

DMDE 3.6

DM Disk Editor and Data Recovery Software



User Manual

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About DMDE 3.6 Help

The most recent documentation may be found on the [software sites](#).

In the manual the following designations are used: elements of the software interface are written in ***bold italic***, keyboard keys and shortcuts are in square brackets [***F1***], text for typing and file names are in ***green***.

Due to the lack of images reading the manual is recommended while running the software. **Context sensitive help** is also available (except in DOS) by pressing keys [***F1***], [***Shift+F1***], or [***Shift+F11***], and by ***Help*** buttons. **Help tips** (GUI interface only) may be turned off and on through the menu command Help · Help Tips.

Understanding of some software settings may require special knowledge of file systems and disk structures and their discussion is beyond the scope of this guide. If the role of such parameters is not clear it is recommended to leave defaults (auto).

In order to open CHM files in Windows you should copy them to a local disk and unblock (right-click menu - Properties - Unblock).

Context sensitive help may be provided as CHM files (Windows only) or as a set of HTML files. HTML files are provided with Linux distributions in the directory ***man_en*** and other ***man*** directories in the subdirectory ***locals***. To use HTML help files in Windows remove CHM files and place the directory ***man_en*** to the software working directory and other ***man*** directories to ***locals***.

The default OS application is used for opening HTML files. In Linux / macOS the commands ***xdg-open*** / ***open*** are used. You may use another command by setting the [parameter](#) ***shellopen=***.

About DMDE

<http://dmde.com/> <http://softdm.com/>

DMDE 3.6 (DM Disk Editor and Data Recovery Software)

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[DMDE Description](#) [DMDE Editions](#) [File description](#) [Issues and Limitations](#)

Updates, Downloads, Restoration

The most recent versions are available on the software sites (see above). License owners may download and update licensed copies in the personal site section. To restore personal section entrance address please fill in the form on-line: <http://dmde.com/request.html>

Acknowledgement

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DMDE Description

<http://dmde.com/> <http://softdm.com/>

A tool to search, edit, and recover data on disks.

- A number of freeware features, additional paid features ([DMDE Editions](#))
- [Supported OS](#): Windows 98/..XP/..7/..10, macOS, Linux, DOS
- [Portable run without installation](#)
- Support for NTFS/NTFS5, FAT12/16, FAT32, exFAT, Ext2/Ext3/Ext4, HFS+/HFSX, ReFS file systems
- Thorough [FS and Raw scan](#), [FS reconstruction](#) for [data recovery](#) in complex cases
- Simple [partition manager](#) for express search, diagnostics, and restoration of partitions
- [Disk cloning and disk image creating](#), including I/O error handling, reverse copying, and other features
- [RAID constructor](#) for virtual RAID reconstruction supporting levels RAID-0, RAID-1, RAID-4, RAID-5, RAID-6, delayed parity, custom striping, JBOD/spanned disks; automatic calculation of RAID configurations
- [Cluster map](#) to investigate file allocation
- [Disk editor](#) compatible with the most recent Windows versions which allows viewing, editing, and navigating through different disk structures using built-in and custom [templates](#)
- [NTFS tools](#) to work bypassing NTFS driver (copy, delete file, create, repair directory)
- Support for various [device I/O interfaces and settings](#) to work with [damaged devices](#), [disk images](#), NTFS compression and [encryption](#), national names, large disks, large files, large sectors, and other features

DMDE Editions

Actual information is available on the [software sites](#): [Editions](#), [Purchase](#).

To use all professional features you should download the licensed copy from your personal site section. In other cases you may just enter an actual license key into the [basic version](#) to remove data recovery limit. You may update, upgrade, restore your licensed copy in the personal section ([restore your login](#)).

Free Edition includes all [features](#) but a single recovery command recovers up to 4000 files in the current panel only (you should first open a subdirectory in the current panel and then recover files in the panel). Paid licenses remove the limitation and allow recovering nested directories according to the directory tree constructed in the program.

Professional Edition provides additional features:

- rights to provide data recovery services
- [portable use](#) on different computers
- [one-time activation](#) on client computers (including remote use)
- [data recovery](#) reports (include logs and file checksums)
- read support for E01 [disk image files](#)
- using logs when [copying a disk](#) (resume copying, multiple passes)
- customizable [I/O handler script](#)
- [recovery](#) of NTFS alternate data streams
- DMA access in DOS (for [ATA interface](#))

File Description

Executable

dmde.exe or **dmde** - the program

Localization

***.tbl** - code page tables

***.lng** - user interface language files

Documentation

eula*.txt - license agreement (EULA) files

versions.txt - information about some version changes

readme*.txt - readme files

dmde*.chm - help files in Windows CHM format

man*/* - help files in HTML format

Other files

dev9x.dll, **dev32.dll** - drivers to run under Windows 9x/ME

dmde*.ini - program settings files

template.txt - [disk editor templates](#) file

cwsdpmi*.exe - DOS Extender to run 32-bit DOS apps (Copyright © 2010 CW Sandmann, not a component of DMDE product)

Known Issues and Other Limitations

Data Recovery

- Data recovery destination is partitions/volumes supported by OS (in particular, DOS and Win9x/ME support only FAT as a destination)
- DOS, Win9x/ME: unicode symbols in file names outside the selected code page are replaced with "_" or transliterated according to the loaded translit tables
- DOS, Win9x/ME or FAT: unable to recover file greater than 4GB as a single file due to a FAT limitation
- File hard links are recovered as different files
- Symbolic links are not supported
- NTFS alternate streams can be recovered to NTFS volumes only
- NTFS directories alternate data streams can be recovered only after [FS reconstruction](#)
- NTFS encrypted file recovery up to 4GB
- NTFS permissions and owners are not supported
- Ext2/Ext3/Ext4 permissions and owners are not supported
- Win9x/ME: drives greater than 128GB are not handled correctly without special patches applied to Windows drivers
- Maximum path length supported: 259 characters for DOS, 4096 for Windows, Linux, macOS
- Maximum path length supported by DOS: 79 or 127 characters (for DOS-names) depending on DOS version.
- Subdirectory depth is up to 1024 (can be increased using `maxrecoverdepth=` [parameter](#))
- If name substitution is used under DOS then name handling (such as auto renaming) is not supported

NTFS write support

- Journal is not supported
- SECURITY INFORMATION is not supported on creation (to access files and directories it is necessary to set permissions using OS features)
- OBJECTID is not supported
- Additional creation of DOS-compatible names is not supported
- Compressed files are not supported
- Alternate data streams are not supported
- To allocate/append a file a contiguous free space is required

