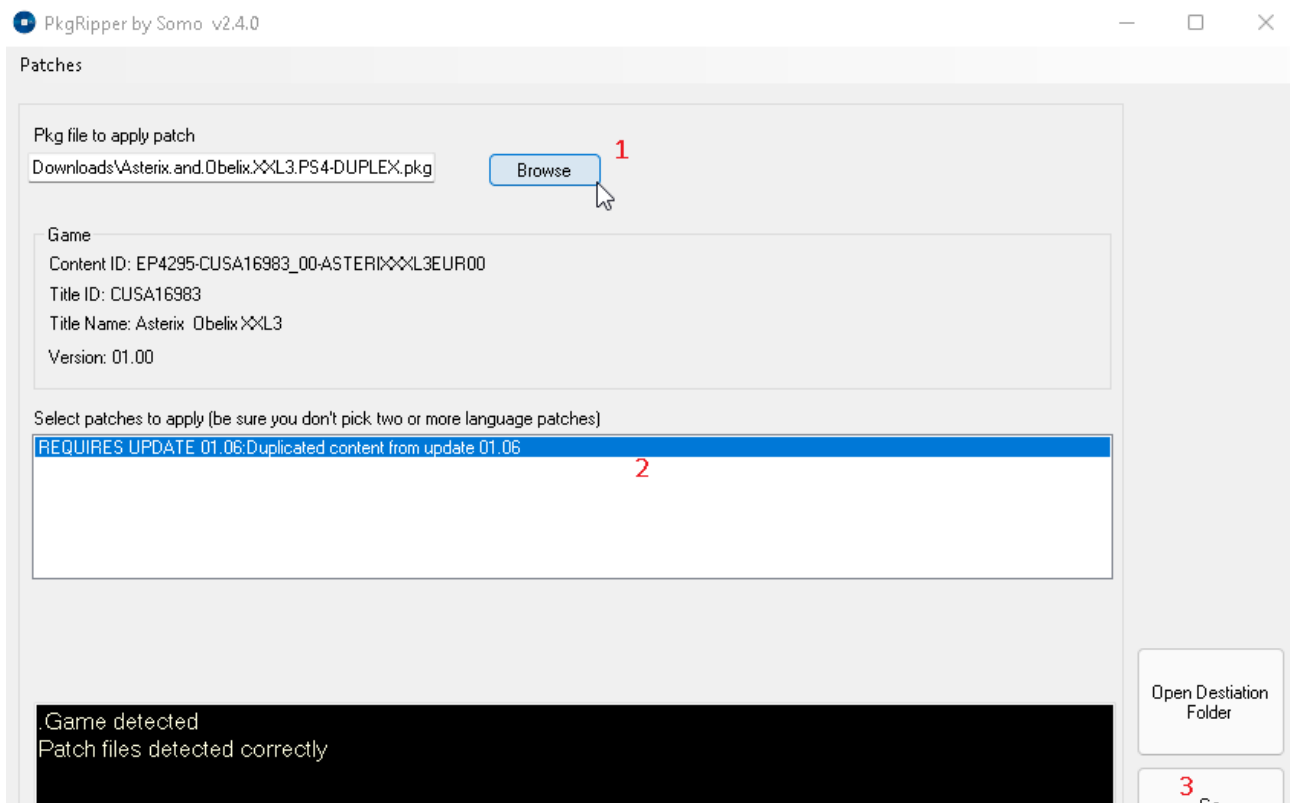


How to reduce filesize of your games:

First check if there is already a patch available by opening the base game pkg via the Browse Button

