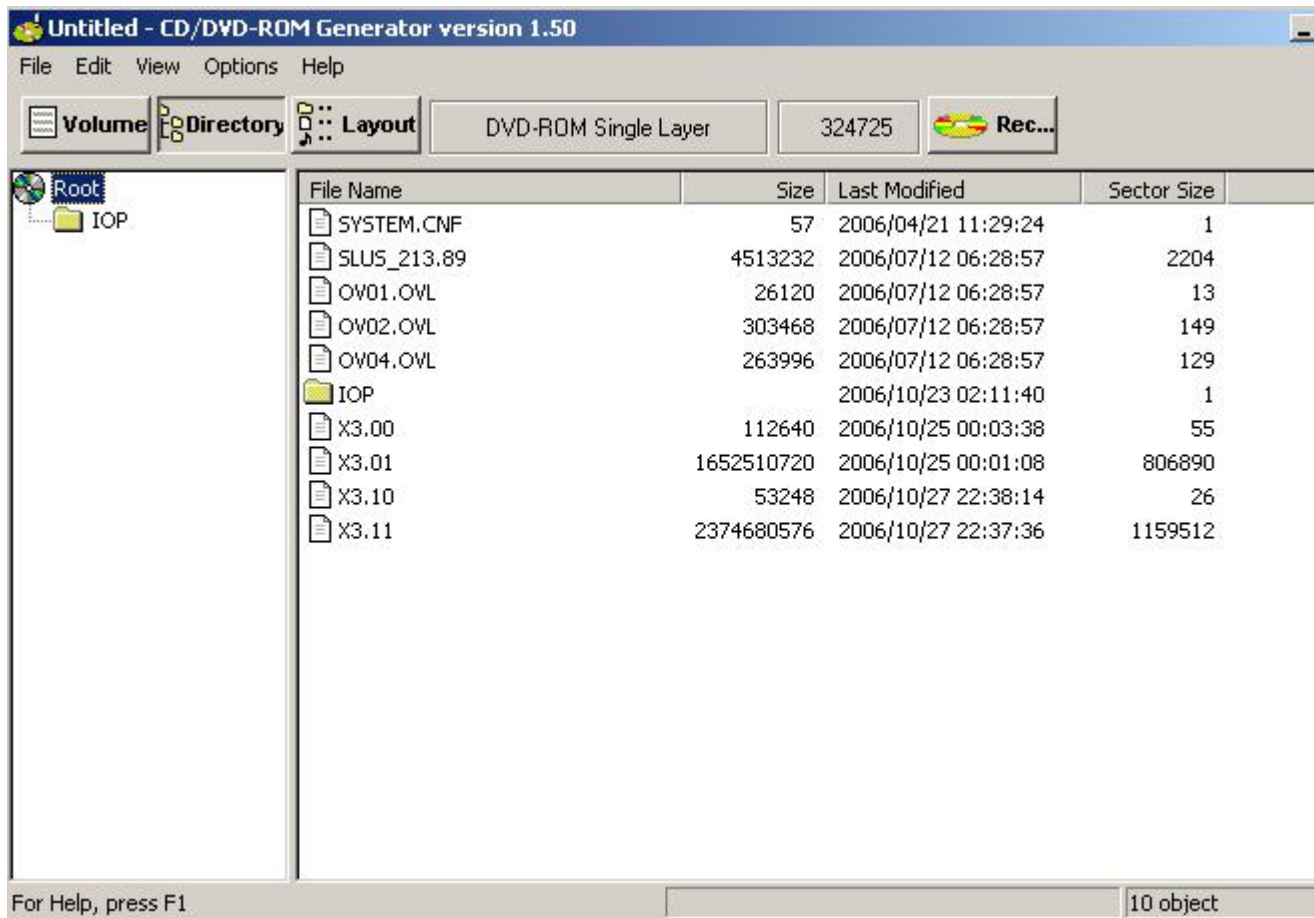
- Type `Xenorepack Lba0.txt new-lba0.txt new-X3.01`
This give you a new bigfile and a new uncrpyted table.
- Type `Xenolbar X3.00 new-lba0.txt new-X3.00`
This encrypt the uncrpyted table into a table in the xeno III format

Ok delete all the files keep only the two new- files. Rename new-X3.00 in X3.00 and new-X3.01 in X3.01. Put your two new files with the previously rebuilded files.

