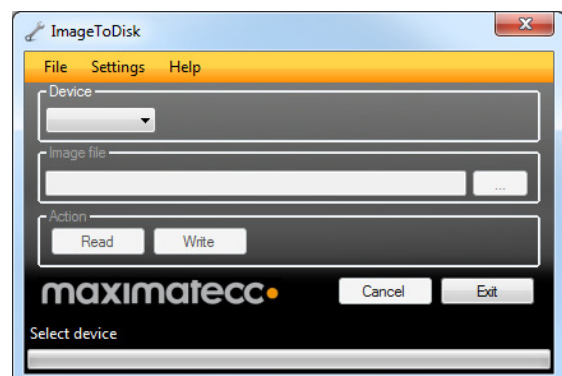


# Manual

ImageToDisk



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## Revision history

Rev	Date	Comments
1.0	2014-07-28	Initial release
1.1	2014-07-29	Images updated
1.2	2014-12-18	Images updated, minor changes

# 1. Introduction

maximatecc has developed a simple tool that enables reading and writing image files from and to different removable storage media. This is a short guide to the program, called ImageToDisk. The storage media can be a USB-memory, Compact Flash card, CFast card, SD-card, Hard Disk Drive or other kinds of storage media. Throughout this document, the term device is used to reference the storage media in question.

The program is best suited for relatively small images (< 20Gb) since it does a binary copy of the device data and then compresses it. For very large Windows installations, other tools such as Microsoft WIM format may be better in some cases.

## 1.1. Conventions and defines

Text formats used in this document.

Format	Use
<i>Italics</i>	Paths, filenames, definitions.
<b>Bolded</b>	Command names and important information



is used for highlighting important information.

## 1.2. Prerequisites

The program uses the .NET framework v2.0. Download the .Net framework from Windows Update or Microsoft's website if it is not installed. The program also requires Visual C++ redistributable files (vcredist\_x86 VS2005 v6.0.2900.2180 or later) which is supplied and installed with the program installation.

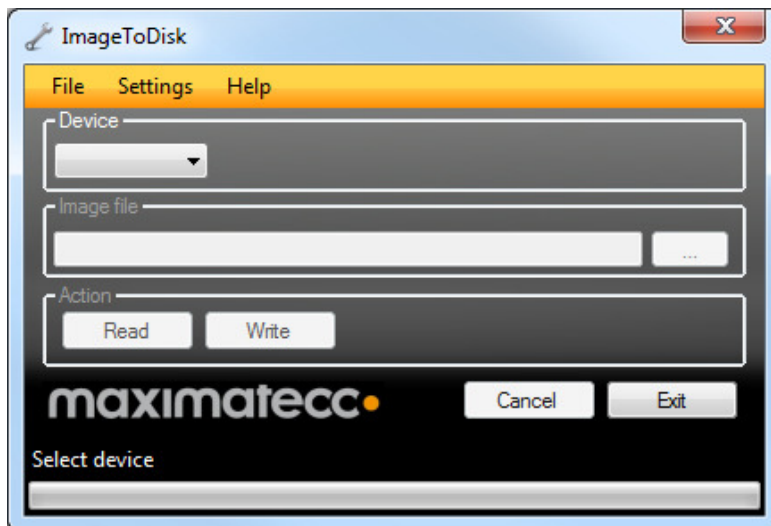


If the program does not start correctly, one or both of the above is most likely not installed correctly on the computer. Also verify that the program is run with administrative privileges.

## 2. ImageToDisk program

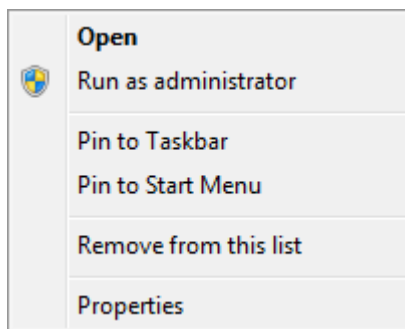
The program can be used to write an image to a device, or to read a device into an image. This chapter explains how to perform these tasks.