Other

- the software may work within the available RAM. 32-bit versions may use up to 3GB of RAM only (up to ~10 million files/streams and 2 million directories); DOS may access even less memory
- no additional support for [virtual disk image](#) files in DOS
- NTFS alternate data streams for a file are displayed in a single directory only even if the file is hard linked to multiple directories

- up to 2K windows/panels/objects for GUI version, or width-limited for console
- up to 2K items in the list of [Devices](#)
- up to 16K custom data rotation items (**striping**) when constructing [Custom RAID](#)
- up to 2K visible items per section for [Full Scan](#) (**showvolumesnum=** [parameter](#))
- up to 16 million MFT fragments of NTFS for [Full Scan](#) (**ntfsmaxmftruns=** [parameter](#))
- maximum search depth for [File Panel Search](#) is up to 1K directories
- keyboard and mouse input is limited in Linux (keyboard shortcuts and national input may not be supported)

Installation and Run

[System Requirements](#) [Activation](#) [Settings](#) [Languages](#) [Windows](#) [Linux](#) [MacOS](#) [DOS](#)

Attention! If in doubt about device physical state (error messages, slow performance, etc.) it is recommended to address to specialists. Further work with the disk (including starting up) may worsen the problem or cause complete inability to recover data. [If device is damaged.](#) [If device size is detected incorrectly.](#)

Attention! Do not write anything to the source disk/partition where lost/removed/damaged data is located. Use another disk to load operating system, install or run the software, and to recover data otherwise the data may be erased irrevocably. It is highly recommended to use an environment where writing is turned off where possible (e.g. load a system from LiveCD/USB, [bootable DOS disk](#), etc.). For the most compliance with such environment it is recommended to turn off the "fast boot" option and turn on the "USB legacy mode" option in your BIOS/UEFI.

To install/reinstall and run the program just extract the entire software package into a single directory (it may be on a removable media) and run `dmde.exe` or `dmde`. You need Administrator / Superuser privileges to access devices in Windows NT+, Linux, macOS. To run the software without Administrator rights add the parameter `notadmin=1` to the file `dmde.ini`. Updates are performed in the same way.

To uninstall the software just remove the extracted files and directories.

Operating Systems

Windows Vista/7/higher

In case of SmartScreen request click "More Info" and confirm the software launch.

To run the program as Administrator use right-click menu on the application icon or confirm UAC elevation request.

Attention! To work with drives larger than 2TB the most recent versions of controller drivers must be installed.

Windows 2K/XP

To use the program you should login as Administrator.

Attention! To work with 128GB and larger drives you need Windows 2K SP4 with LBA48 support manually switched on in the registers or Windows XP SP2 (LBA48 is switched on by default).

Windows 98/ME

Attention! Without special patches Windows 9x/ME handles 128GB and larger drives incorrectly.

To avoid the problem reload computer in MS-DOS mode and use DMDE for DOS to access such drives via BIOS or ATA-interface or load another OS.

Linux

At first go to the Root Terminal or run Terminal emulator (Konsole, Gnome-terminal, etc.). Go to the software directory and type `./dmde`. You should run the software as a superuser to access devices. Please, refer to your operating system documentation for this information (e.g., run `sudo ./dmde` in Ubuntu, go to root with `su` command in Debian at first, etc.). You may also need to set execution permission for the file `dmde` (type `chmod 755 ./dmde`). To run 32-bit software versions on 64-bit

operating systems you may have to install additional 32-bit shared libraries (e.g., run `sudo apt-get install libc6-i386` in Ubuntu to install `libc6-i386` package).

MacOS

OS may warn the application is not optimized since it is 32-bit, however you may still run it without any adverse effects: [32-bit app compatibility](#).

Either refer to Linux instructions to run as a root user from the terminal or confirm GUI authorization.

If the file `dmde.ini` is not in the same directory as the `dmde.app` bundle then the software will store the file in the user application directory (will behave like an installed app).

DOS

You may use DMDE on a regular partition supported by DOS or use DOS bootable disk. This may be helpful when there are problems using specific disk. SATA disks must be switched to IDE-compatible mode in BIOS settings for direct ATA-access. SCSI, USB, and other devices may be accessed via special DOS drivers or using BIOS functions if they are supported.

Some files for creating DOS boot disks are available on the [software site](#) in the section [Additional Downloads](#).

Bootable Floppy

To create bootable floppy download and unpack **FDD image**. You may use the function [Copy Sectors](#) to write the image to a floppy disk. Use the image as a source file and fdd as a destination device. ISO images for bootable CD may also be created on the base of boot FDD images with the help of different software.

DOS Bootable Disk

Loading from the specific disk must be supported by BIOS (see BIOS boot menu). To create bootable USB/HDD you need a freshly formatted primary FAT16/FAT32 partition on the disk. Non-standard disks/partitions are not supported (non-MBR, 3TB+, etc.).

0. For the most compatibility optionally first [zero out the disk](#), then initialize disk as MBR and create and format a primary FAT partition using standard OS means (Windows Disk management).

1. Download the [FreeDOS Package](#) (the site section "Additional downloads") and extract all package files directly to the root directory of the FAT partition.

2. Open the disk as [physical device](#) in DMDE and use the command **Write Boot Sectors...** in the [Partitions](#) menu to make the device bootable (specify the root directory on the disk as a source of boot sectors upon the subsequent request). Apply changes and close DMDE.

3. [Download DMDE for DOS](#) and unpack into the FAT partition.

4. Use BIOS boot menu / BIOS setup to boot from the specified disk. On modern UEFI systems you may need to enable BIOS legacy mode, turn off secure boot option, switch USB and other devices to legacy modes.

