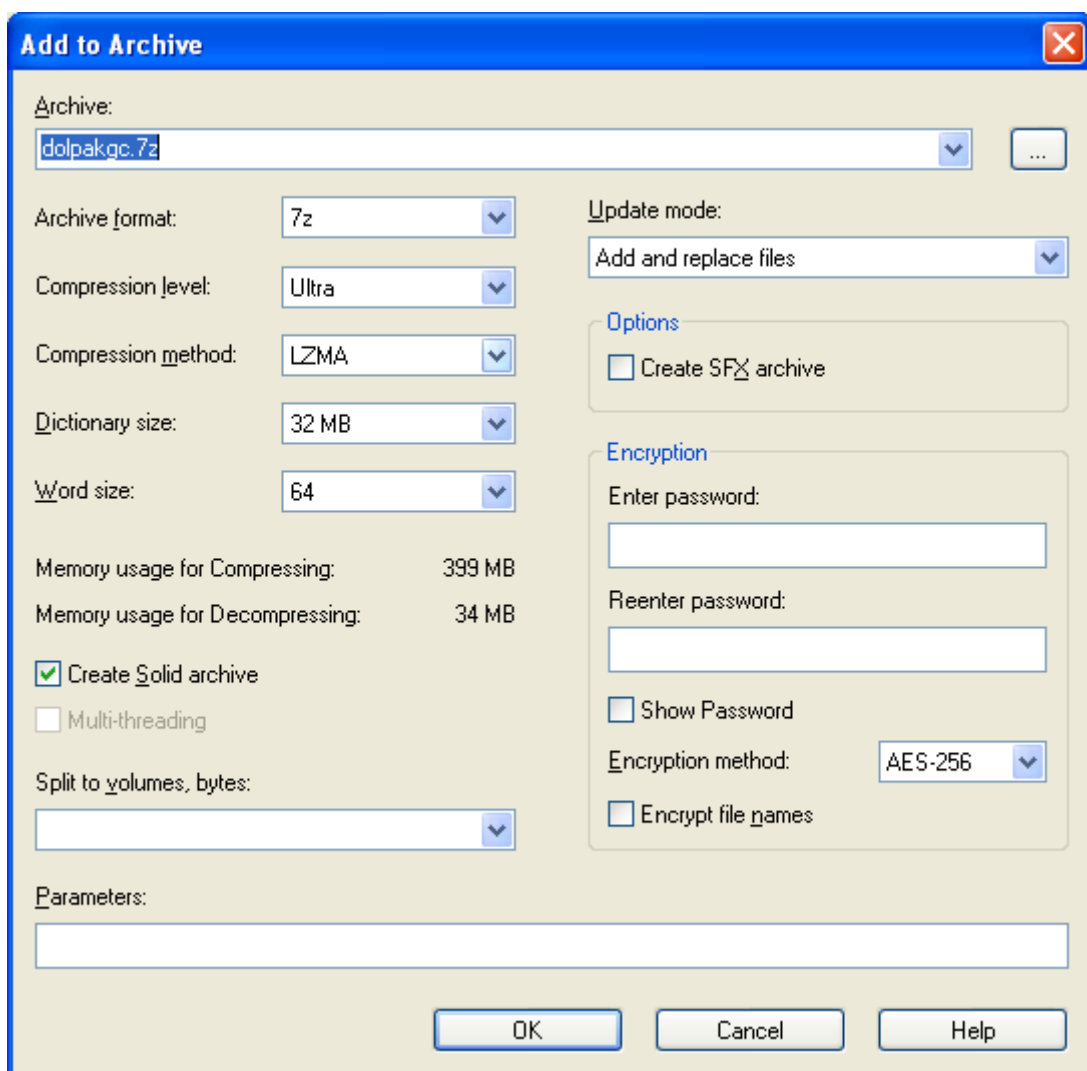# DOLPak 0.1

What is it ?

DOLPak is another way of storing and booting Nintendo GameCube dol files. It also relocates all DOL files to the friendly 80003100 address. You can think of it as d0lLZ meets udolrel in one handy package!
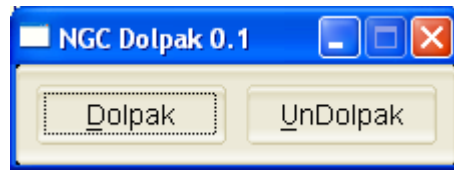
What do I need to use it ?

You will need 7-Zip from http://www.7zip.org, some DOL files and this package.

Part One – Mouse Jockey instructions

Prepare your DOL using the 7-Zip gui. All you need to ensure is that the compression method is LZMA and the compression level is set to ULTRA.

Having created a .7z file, now kick up DOLPAK by double clicking on the executable.

As you can see, you only have three options.

Dolpak converts your 7-Zip file to a standalone DOL.

UnDolpak extracts the 7-Zip file from a previously converted DOL.

The third option is quit (Little red checkbox)

Part Two – Commandos Edition

Creating a compatible 7-Zip file from the command line is as easy as

> **7z a -mx=9 myfile.7z myfile.dol**

Using **DOLPAK** from the command line is really easy too!

> **Dolpak myfile.7z** will produce an output of myfile.dol

> **Dolpak myfile.dol** extracts the 7-Zip portion from the DOL.

Questions you may have

How large can the 7-Zip file be?

The 7-Zip file is restricted to 2752512 bytes. This is to ensure that the resulting DOL file will boot with most launchers. This does not include Viper DVD Browser, although you can still load a DOLPAK DOL from DVD using an alternate loader.

Can I have more than one DOL in my 7-Zip?

Sure. You can add as many DOLs as will fit within the above limit after compression.

What about linux ?

Same rules apply, use **DOLPAK** from the linux directory in this distribution.

Credits

7-Zip LZMA SDK 4.43 is copyright Igor Pavlov 1999-2006.

DOLPAK is copyright softdev 2007.