Once the ImageToDisk program is running, you should be able to see the following dialog box:



If you cannot read or write to a disk, this could mean that you need to start ImageToDisk in administrator mode. On some computers, ImageToDisk cannot access the device properly unless run as an administrator.

Exit ImageToDisk if it is running and right-click on its installed executable, and choose Run as administrator, as seen below:

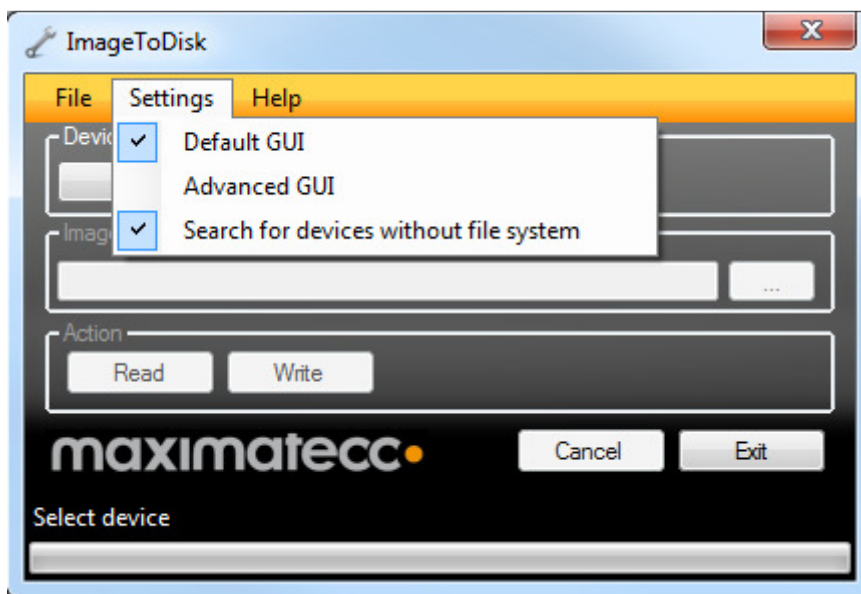


Now, ImageToDisk should be running properly. If the target device hasn't been inserted to the host computer yet, now is the time to do that.

## 2.1. Settings

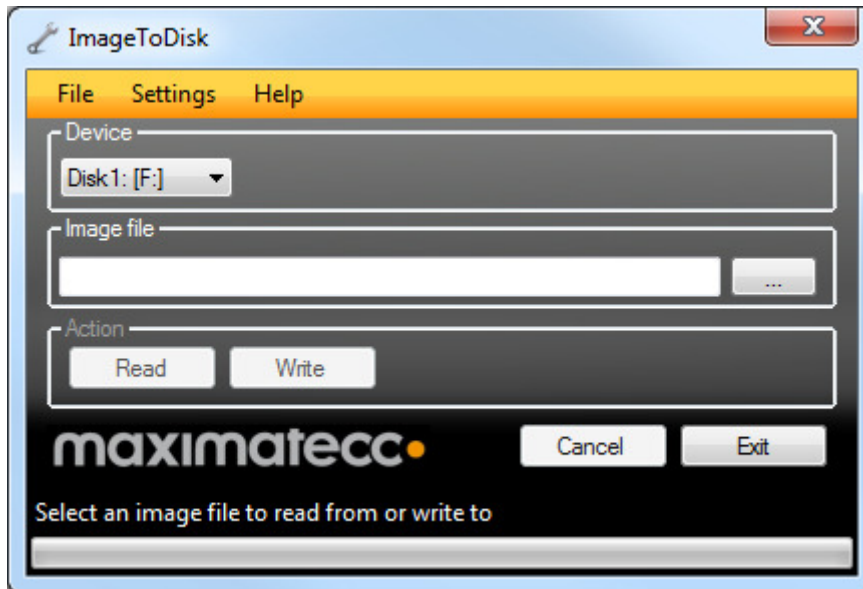
The Settings menu offers two settings:

- The selection of Default or Advanced GUI (Graphical User Interface). This is further explained in section 2.3.
- Turn on or off the feature “Search for devices without file system”. When this option is enabled, the program will continuously look for new devices. If the device does not have a file system that Windows recognizes, this feature will detect the disk. Normally the program will detect all devices that Windows detects.