System Requirements

[Windows](#) [Linux](#) [MacOS](#) [DOS](#)

Common Requirements

- Drives: without significant hardware/firmware problems
Attention! If there are doubts about device physical state (extraneous sounds, error messages, slow performance, the device is after hitting, etc.) it is recommended to address to specialists ([data recovery from damaged devices](#))
- CPU: Intel compatible (i486 and higher)
- To save/use results, reports, and settings a valid partition is required which is supported by the operating system (in particular, FAT partition is required to work in DOS/Win9x/ME)

If Device Size Is Detected Incorrectly

This must be resolved before any further work. Some issues are quite simple - see [guide from external source](#). Some issues are below:

- **Capacity Limitation Jumper** is misplaced (device size is limited to **32GB**)
- **HPA** is erroneously applied. Device size usually becomes **1TB less** or similar (typical to some GIGABYTE motherboards). Try software: HDD Capacity Restore Tool (Windows), **hdparm** (Linux), HDAT2, MHDD, Victoria (DOS)
- No large drive support in **OS** - see below
- **Incorrect drivers** for SATA/USB controller (no correct **3TB+** support). Device is displayed typically **2.2TB less**. Update drivers
- **USB enclosure** / another adapter has no correct **3TB+** support. Change adapter or attach device directly
- **Zero size**: the device is not accessible, you should address to specialists

Windows 2K+ (2K/XP/Vista/7/higher)

- Recommended: Windows XP + SP2 and higher
- 32-bit versions work in both 32-bit and 64-bit Windows
- Administrator privileges
- Drives: supported by OS
- For drives **larger than 2TB**, Windows Vista/7/higher is required with the most recent versions of controller drivers installed
- For drives larger than 128GB in Windows 2K/XP certain ServicePacks must be installed (Windows 2K SP4 and Windows XP SP2) and LBA48 support must be switched on in the system registry of Windows 2K. Windows 2K/XP does not support drives larger than 2TB with the exception of special XP-compatible USB-boxes

Windows 98/ME

- Drives: supported by OS
- **Attention!** Windows 9x/ME handles 128GB and larger drives incorrectly unless special patches are installed. You may reload computer in MS-DOS mode and use DOS version to access drives via BIOS or ATA-interface

Linux

- OS: Latest Linux distributions with **libc** library
- 32-bit shared libraries to run 32-bit versions on 64-bit Linux (e.g. **libc6-i386** package)
- Drives: supported by OS
- Superuser rights
- Root terminal or emulator (xterm, Konsole, Gnome-Terminal, etc.) for console version, or **gtk2.0** library for GUI version
- utf-8 locale support

MacOS

- OS: Mac OS X 10.10+
- Drives: supported by OS
- Administrator privileges

DOS

- OS: MS-DOS 5.0+ compatible
- Drives: supported by BIOS or supported by DOS (using ASPI drivers) or supporting ATA-interface (IDE or SATA). SATA disks must be switched to IDE-compatible mode in BIOS for direct ATA-access
- DOS Extender (file CWSDPMI.EXE © 2000 CW Sandmann in the software directory is enough)
- At least 200 KB of low memory free
- At least 64 MB of extended memory
- For extended name duplicates handling during data recovery long name driver is required (e.g., DOSLFN.COM © Haftman software)
- If you wish to use a mouse then mouse driver for DOS is required

Activation

Attention! To get all [Professional](#) features you should get the software in your [personal section](#). In other cases you may just enter your license key upon the software request. Please adhere to [license terms](#) to avoid license blocking and revoking. You may get an updated key as well as information about blocking in your [personal section](#) ([restore login](#)).

You should activate the licensed copy when first run on a new/modified hardware or after entering a license key.

Online Activation

Just push the button **Online Activation** (Internet access is necessary, not available in DOS). Upon a successful connection to a server the activation code will be saved to [dmde.ini](#).

Manual Activation

If Online activation is not available you may manually get and enter activation code.

1. Run the software on a computer where it will be used. Select **Manual Activation** and save the file **dmdeinst.dat** (or write out your **Prod.ID** and **Inst.ID**).
2. Open the activation site <http://ac.dmde.com/> or <http://ac.softdm.com/> on any computer. Upload the file **dmdeinst.dat** (or enter your **Prod.ID** and **Inst.ID**). An activation code will be generated for you.
3. Enter your activation code to complete the activation.

Activation Types ([Professional Edition](#))

1. Stationary Activation

Stationary Activation associates the software use with a specific computer: select **Stationary** activation (click or hit [**Space bar**]) and use Online or Manual Activation.

2. Portable Activation (Portable Use)

Portable Activation associates the software use with a removable USB flash drive that allows using on different computers without Internet access. Available in Windows (2K and higher), Linux, and macOS.

Initial Association with a Device

1. Select **Portable** activation and specify the removable device for association. The device must always report the same correct serial number (**12 or more digits and capital Latin letters**, e.g. vendors Kingston, SanDisk are known as best conforming the standard).
2. Use Online or Manual Activation to complete the association (will be stored to [dmde.ini](#)).

Further Use on Different Computers

Attach the device to a computer, run the software, and select the device if necessary.

3. One-time Activation

It is designed to one-time run the software on a client computer when it is not possible to use portable activation (e.g. for a remote use).

[Download](#) the basic software version (without Professional features) and enter special license key (Client Edition) and one-time password which are issued in the personal section ([restore login](#)) and then activate Online or Manually.

Settings

Settings are stored in the file `dmde.ini` in the software directory (for macOS possible exception see the section [Installation and Run](#)). See the file for the parameter descriptions.

[Device I/O Parameters](#) can be changed at runtime.

Languages/Localizations

Dialog Box "Select Language"

Apply Codepages. If the option is checked then ANSI and OEM code pages from the selected localization file are used.

Translit. Transliterate interface if there are problems displaying national symbols.

RTL dismiss (Linux only). Disable string reversal for RTL written languages if terminal emulator already supports it to avoid double reversal (e.g. Konsole).

Code Pages - Interface and Data Recovery

Unicode interface and Unicode file names are used if it is supported by OS. Otherwise **ANSI code page** is used in OS Windows 98/ME and **OEM code page** is used in DOS, whilst symbols outside the selected codepages are transliterated or substituted.

OEM code page is used also for national short name reading (8.3 format) on FAT volumes.

By default OS code pages are used (if applicable). Code pages from [Ini-file](#) (if defined) override them. Code pages from the selected lng-file (***.lng**) override everything if **Apply Codepages** option is checked in the dialog box "Select Language". Lng-file string **107=** is for ANSI, lng-file string **108=** is for OEM codepage.

INI-file settings

usecodepage= ANSI code page

oemcodepage= OEM code page

translitenable= (**Translit**)

viewtranslit= (**Translit**)

rtldismiss=

How to Use the Software

- [Find and Open Volume](#)
- [Data Recovery](#)
- [Partition Management](#)
- [Full Scan](#)
- [Device Selection](#)
- [Device I/O Parameters](#)
- [Disk Images and Clones](#)
- [RAID Arrays](#)
- [File Panel](#)
- [Disk Editor](#)
- [Cluster Map \(File Allocation\)](#)
- [Menu Commands](#)

Find and Open Volume

To browse, view, edit, and [recover files and directories](#) you should find and open a volume containing data. Use the following methods depending on the availability.