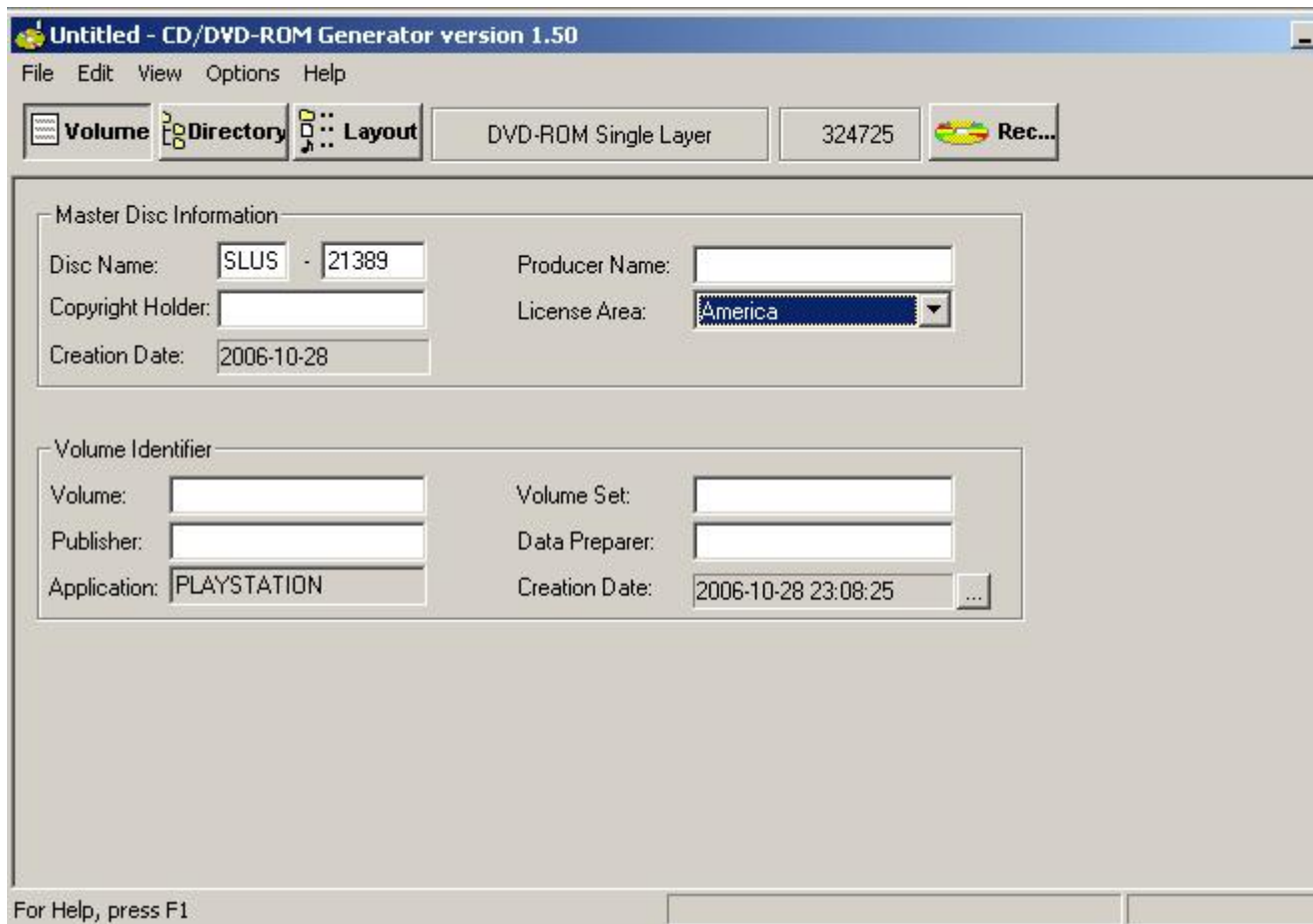
4 Rebuilding the iso

Now all your modifications are done you just need to rebuild the iso. I'll give you a quick tutorial on how do it if you don't know. For that you need Sony Cd/DVD Gen that will give you an iml file from wich you will be able to build your iso and an iml to iso tool to do so. In order to get both, google is your friend.

- open Sony DVD Gen
- select create new project
- select DVD-Rom master Disc
- now move the file of the game in the following order : (the example is for DVD1)



- go to the Volume tab and enter the following information (For DVD 1, for DVD2 enter SLUS 21417)



- now select file, then export iml file. select a name and a place for you iml file.
- convert it to iso with you iml converter.

That's it your done.

5 A little thing

Ok just to mention it, in the kit there is tool called **XenoLba1e.exe** that we did not used, it decrypts the table of the Xenosaga I tables, while the one we used works only with XEno II and III. All the other tools are working for for the three Xenosagas.