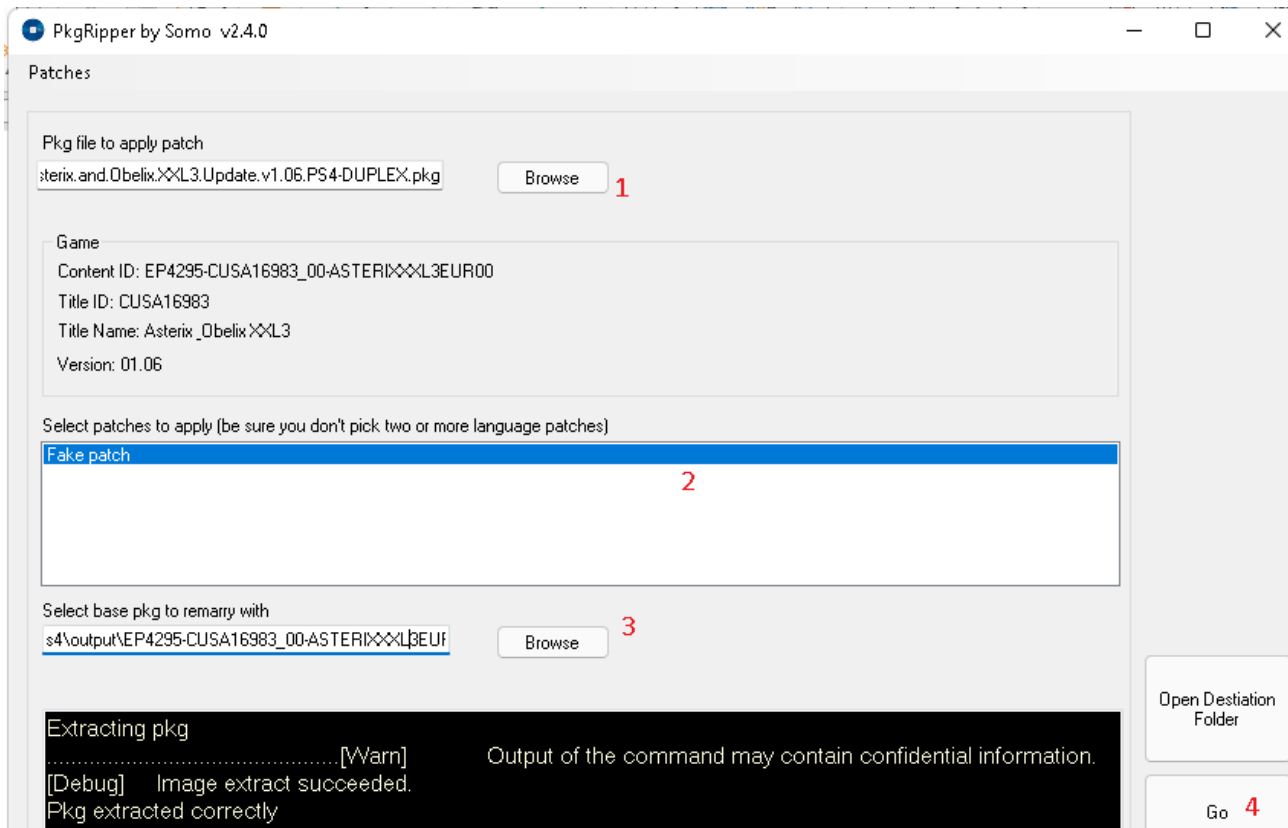
If there is, just select the patch and click go. This will create a new base game pkg in the output folder, with all the duplicate files from the patch removed.

Note: you must have said update pkg file also, you will need it in next step.



After this is completed, click the Browse Button again, this time selecting the mentioned update pkg.

Select the Fake pkg entry (might be named slightly different depending on the game, doesnt matter) and click the lower Browse Button that appears. It will automatically open in the OUTPUT folder where there should only be one file available to select: the new base game pkg which you just created in the first step. Select it and click go.