1. If the volume is fully available by its letter (**C:**, **D:**, ...), you may open it through the option **Logical Disks** (Volumes / DOS Services) in the dialog box [Select Drive](#). This method is suitable to recover deleted files from a healthy volume. If you cannot open this way or files are being recovered incorrectly try the next methods.
2. Select a **Physical Device** containing the volume in the dialog box [Select drive](#). The window "[Partitions](#)" will pop up. Select and open your volume if it is available there. If it is not available or data cannot be properly recovered then try the next method for the most complicated cases.
3. Run [Full Scan](#) and open one of the found volume variants. Read the section [Full Scan](#) for more efficient recovery in this case.

The context menu command **Open volume parameters** allows manually changing some parameters before opening the volume.

Also, the volume may be opened from the [Editor Window](#) when view the volume boot sector or boot sector copy in a [Boot sector](#) mode.

Work with Special Storages

If the data storage is a RAID array / striped volume you should first [Construct a RAID](#) instead of opening a single physical device.

If the volume is contained inside a virtual machine / encrypted disk image or partition you should first mount / decrypt the image (or its copy, for safety) using the corresponding (virtualization) software and then work with the mounted / decrypted disk. However you may also open a flat image and VHD/VHDX image directly using the option **Disk Images** of the [Device Selection](#) box.

Data Recovery

[Damaged Devices](#) [Removed Files](#) [Encrypted Files](#) [Complex Scan](#)

Attention! Make sure the device is not damaged beforehand ([if device is damaged](#)).

Attention! Do not write anything to the source disk. Recover data to another disk only. It is highly recommended to recover data to another physical device. You may recover to another partition of the same device only if you are sure that the source and destination partitions don't overlap and the device has no physical problems. Do not load system or run software from the partition where lost data is located ([Installation and Run](#)).

Attention! If files are recovered incorrectly or there are other problems make sure you are using the [most recent software versions](#) from a trusted source.

Data Recovery Steps

- [Find and open a volume](#) containing lost data;
- open/reopen the virtual directory [*All Found / Virtual FS*] to get more or less found files (see [virtual FS Reconstruction](#));
- mark items for recovery and use the menu [Tools](#) · [Recover](#) to recover them to another disk.

With [Free Edition](#) you may recover up to 4000 files from the current panel per single command call (you should first open a directory with the necessary files on a panel and then select recovery from the panel).

If you cannot open/play files after recovery you should try different found volume variants - return to the [Full Scan](#) results or to [Partitions](#) and open the next found volume.

Dialog Box "Recover"

File Categories

Select file categories for recovery - see [File Panel](#) for categories details. During the traversal the checkboxes for excluded files will be unchecked unless the option "*keep selection marks for excluded items*" is selected.

Button "Size"

Calculate the size of the data to recover. Global indicator of recovery process is working if the size is calculated. You should not calculate the size to avoid unnecessary device load on devices with bad sectors.

Button "List"

Create a list of selected files. It is also possible to list sectors occupied by files (data recovery restrictions are applied if [Free Edition](#) is used), certain sector ranges can be specified.

Checkbox "Include NTFS altstreams" ([Professional Edition](#) only)

Recover NTFS alternate data streams. Alt. streams are displayed in the [File Panel](#) after [FS reconstruction](#), an alt. stream name is separated by a colon.

Filters

Name, size, date of modifications filters are supported. During the traversal checkboxes for excluded files will be unchecked unless the option "*keep selection marks for excluded items*" is selected. Use 0 (zero) as a second value for the size if you wish to limit a lower size only.

Name masks are semicolon separated. Wildcards "*" (any set of chars) and "?" (any char) are supported. Exclusion masks may also be defined by prepending a backslash "\". Masks at the beginning have a priority. E.g. the name `abc.tmp` matches `a*;*.tmp` and does not match `*.tmp;a*`.

Create Report ([Professional Edition](#) only)

Save recovery report to a file. List files and directories, log file I/O errors, calculate checksums CRC32, MD5, SHA1 for a forensic report.

Additional Issues

Checkbox "Unicode names"

The option is marked by default for OS supporting Unicode. If it is unchecked then symbols outside the selected code page must be transliterated or substituted (see [Locales](#)). Unavailable in DOS.

Recover to a FAT formatted volume, checkbox "Split large files"

FAT volumes do not support files greater than 4GB (or sometimes 2GB). Larger files may be split during recovery upon a request if OS properly reports (which is not always the case) or if the option *Split large files* is used (preferable). Later you may merge file parts on another disk by using the system utility `copy /b part1 + part2 + part3 result`, for example. Pure DOS supports only FAT volumes.

File names in DOS, checkbox "Substitute names"

Without special drivers long file names are not supported under DOS. Option *Substitute names* allows name substitution during recovery. File `LRENAME.BAT` is being created in the destination folder for backward renaming. To restore original file names load OS Windows, go to the destination folder and execute the file `LRENAME.BAT`. An appropriate [OEM code page](#) must be selected when working in DOS in order to restore national symbols correctly. Unicode symbols outside the selected code page will be transliterated or substituted.

You may [add the parameter](#) `substnamesutf8=1` or use the option *utf-8* to create `LRENAME.BAT` in the utf-8 format fully supporting Unicode regardless the selected code page. Utf-8 format is supported in Windows 7 and higher.

Paths longer than 259 symbols (Windows NT and higher)

Support for extra long paths option (or manual prepending the prefix `\\?\` when specifying the destination directory, e.g.: `\\?\D:\`) allows recovering paths longer than 259 symbols. Such long paths may be inaccessible using standard OS means such as Explorer ("My Computer").

Duplicate Names and Other Events Handling

During recovery there may be name duplicates if there different versions of the same file/directory are found, if the destination file system doesn't distinguish between some names whilst the source FS distinguishes, if there are already files on the destination path before recovery.

If the OS reports the file/directory exists already you are prompted to choose how to handle the duplicate. You may rename/skip the object manually or choose the "auto rename" or "skip all" options to automatically handle all subsequent objects too. It is also possible to merge directories with duplicated names.

Additionally you are asked for a threshold (maximum number of duplicates for the same name). When the threshold is exceeded you are asked again for a desired action. [Parameters](#) **maxfilerenames=** and **maxdirrenames=** are used as default threshold numbers.

The destination file system designates duplicates. Duplicates are not handled if *name substitution* is used under DOS.

Event Handler...: preset recovery events handlers (duplicate names, I/O errors, and others).

