

## Emulator - Emulator Issues #18

### Read from a virtual drive (for compressed mds)

07/17/2008 11:59 AM - 4luC4rD.h3lls1nG

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Feature request	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b>
<b>Description</b> Since isos take a lot of place, it would be great to add a plugin to read discs from virtual drives, or make the current one compatible with compressed mds. Of course, it's not an urgent matter but please take a look at it. Thanks.	

#### History

##### #1 - 07/17/2008 12:06 PM - fires.gc

- Status changed from New to Accepted
- Issue type changed from Bug to Feature request
- Priority changed from Normal to Low

##### #2 - 07/21/2008 12:53 AM - RockmanRotties

Megaman Network Transmission works fine with very good speed.

##### #3 - 08/05/2008 10:19 AM - MasterPhW

Why MDS? I've never ripped my ISOs as a mds file. I've ripped them always as a ISO and I don't know a ripper, that can rip files as a mds.  
And what has Rockman comment to do with this issue?

##### #4 - 08/05/2008 11:09 AM - 4luC4rD.h3lls1nG

I think your comment is more useles than Rockman's, if you don't know the mds format then don't act like you're a king of ripping, and google it, you'll bump in the two best rippers, I mean Alcohol 120 % and Daemon Tools Pro.

##### #5 - 08/05/2008 06:25 PM - MasterPhW

1st: Try to calm down.  
2nd: Say it in normal words.  
3rd: Did you ever ripped a NGC game? I always rip them via my BBA and there's no way to use a ripping tool like Alcohol 120 % or Daemon Tools.  
Regards

**#6 - 08/06/2008 07:39 AM - MasterPhW**

But it would be probably a good idea to support the dolwin compressed image files. Shouldn't be that much work and saves space, too.

**#7 - 08/06/2008 09:52 AM - 4luC4rD.h3lls1nG**

Sorry, I didn't mean to be aggressive and yeah you're right, you can only rip them in iso or gcm but then you can convert them in compressed mds with daemon tools pro.

**#8 - 08/06/2008 10:22 AM - MasterPhW**

NP, sometimes everybody has a bad day!  
But I have to admit I never thought about ripping it.  
I rip them and have NTFS compression activated with all my HDDs, so I don't have that much problems with big files. Does it make such a big difference a compressed mds vs. a ntfs compressed ISO?  
Regards

**#9 - 08/06/2008 01:35 PM - 4luC4rD.h3lls1nG**

I can't tell, I never tried ntfs compression, doesn't it slow down the access to your hard drive ? Compressed mds are a little bigger than rared isos but I don't know if in your case, you'll gain more space.

**#10 - 08/06/2008 02:05 PM - MasterPhW**

NTFS compressed ISOS are nearly as big on harddrive as RARed or ZIPed ones, so it shouldn't be a big difference in size, but would also save some space on FAT32 drives (or linux drives?). IIRC I read on a MSDN article, that the designers of NT opted for speed over reduced file size, when they designed the NTFS compression, so it shouldn't make such a big difference, but dunno.  
But it wouldn't be a bad idea, to support compressed mds via the ISO plugin, aswell, I have to totally admit after discussing with you.  
Thanks

**#11 - 08/06/2008 02:16 PM - 4luC4rD.h3lls1nG**

I'm glad we agree and apologize again for that comment of mine.

**#12 - 10/28/2008 11:17 PM - Anonymous**

uhhhh dolphin now has very good compression for gamecube images (in either iso or gcm format). convert your game rips to iso or gcm, then shrink with dolphin to a gcz file.  
issue fixed?

**#13 - 10/29/2008 01:23 PM - 4luC4rD.h3lls1nG**

Thanks a lot, that's great ! It will help saving some precious space !

**#14 - 10/29/2008 01:24 PM - 4luC4rD.h3lls1nG**

Thanks a lot, that's great ! It will help saving some precious space !  
And sure, that fix this issue. Thanks again.

**#16 - 10/29/2008 03:47 PM - hrydgard**

- *Status changed from Accepted to Fixed*

Yep, fixed. Although it would still be nice to play directly from drives. Planning to add that someday...