## 2.2. Writing an image to a device

If the device is connected to the host computer, you will see the device name in the device field of ImageToDisk. In the example below, a USB memory stick is identified as F:.



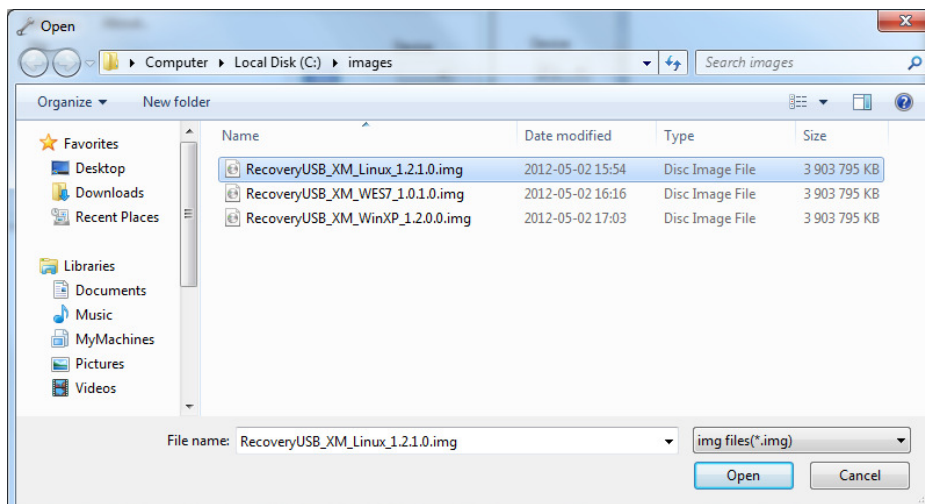
Please note that you must carefully choose the correct device, and you must also be aware that the ImageToDisk program will erase the entire device. Also make sure that the device is large enough to contain the image to be written.

### 2.2.1. Write image file to device

To write the image to the device, you now select the image file to write by pressing the button labeled “...” in the Image file field.

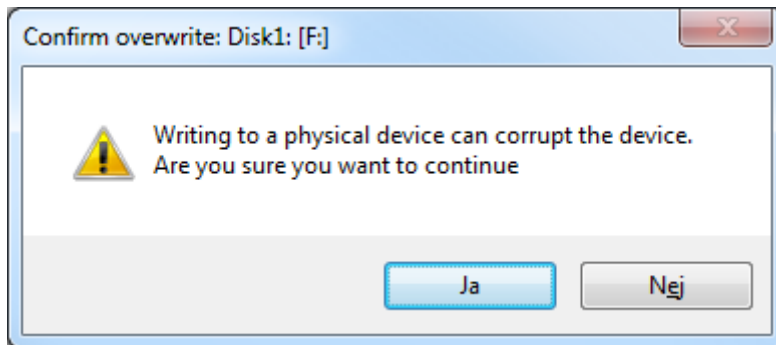
You choose the image file in the Open file dialog that opens. Make sure that the image file is in one of the two following formats: \*.img.gz or \*.img. If the image is in .zip format, it needs to be decompressed to a proper \*.img file before it can be used.

Browse for the image file, select it and then press Open:

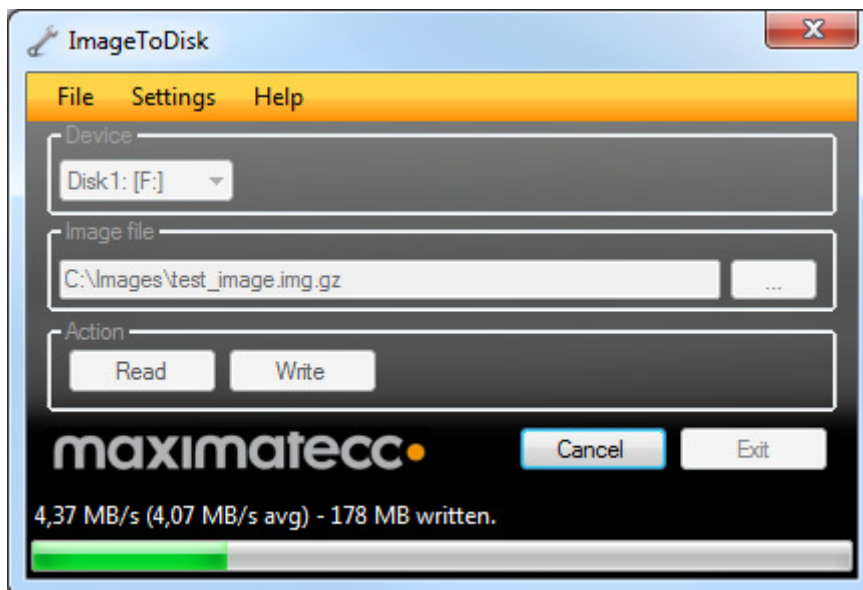


When an image has been selected, the Read and Write buttons becomes available. Press the write button. The write process begins, and takes a couple of minutes, depending on the speed of the device and the size of the image.

You will need to confirm the write operation with:



When allowing the write operation you should see the program as this, with a progress indicator increasing:



Once the write operation is finished, the device may be removed from the host computer in ordinary manner. The ImageToDisk program will simply return to its standard interface when finished.

## 2.3. Reading a device into an image file

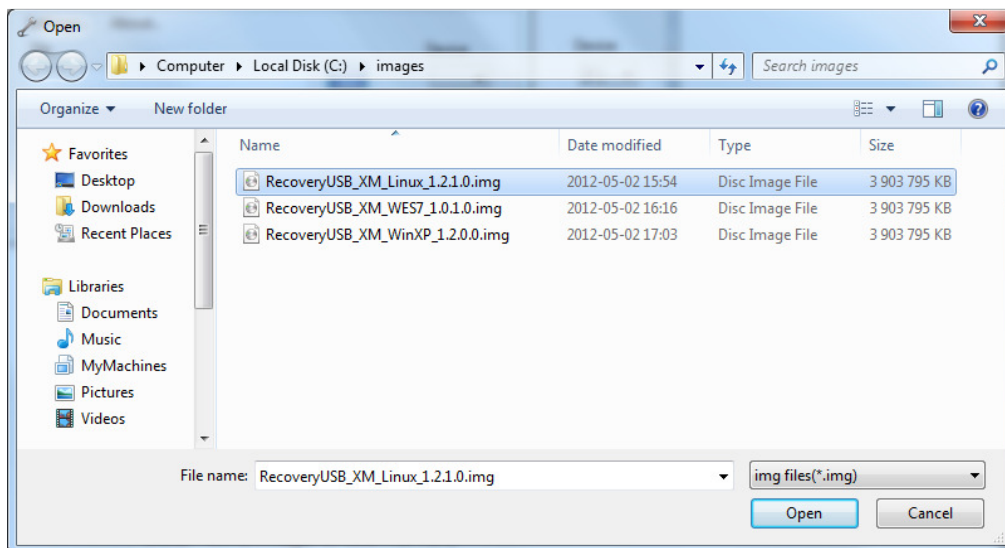
The process of reading a device is similar to writing to it. First select the device as described in section 2.2.

To read the image from the device, first select the image file to create and then press the Read button. The Open file dialog will open, where you specify where to store the image file.

### 2.3.1. Select image file name

Select the image file to create by pressing the button labeled “...” in the Image file field. You can select an existing file or type a file name. If an existing file is selected, the file will be overwritten; otherwise the file will be created. The file ending determines which type of file ImageToDisk will create. If the filename ends with .img, a raw image file will be created. If the filename ends with .img.gz, the raw image file will be compressed. ImageToDisk handles compression “on the fly” both when reading and writing so this is the preferred format. If a file ending is not typed, .img.gz will be added automatically to the chosen file name.