The option **Skip** causes skipping recovery of a file or directory if the corresponding event occurs.

The option **Ignore** means the recovery will be continued ignoring the event.

The option **Ignore and Hide** means the recovery will be continued and the recovered file will be hidden (more exactly, the attribute "Hidden" will be set for the file in Windows / DOS, or zero **0** permissions (not accessible) will be set in Linux / macOS).

The option **Move to \$Bad** will move the recovered file inside the directory **\$Bad** created in the destination directory.

NTFS Encrypted Recovery

DMDE recovers NTFS encrypted files without decryption. An encrypted file contains the encrypted data and encryption key which in its turn is encrypted with a certificate key. You need the certificate from the source OS or its backup to be installed on a destination OS to open encrypted files after recovery. Please refer to Microsoft documentation on exporting and importing certificates.

To store encrypted files NTFS encryption (EFS) must be supported by both OS and the destination file system (i.e. Windows and NTFS are required). In DMDE there are workaround options for EFS recovery when run on a different platform.

Recover *to separate streams*: recover data streams and keys into separate files (**.efs** and **.efk** extensions are assigned). Further processing of these files is a user task.

Recover *to backup (portable format)*: recover file data and key into a backup file (**.efb**). Backup files may later be restored into EFS files using the menu [Tools](#) - **Restore EFS from Backup...** (only when run on a EFS supporting platform).

Recover *to NTFS encrypted file*: recover at once into an encrypted NTFS file when run on a EFS supporting platform.

Data Recovery from Damaged Devices

If you are in doubt about physical health of your device (error messages, slow responding, extraneous sounds, there was a hit, fall etc.) it is highly recommended to address to specialists having specialized equipment. Any further work with the disk (including even starting up) may worsen the problem and cause complete inability to recover data. So any further attempts are at your own risk. Anyway it is possible only if the software can access the device (contents are readable), and device size is detected correctly ([info on incorrect device size](#)).

Software Bads

Some errors may be due to external reasons: bad contacts, unexpected power loss or disconnection, etc. If a sector is not completely or incorrectly written then the device reports an error when reading such sector even there is no physical damage (software bad). The device is working normally excepting errors when reading several sectors. In such case you should fix the problem source (check if PCB contacts are oxidised, replace wires, etc.) and continue accessing the device safely if the doings don't become worsen (some software bads may still remain). Of course this does not apply to cases where a hit was, the device is responding slow, etc. Anyway it would be safer to make a copy of the entire device before continue recovering.

Device Cloning

It is highly recommended to first clone the damaged device and to work further with the copy.

During data recovery there may be multiple disk access retries: software usually scan the entire device, then again analyze some structures on the disk, then read data again during actual recovery; different settings and software may also be tried. This causes reading the device again and again damaging the problem device more and more. Making a sector-wise copy (clone) eliminates this problem, the damaged device is read only once.

In DMDE you may use the tool [Copy Sectors](#) to make the device clone.

Special Environment and Settings

Normally OS may also work actively with the device damaging it more, interfere while working with it, as well may write unwantedly to the source disk (see also the section "[Installation](#)"). So you should choose a more suitable OS, prepare the device, configure the parameters.

It is better to use [direct access](#) in **DOS**. However there is a number of restrictions in DOS so the way is suitable primarily to create a clone when devices are visible in IDE compatible mode. **Linux** (and especially "Live" images) don't work actively with device partitions until you mount them so there are no special settings. Regarding **Windows** it is highly recommended to use special "Live" images, even more special environment like WinFE which don't work with device partitions until you mount them. It is also recommended to use [IO SCSI](#) mode as it is more fast and soft (however it is not documented so make sure it is actually working on your system).

To completely prevent the OS from working with the device partitions you may temporarily "switch off" a partition table (e.g. for MBR disk it is enough to change the signature **55 AA** in the 1st two bytes of the disk starting sector). In DMDE you may use commands MBR Off / GPT Off in the [Partitions](#) window, then Apply, and restart the OS or reconnect the disk. Later you may similarly "turn on" the partition table on the disk or its copy if it is necessary.

If Cloning is Impossible

Sometimes the device state does not allow entire cloning. Full copy may take an unreasonable time but you need to recover only some important files. In such case you may try data recovery without performing a full scan.

DMDE allows opening volumes and finding some files without preliminary full scan. You may try opening the volume if it is visible in the window [Partitions](#) just after selecting the [device](#). You may also try opening volumes as soon as they appear in the results of [Full Scan](#) without waiting its completion. Make sure to **Save** scan results to avoid future rescanning in case of some failure. Open the volume and recover the most important files first and check if they can be opened/played.

Removed Data Recovery

Removed recovery is generally performed the same way as other [data recovery](#). However the possibility to recover removed files depends strongly on a file system, device type, and operating system activity.

Overwritten Is Not Recoverable

Really **overwritten data cannot be recovered** using any modern means. For modern HDD's there are no technologies to recover data even after single cycle of overwriting. But it depends on an OS activity and a fortuity how fast the data is overwritten after removal. Removed files on a system disk may be overwritten during several seconds on a modern OS. It may even worth to immediately unplug the PC power instead of regular shutting it down if you wish to prevent overwriting of accidentally removed data.

Another obstacle to recover removed data is a **trim technology used on SSD drives**. It is used to mark removed blocks as empty so these blocks are not readable after the removal. Theoretically it is possible to read memory banks directly using special equipment but there is constant rotation as well as another transformation of data on SSD disks which make such recovery job unreliable (however some random fragments of data still can be found).

Anyway it is not possible to surely predict if the data is already overwritten so you should try data recovery anyway. Regarding recovery of super valued data it also worths to contact specialists having special equipment and knowledge.

Removed Data Recovery Based on a File System

Unlike Raw recovery (signature based), FS based recovery allows recovering files with their original names and paths, and accounting the fragmentation (see [Full Scan](#)).

However if the data is lost due to removal then FS based recovery ability depends strongly on a file system type. Some file systems destroy FS structures immediately while others only mark files as removed keeping them available until not overwritten. File systems may also support journaling however a journal keeps a small amount of the most recent operations only. Raw recovery is a last resort when FS based recovery is not possible.

File System	Availability by FS	Remarks
NTFS	high	Large files (>2GB) may be truncated to a zero size by Windows NTFS driver
ReFS	high	Copy-on-write strategy leaves old structures on the disk until they are overwritten (unless trim is used)
FAT, ExFAT	medium	Only the first file fragment address is known after removal, on FAT32 even the first fragment address may be partially unknown, no journal
HFS+/X, Ext3/4	low	On Ext FS file names may retain but file location information is wiped out

Data Recovery after Format

Full format in Windows, starting with Windows Vista, overwrites the partition with zeros. Still, only not rewritten data can be recovered (for example, formatting was interrupted, previously there was a different partition size, etc.).