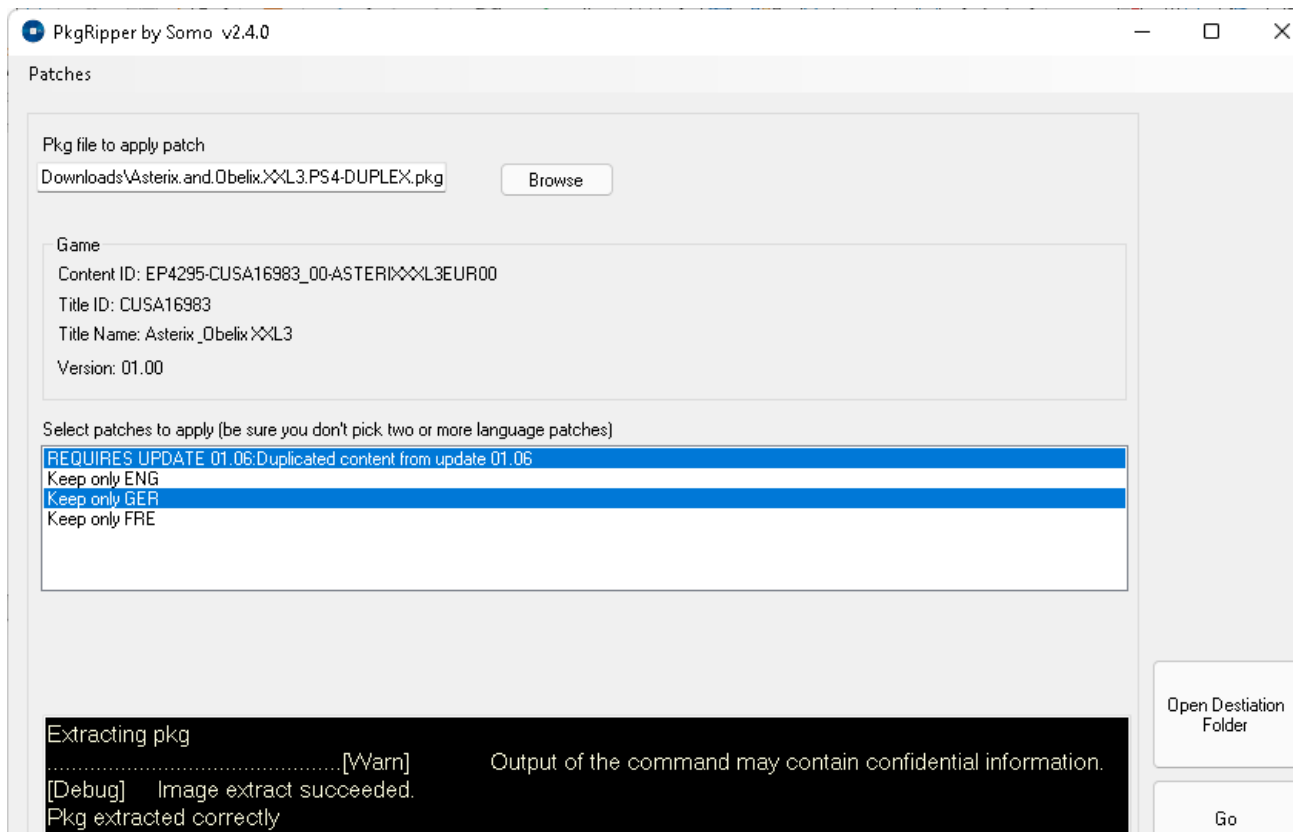


Congrats youre done. The output folder now contains 2 files: your new base game and update file.

You can delete the original files and use these new smaller ones for installing and archiving.