Browse for the image file location, select an existing file or type a file name, then press Open:



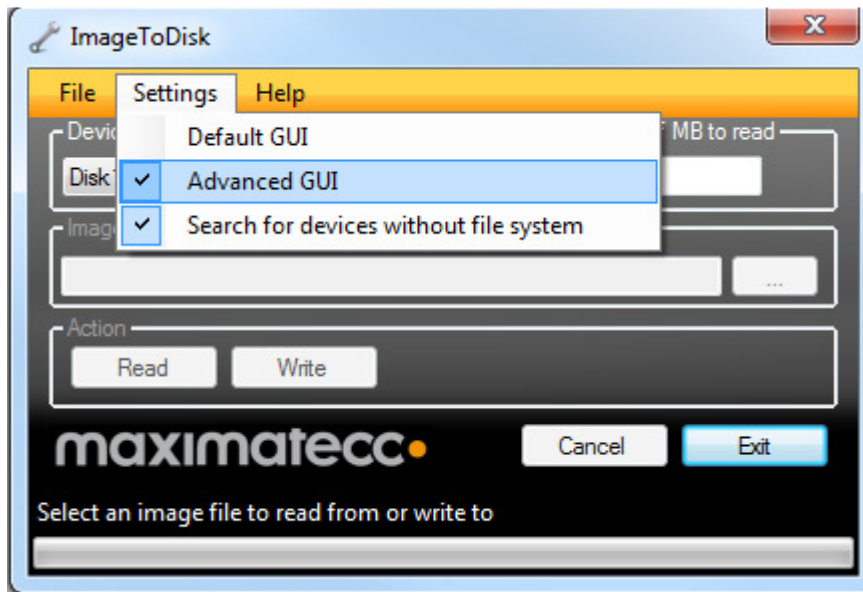
ImageToDisk will read the entire size of the device into the image-file.

### 2.3.2. Read a part of a device

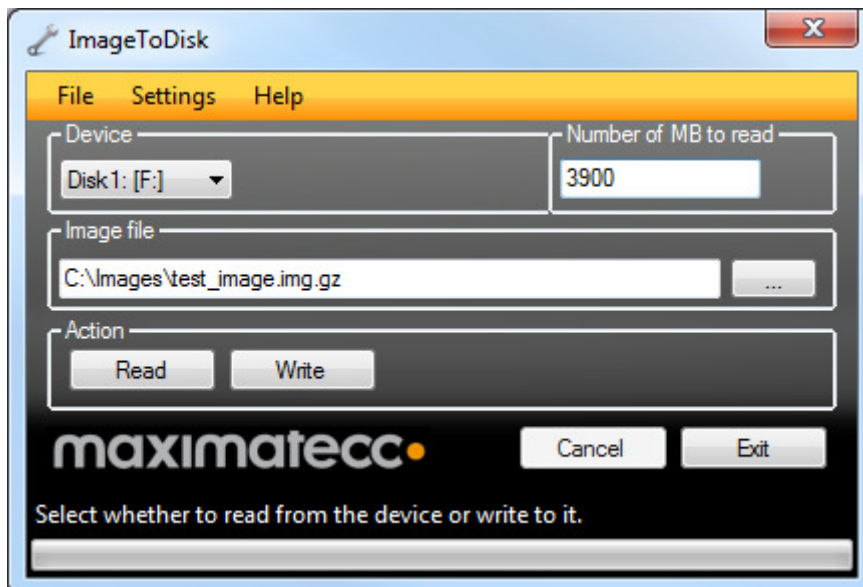
ImageToDisk offers the possibility to read only a section of a device's total size. This is very useful, especially so since different brands of the same device may be different in size. We recommend partitioning the device in such a way that the partition(s) fit in all target devices. As an example, a 4Gb USB memory may vary in size by a few hundred Mb. Partition the USB memory to be of 3.8Gb in size before reading an image of 3900Mb. The image can then be applied to all brands of 4Gb USB memories.

In order to read a portion of a device, a setting must first be made. Select Advanced GUI from the Settings menu:





Now a textbox appears. The size of the device (in Mb) is updated to the textbox each time a new device is selected. Now update this number to the number of Mb you want to read from the device:



In the above example, ImageToDisk will only read the first 3900Mb of the device F: when the Read button is pressed.

## **Trade Mark, etc.**

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