Fast formatting usually causes only some loss of the original FS structure, some files. However, the initial fragmentation of FS structures, changing formatting parameters, the presence of garbage, and

interspersions of other FSs (for example, from disk images) can significantly worsen the result of FS reconstruction.

When FAT / exFAT is formatted cluster tables containing information for restoring fragmented files are cleared.

Previous File Versions and Copies

You should take into account there may be previous file versions or temporary copies or copies on other disks.

Windows restore points is enabled may keep previous file versions before removal. Right click the file/directory and check their properties. There may be previous versions available for recovery.

Partition Management

A tool to view, quick search, and [open volumes](#), as well as to perform basic operations on partitions on MBR- and GPT-style disks. Other styles (e.g., hybrid, dynamic) are unsupported whilst partitions may be shown as found.

Read the warning on this link before applying changes to a disk.

The operations are supported that change only partition tables and boot sectors without touching the contents of partitions. This includes partition removing and [undeleting](#), [boot sector restoring](#) from its copy and other simple tools. All changes are virtual until you apply them by pushing the button **Apply** or using the local menu command **Apply Partitioning** or the main menu command [Apply Changes](#).

Dialog Box "Partitions"

The checkbox "**found**" is to display lost and removed partitions (an express search is performed). For a complex and deeper search there is [Full Scan](#) option.

To prevent the default express search uncheck the box **Show partitions** when [open a device](#) or [construct a RAID](#).

When volume is opened from the [Full Scan](#) results it is also added to the list of found partitions and can be restored (inserted) if not corrupted.

Other info mode checkboxes:

- **tables**: display AMBR and GPT partition tables
- **GiB**: display sizes in binary units
- **detailed**: display multiple lines per partition in accordance with the source of information

(A) - bootable (active) partition status (**Partition** column).

Indicators indicate the presence of structures:

- **T** – partition table
- **E** – table entry
- **B** – volume boot sector
- **C** – boot sector/GPT copy
- **F** – basic FS structures (e.g., first MFT file record for NTFS)
- **f** – MFTMirr for NTFS
- **x** – structure is absent or damaged
- (indicator is absent) – structure is not tested (however it may present). E.g. **F** indicator may be disclosed only after volume opening.

Found errors are colored in red. For incorrect/non-standard partitioning correct displaying is not guaranteed. Some partitioning errors may be fixed by removing and inserting back the partitions.

The **Menu** button displays the operations available on the selected partition or the entire disk.

Open Volume

[Open the selected volume](#) to view and [recover files](#).

Open Volume Parameters

View and manually edit volume parameters before [opening the volume](#).

Show Volume Letters

Display volume letters currently assigned to partitions by OS.

Full Scan within the Partition

Run [Full Scan](#) or load full scan results from a file.

Create Image/Clone

Call the dialog box [Copy Sectors](#) to create partition image or clone the partition.

Insert the Partition (Undelete)

Insert lost or removed volume into the partition table. Invalid partitions may prevent insertion so they must be removed before insertion. Completely damaged partitioning may be resetted using the command [Toggle MBR Signature On/Off](#) applied to the topmost item. You should add partitions from the beginning to the end of the disk.

Remove the Partition

Remove the existing partition or a partition table.

Create RAW Partition

Create unformatted (RAW) partition within the unallocated space. If there are no partitioning errors it is highly recommended to use only standard system tools for creating and removing partitions.

Restore Boot Sector from the Copy

Replace damaged boot sector with a backup copy.

Toggle Bootable (Active) Partition Status

Set or reset active (A) status of a bootable partition.

Toggle MBR/Boot Signature On/Off (MBR On/Off)

Set or reset boot sector signature (0xAA55).

Reset GPT+MBR Signatures (GPT Off)

Reset boot sector signature (0xAA55) and signatures of GPT tables (EFI PART).

Set GPT+MBR Signatures (GPT On)

Set GPT and boot signatures. Available only on GPT disks after resetting.

Write Boot Sectors

Make [DOS bootable disk](#).

Undo Action

Undo the last action.

Redo Action

Redo the last undone action.

Undo Partitioning Changes

Undo all partitioning changes.

Reset All Changes

Reset all unapplied changes.

Load from File

Load disk partitioning or rollback data from a file. See [Changes](#) for details.

Save Current Partitioning to File

Save current partitioning to a file for a backup purposes. Available only if the device is partitioned and there are no unapplied changes.

Apply Partitioning

Write changes to the disk. See [Applying Changes](#) for details.

Full Scan

Comprehensive search method allows you to find and virtually rebuild the directory structure of a damaged file system or to find lost files of known types by signatures if a file system can not be used.

If a file system is not seriously damaged then the volume may be opened before the scan completes. When choosing a volume, you can be guided by quality indicators and other parameters (details are [below](#)).

Before working with special types of storages (striped volumes / RAIDs, encrypted storages, disk images), refer to the [appropriate instructions](#) (in the section [Open Volume](#)), otherwise Full Scan will give incorrect FS results if you simply run on individual source disks. For regular partition, it is recommended to [open a physical device](#) and scan the entire area the partition may occupy (including previous and new locations) rather than trying to work with the damaged logical disk. The software may read beyond the selected area if it is necessary.

Different volume variants may be given for the same volume which are useful in the most complex cases **only** (such as interrupted FS transformation: move / split / merge / resize / cluster resize, or for spanned volumes). In such cases some files can be recovered correctly from one volume variant, and others from another one, despite the same files might be visible on both volume variants. Open the selected variant as a volume and [recover](#) files. If files are missing or being recovered incorrectly you should continue the scan or try another variant.

Open volume Open volume selected in the list.

Save... Save search log to a file.

Load... Load search log from a file (to continue previous search or to use previous search results).

Start/Stop Start/stop scan. If scan parameters are not changed the scan will be continued.

Parameters Select scan area, FS, parameters to gather data and calculate volumes.

Jumping scan is used when it is necessary to faster find the main results over the entire disk without waiting the scan completes.

Jumping scan is carried out selectively over the entire disk gradually covering the entire scan area.

Volumes with the large number of files are being found first.

Menu Besides, allows changing volume sorting order.

