

## A Guide to Creating Multi-Game Wii DVDs

Prepared by *tigrfire* for [AfterDawn.com](http://AfterDawn.com)

### Hardware You'll Need:

- A mod-chipped Wii
- A quality DVD burner
- Good, Wii-compatible DVD media

### Programs You'll Need:

- WiiUlv140 (or newer) [Google](#) it. Also search in the [MaxConsole](#) forums.
- GCMUtility 0.5 (or newer) [Google](#) it. Also search in the [MaxConsole](#) forums.

### Shrinking Gamecube Images using GCMUtility 0.5

The purpose of shrinking Gamecube images using this utility is simple – to fit as many GC games onto one 4.7GB DVD as possible. You may be wondering about this “shrinking” technique and, if you’re old-school, might be worried about low-quality video (a la Dreamcast) but no need to worry; it’s not like that here. You see, the Gamecube DVDs were all manufactured with an amount of data on them equal to exactly 1,459,978,240 bytes, or, 1.35GB if you’re looking for the rough size. Sometimes, a large chunk of this 1.35GB can be what is called dummy space or data. It is meaningless filler that is added into the disc after the game is finished to simply reach to this size and conform to the standard. Some games have very small or non-existent dummy spaces while some games can have 500MB or even more. What this means for you, is that it may be possible to get 5-6 games onto one DVD5 (a 4.7GB DVD) instead of simply 3. If you’re curious, the Wii ISOs are exactly 4,699,979,776 bytes (4.37GB).

Anyways, onto the tutorial, follow these steps:

1. Extract/navigate to your GCMUtility.exe and run it.
2. In GCMUtility, click the “Add ISO” button in the top left and navigate to your game image in either its .iso or .gcm format. Select it and hit open.
3. You will now see your game listed in GCMUtility. Click the check box underneath the banner column, next to the banner of your game and you will see the “Shrink” button in the bottom left become active.
  - a. The numbers to the right of the button will say something like:  
577.30 Mo <- this number represents the final, shrunken ISO size, in MB  
815.05 Mo <- this number represents the amount that has been shrunk, in MB  
These numbers will vary depending on which particular game you’re shrinking. In other words, you’ll be able to see the final ISO’s size and how much GCMUtility shaved off of the original size before even doing anything to the ISO.

4. Click the “Shrink” button and let GCMUtility do its magic.
5. Repeat the process for as many ISOs as you need to.

Note: The “Generate Multiboot ISO” button may look tempting, but keep in mind this program was originally developed for the GC, not for the Wii, so we’ll need to use a separate program to do what we want for the Wii... that being a multiple-game DVD, of course.

#### Creating a Multi-Game DVD using WiiUI v1.40

So now you’ve got a few GC ISOs shrunk down to size and you want to finally get to makin’ this multi-game DVD. Alright, fine, you’re gonna need to now follow these steps:

1. Launch WiiUI.exe.
2. Go to the Tools menu, then to “GCOS Disc Creator.”
3. Select your ISO Region (probably USA for most).
4. Select the number of games you’re putting on this DVD.
  - a. The total sum file size of all your games should not exceed that of a Wii ISO. I mentioned the number earlier, but I’m gonna bring it back here to remind you: 4.37GB. You may ask why you can’t exceed this and it’s a simple answer, WiiUI is going to create a Wii ISO with the standardized Wii file size of 4.37GB exactly using the same dummy data technique we just removed from all those GC games so that the Wii recognizes the disc as a game disc.
5. Click the “Create Disc” button. The first window that opens will be where you want to save your ISO to. The proceeding windows will be the GC ISOs/GCMs you are adding to the ISO.
6. A command prompt window will open at the end and will generate your ISO (this will take some time).
7. Time to go burn that ISO.

#### Burning the ISO

I really hope you can skip this step, but if you really don’t even know how to do this, I’ll just go ahead and explain it too. I’m going to explain it with Nero, though [imgburn](#) is another straightforward program that just happens to be free.

1. Open Nero Burning ROM.
2. Cancel the New Compilation window.
3. Go to the Recorder Menu and select Burn Image.
4. Navigate to your ISO you created and select it, then click Open.
5. Make sure that Determine maximum speed and Simulation are **unchecked** and that Write and Finalize disc are **checked**. Set the Write Speed to **8x** (or 4x if you have a slower DVD drive).
6. Click the Burn button, sit back, and relax while it finishes. Once it’s done, you should have a fully playable multi-game disc!