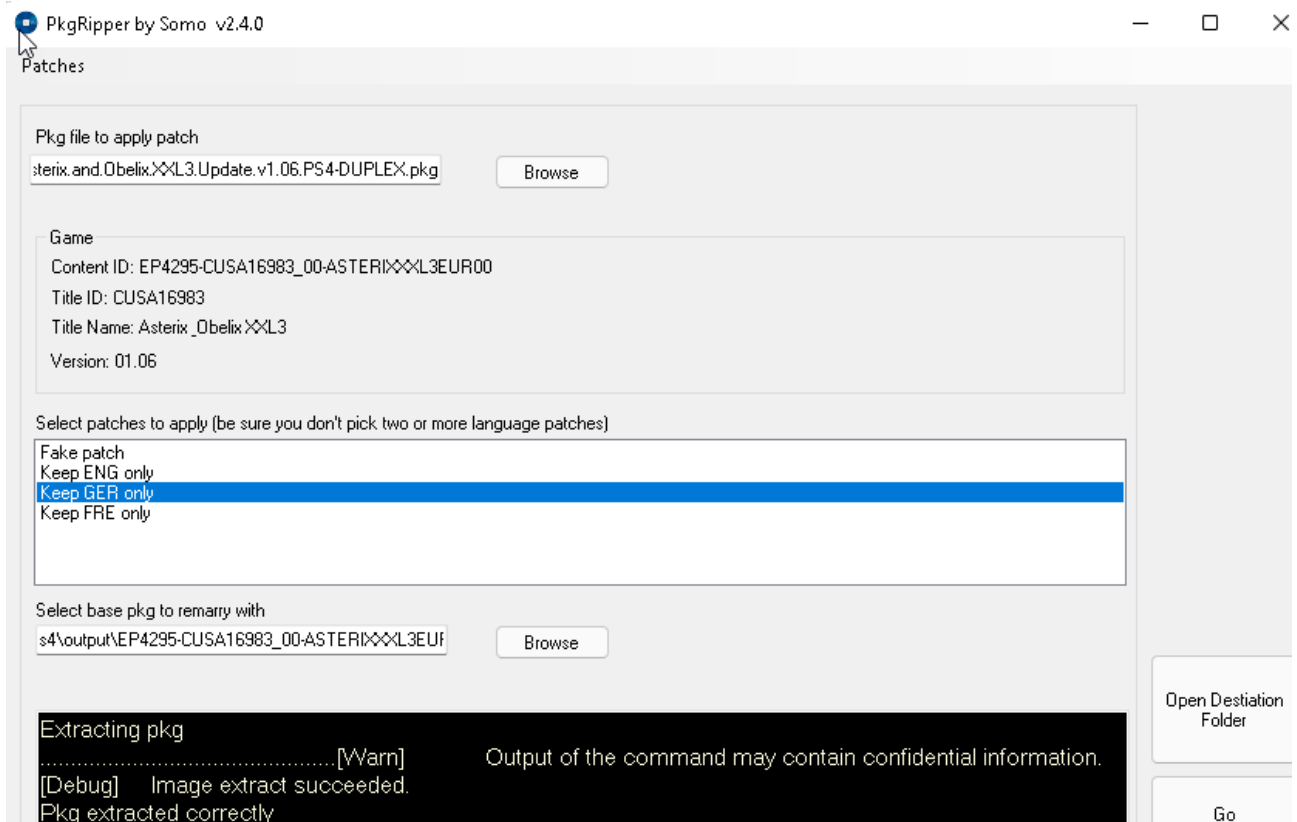
Variant:

You might not see only one entry in the patch list, but several, containing different language options:



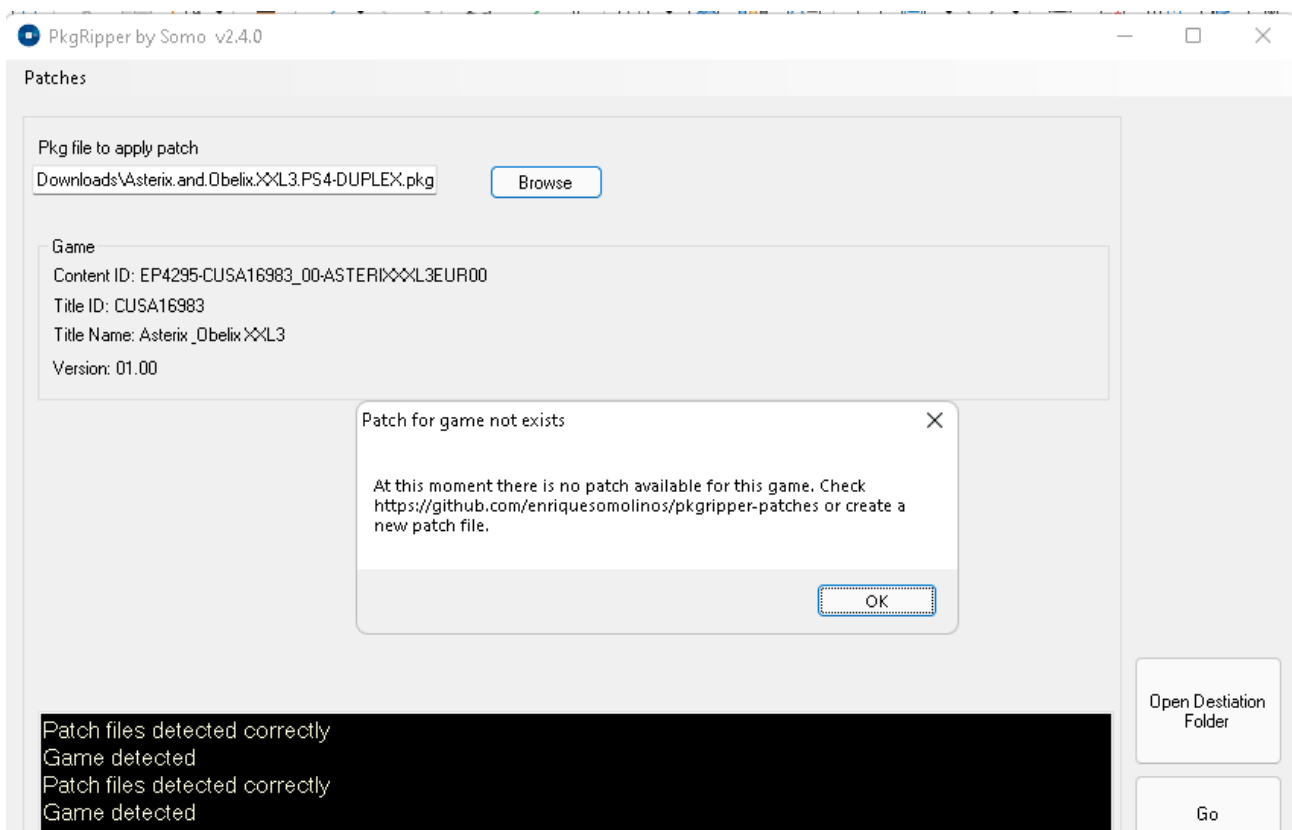
If you want to save even more space, and your desired language is available, you may also select ONE language entry from the patch list. In addition to duplicate files from the game update this will remove all other languages except the one you selected, thus reducing the final package size further.

The same may apply also for the update when remarrying it to the base game in step 2:

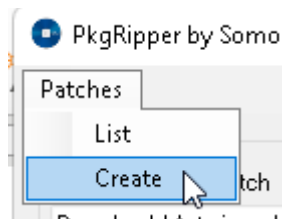


Note: Since there are actual patches to apply, you don't need to select the fake patch PLUS the „lang X patch“, you can just select the right language patch. Or you could select the fake patch only, to keep all languages.

Now for the fun part: How to create patches yourself, in case there isnt one already?



Click on Patches – Create



Then click Browse and open your BASE game pkg, followed by a click on the „duplicates from update button“. This will compare the update pkg against the base package and list all the duplicate files which can be removed. Finally click on the „create patch file“ button.