NTFS, exFAT, extFS, HFS, ReFS

The columns **%** and **Check** allow preliminary estimating data recovery quality of a found volume variant (the percentage and number of correct interconnections of FS structures and files data). For extFS and ReFS matches for FS structures only are calculated.

Min. Size is the minimum size estimate of the area occupied by the volume files (only the best found FS fragments are taken into account).

FAT

The column **Indicators** shows the absence (damage) ("-") or presence ("+") of the corresponding FS structures (**B** - boot sector/copy, **F** - FAT table/copy, **R** - root directory).

The column **Check** shows the number of found directories corresponding to the volume variant.

Raw File Search

File signatures are used to find lost files when recovery by file systems (above) is not possible.

Additionally file signatures are used to improve and control the quality for NTFS, exFAT, HFS search. Normally there are no reasons to open Raw results individually when FS volumes above are found. Raw results are available under the directory **\$Raw** in the [file panel](#) when volume is opened.

Raw recovery is possible only for files which have special signatures. Raw recovery does not work properly for fragmented files (only the first file fragment is recovered correctly). Raw recovery does not provide original file names and directory structure. Raw recovery does not always allow detecting original file sizes. If there is neither end file signature nor built-in size info for a given file type then it is assumed a file continues until the next found signature, so searching for all present file types may improve size detection.

Raw: File Signatures: select file types for search, add new file signatures.

File Signatures

File Signature is a fixed sequence of bytes at the file beginning for the certain file type. E.g. if you open any PDF file in a [hex editor](#) you can see the same sequence of the first 4 bytes:

```
0000:  25 50 44 46 2D 31 2E 33 0A ... %PDF-1.3...
```

In DMDE you may then specify a custom file **signature** as **%PDF** (or as **\x25\x50\x44\x46** in hex codes). The question mark (?) may be used to specify a variable byte of the signature. The code **\mXY** specifies a fixed bit mask for the previous byte where **XY** is a mask hex value (e.g. the code **\x02\m03** specifies that only two least significant bits of the byte **\x02** are fixed).

If the signature position in a file is not fixed then minimum and maximum offsets must be specified. Entire signature must fit in the first 4096 bytes.

Adding New File Types

In addition to built-in file types and corresponding signatures, it is possible to add new types by the user (only if these types have unique signatures): Full Scan (Parameters) - **Raw: File Signatures - Add**.

In simple cases, it is possible to automatically calculate the signature of a new type on the base of sample files. You should push the button "... " and specify possible extensions (comma separated) and the path where working files of the necessary type are located. If the recovery is being made from the camera, you can take a different photo / video to the new media in the same format to obtain sample files.

The **Test** button allows you to check the signatures on a specific file and find out whether files of this type are defined correctly.

Multiple comma separated **Extensions** may be specified for **FS calculation**.

Mark signature as **reliable** if it contains at least 4 different bytes at a fixed position (do not mark otherwise not to truncate other files if false positives happen).

File-container may contain other file types inside (mark in order not to truncate when other type files are met).

EOF Signature is an optional signature at the end of a file.

Disk / Task Selection

Select disk / image / log-file for further [work](#), or choose another task.

If device size is detected incorrectly, refer to [System Requirements](#) issues.

Select between **physical disks** / **logical volumes** depending on the situation (see [volume opening](#)). For [problem devices](#) see [Device I/O Parameters](#) section for interfaces and other parameters explanation (the button **Parameters**).

In **Linux** / **MacOS** you may use the option **Disk Images / Logs** to manually specify some device / virtual volume paths if they are not listed, e.g. `/dev/mapper/truecrypt1` or `/dev/mmcblk0`.

Disk Images / Logs option allows opening disk image files. Click or **Enter** on the topmost list item to add new image for further work. VHD / VHDX, VMDK disk image files are supported additionally (excepting DOS, no compression / encryption / write support); E01 / Smart images are supported in [Professional Edition](#) only.

The option **Show partitions** enables [partitions](#) express search and displaying just after opening the device.

Other Tasks

You may additionally load a saved [RAID](#) configuration or [Full Scan](#) log by using the option **Disk Images / Logs**.

The reference options [Construct RAID](#) and [Copy Sectors](#) are included also which do not require preliminary device selection.

Device I/O Parameters

[Device I/O Dialog Box](#) [Device I/O Handler Script](#)

Interface

A way to access disk / volume sectors (may be set when [selecting device](#)).

IO FILE uses default OS functions to access disks (the most compatible, not supported in DOS).

OS Windows

- IO SCSI** use SCSI driver (lower level, recommended to reduce the number of OS I/O attempts, and to bypass some OS write blocking)
- IO ATA** use lower level ATA driver for IDE / SATA disks
- Overlapped** use overlapped I/O (does not affect I/O, not recommended)

DOS

- **ATA Interface** (direct access, recommended for disks with damages, see the [requirements](#))
 - ATA Interface** for HDD/SSD
 - ATAPI Interface** for CD/DVD
 - use DMA** use faster DMA access for ATA ([Professional Edition](#) only)
 - use LBA48** to access more than 128 GiB
 - raw CD access** to access non-digital CD
- **BIOS Services** (the most compatible access way in DOS)
 - Old BIOS Service** old CHS access supporting up to 8.4GB
 - Ext BIOS Service** LBA access
- **DOS Services** (for logical disks)
 - DOS Int 25/26** DOS functions
 - Win9x-FAT32 Calls** new DOS functions
 - MSCDEX Services** for CD/DVD
- **DOS ASPI** (access for SCSI, USB, and other devices if ASPI drivers are loaded)

I/O Errors

A way to handle I/O errors.

Skip I/O Errors: an option to automatically continue an operation after a number of **auto retries** when I/O errors happen. If turned off the user choice is required within [I/O dialog box](#).

Do not wait if device is not ready: continue an operation even if a device is not ready (not recommended).

always: apply to future operations.

now: apply to current operation.

Auto retries number on CRC Error: a number of additional I/O retries when an I/O error happens. Do not use **IO FILE** [interface](#) to avoid OS Windows additional retries and delays.

Zero value (0) stands for no additional retries, herewith the rest sectors of the block after the error will not be read to the

I/O buffer, or even moreover the entire **I/O buffer** contents may be undefined on error for some devices/drivers.

If the value is non-zero then sectors are being read one by one until an I/O error is encountered. The error sector is being read until the number of auto retries is reached or the sector is read successfully.

Increasing of retries number increases the percent of data successfully read but decreases device lifetime due to heavy load.

Auto retries number on Seek Error: additional I/O retries for errors other than "CRC".