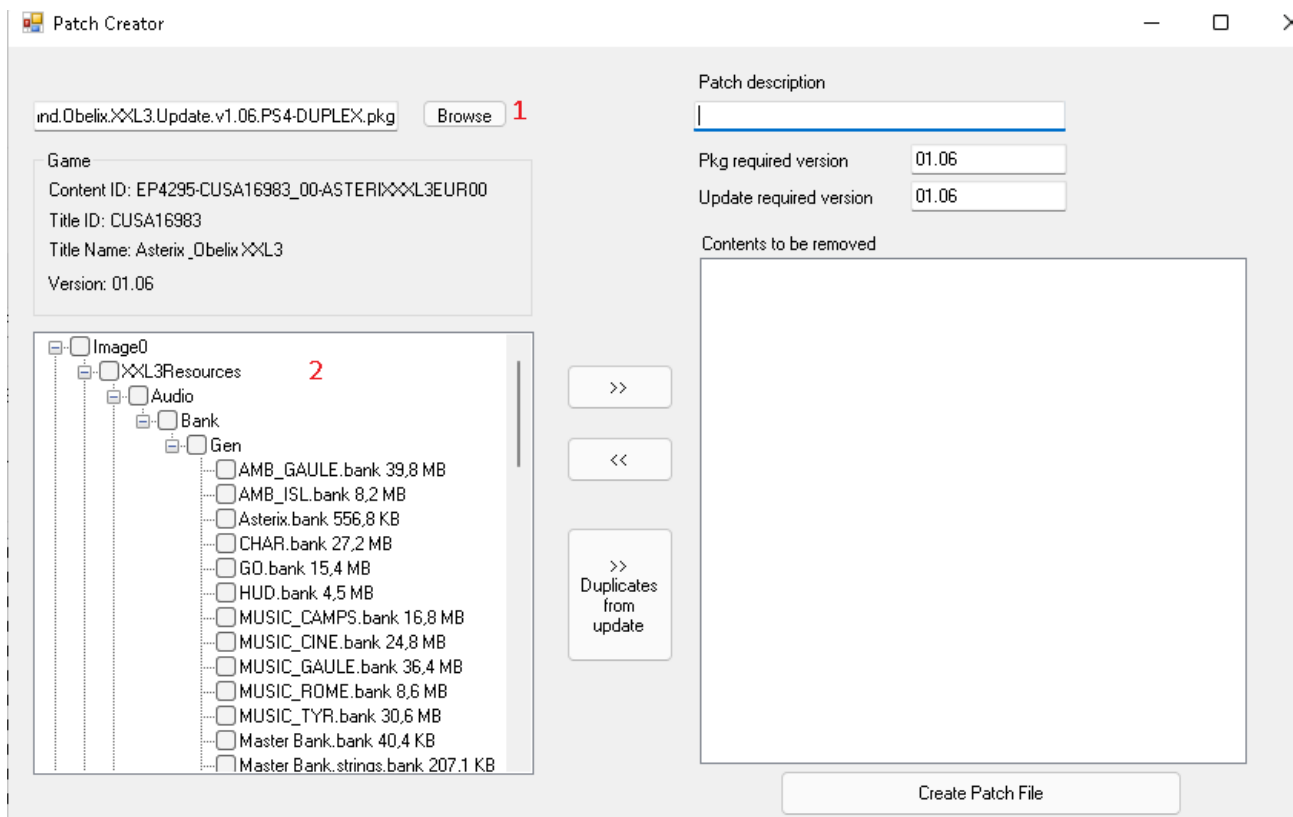


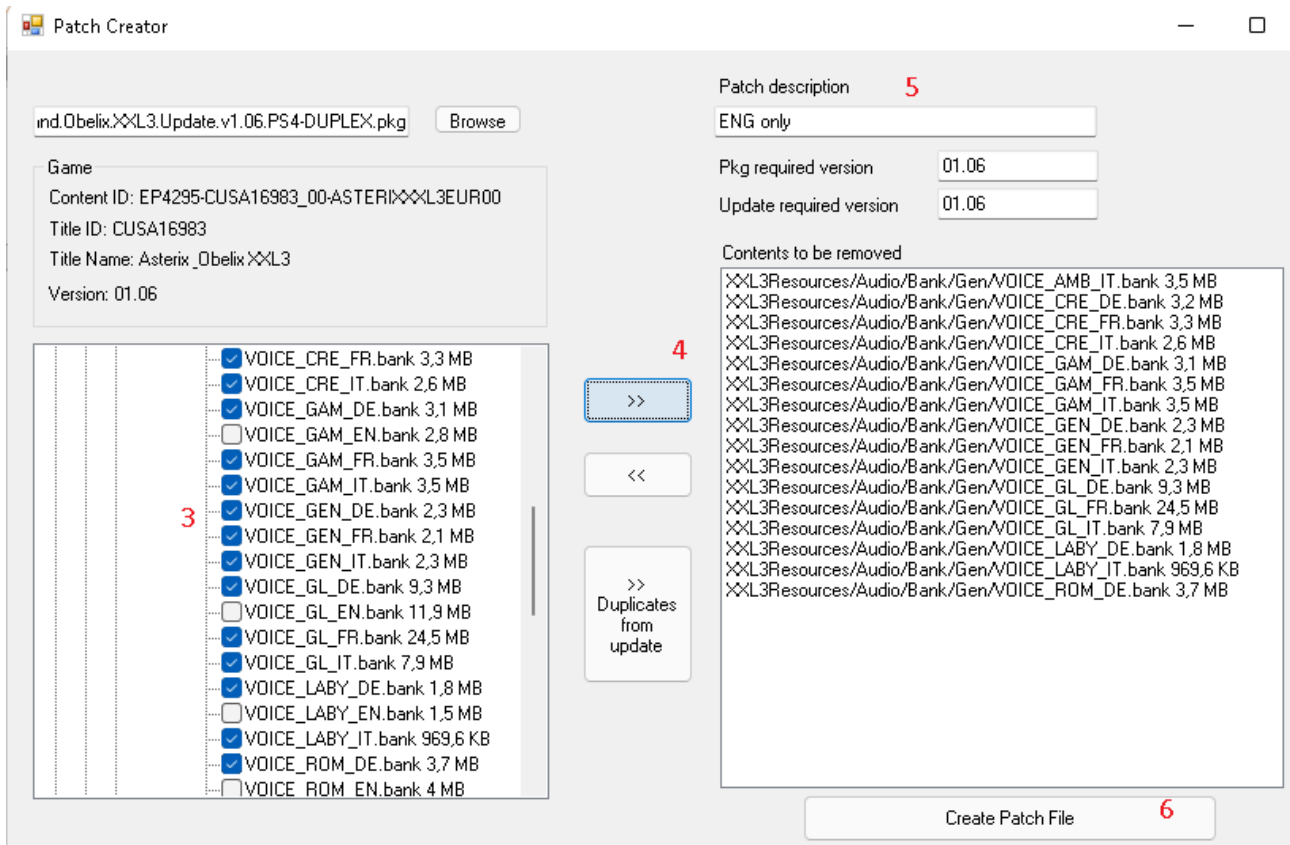
You are now all set with your selfmade patch file. To apply it to your game and actually create the desired trimmed down packages in the output folder, simply follow the steps from the beginng of the manual as if the patches had always existed.

Variant:

Simply removing duplicate files just doesnt cut it for you, you want to remove unneeded gamefiles (mostly different language audio) as well:

Open a new Patch Creator Window, expand the Image0-Folder via the + Sign and start browsing through the pkg file structure. This step will need to be done using your brain.exe since the folders and filenames will look differently from game to game. Most of the time there will be a folder called „resources“, „streamingassets“, „language“, „audio“, etc... and files named „DE“, „EN“, „FR“ or „brazilian“, „chinese“ etc..





Once you found the files you want to remove, select them all, push the » Button, give it a telling name like „remove all but X“ or „keep only X“ then hit Create Patch File, and apply it to your game like usual.