Input error is assumed to be a seek error if I/O buffer contents is not changed after I/O (or it is zero filled). Usually seek errors significantly slow down I/O and not recoverable on retries.

Fill errors (hex): an option to fill read buffer data with a 4-byte value when I/O error is reported, to reveal damaged data output.

Jump over sectors after error: skip the given number of sectors when an unrecoverable error is encountered.

If there are areas of sequential bad sectors then skipping significantly reduces loading and further device damaging. Herewith the recovery quality reduces if there are only individual bad sectors.

Read back after jump: read skipped sectors backward after a jump until an I/O error is encountered.

The option is unavailable if the number of sectors to skip is too big. The feature improves the percent of the data successfully read.

Fill skips (hex): 4-byte value to fill unread data due to skips/jumps.

Additional Parameters

I/O buffer size in sectors: the maximum number of sectors transferred per I/O operation.

Timeout, msec.: time in milliseconds to wait for a device response (for DOS [ATA Interface](#)).

SCSI/ATA Timeout, s.: timeout for **IO SCSI/ATA interfaces** (Windows, may be ignored by OS).

Reopen device handle on error: check if the device is in use by OS after an error to prevent fictitious access (Windows and Linux).

Retry I/O on device connection: automatically resume the operation when the device is reconnected (Windows GUI only).

ATA software reset if busy: perform ATA soft reset if device is busy after a **timeout** (for DOS **ATA interface**).

ATA software reset timeout, ms.: time to wait for a device readiness after ATA soft reset.

Script...: set custom [Device I/O Handler](#).

SMART: show SMART report.

Device I/O Dialog Box

[Device I/O Parameters](#) [Device I/O Handler Script](#)

If an error occurs during device I/O then the dialog box appears where you can choose how to handle the error. **Attention!** Make sure to read the information on working with [damaged devices](#).

The following information is displayed: [W] indicates that error occurred when writing to device, LUN - disk number in the [virtual RAID](#), sector numbers where error has occurred, attempt number, error number, and error description (given by OS in Windows). After a number of retries (defined by [parameters](#)) program waits for a user reaction (unless skipping errors mode in [parameters](#) is selected) and the button **Retry** becomes active. Dialog box appears before the block of data is processed.

Abort: abort current operation.

Pressing Abort causes error sectors not to be copied to the destination (this behaviour may change in the future versions). Button is inactive if the operation is not abortable.

Retry: retry I/O.

In some cases it is possible to successfully read a sector and continue without data distortion after a number of retries. Button is inactive while I/O is in the progress.

Ignore: continue operation ignoring the error.

The current operation will be continued but most probably with data distortion. When reading file system structures this may cause loss of some files and directory structure damage.

Ignore all: continue operation ignoring all analogous errors.

After a number of retries (defined by [parameters](#)) program does not wait for user choice but ignore the error and continue the current operation.

Update: reopen device handle manually (Windows, Linux). Use [the additional parameter reopen device handle on error](#) for automatic reopening on each error.

ATA software reset if busy: perform ATA soft reset. Available only if [device is opened](#) via *ATA interface* under DOS.

Parameters: [Device I/O settings](#)

Confirm, Cancel: used for **%CONFIRM%** variable in the [Device I/O Handler Script](#)

Device I/O Handler Script

[Device I/O Parameters](#) [Device I/O Dialog Box](#)

The script can be used for I/O error logging and for extended processing of errors (include external program calls). The feature is available in the [Professional Edition](#) only.

Script can be loaded or modified via [Device I/O Parameters](#) (button *Script*).

The file `ondevhsc.txt` contains a brief description of available commands and some script examples.

Possible script lines are of the form:

IF **CONDITION** **COMMAND**

or

COMMAND

or

:LABEL

where **CONDITION** is an inequality or equality (**!=**, **>**, **<**, **>=**, **<=**, **=**) of two quantities, and quantity is either an integer constant (**0**, **1**, ...) or a variable (the list is below) or a simple mathematical expression (operators **+**, **-**, *****, **%**, **/**, without parentheses, ignoring the mathematical order of operators), e.g. `%ERROR%=0`

Comments are preceded by two minuses (**--**)

Variables

Zero based

%CONFIRM%	= 1 if <i>Confirm</i> pressed, = 0 if <i>Cancel</i> pressed (confirmation dialog box appears)
%DISKNUM%	disk number in RAID array
%TRYNUM%	i/o retry number
%LBA%	first i/o sector number
%SECNUM%	number of i/o sectors
%ERROR%	i/o error
%ATASTATUS%	ATA Status Register value (defined if BSY bit is cleared, DOS ATA only)
%ATAERROR%	ATA Error Register (defined if ERR bit of %ATASTATUS% is set)
%LINE%	current line number in script
%SERVICE%	i/o service: 0 -ATA 1 -ATAPI 3 -BIOSINT13OLD 4 -BIOSINT13 5 -DOSINT25 6 -DOSINT73 7 -DOSASPI 8 -DOSMSCDEX 9 -DOSFILE 11 -WINFILE 12 -WINSCSI 13 -WIN9XINT13 14 -WINATA 20 -LINUXFILE 21 -LINUXSCSI
%LASTRES%	result of the previous command
%LASTERR%	error of the previous command

Commands

SHOWDLG - force device i/o dialog box popping up
WAIT - wait for user choice
DELAY N - delay for N msec

EXECCMD CMDLINE - execute external command CMDLINE using Command interpreter (equals "cmd CMDLINE" in Windows)

EXECCMDQ CMDLINE - execute without creating new console window (quiet)

EXEC "FILENAME" CMDLINE - call external program FILENAME with parameter CMDLINE

EXECQ "FILENAME" CMDLINE - call without creating new console window (quiet)

MSDOS - call Command processor (OS Windows and DOS)

GOTO LABELNAME - jump to label LABELNAME in script (to the string **:LABELNAME**)

RETURN - break script execution, handle error according to [device I/O params](#)

RETRY - break script as *Retry* button pressed

RETIGNORE - break script as *Ignore* button pressed

RETAORT - break script as *Abort* button pressed

ADDLOG "FILENAME" LOGLINE - write LOGLINE to file FILENAME (string LOGLINE may contain variables)

CANCELIO - Call **CancelIO** (WinNT+ only) (available if a device is opened with *overlapped* option)

OVLRESLT N - Check **Overlapped** result (N=1: wait; N=0: not wait) (WinNT+ only) (must be used if a device is opened with *overlapped* option)

RESETHANDLE - Reopen disk handle (WinNT+ only)

ATARESET - ATA Soft Reset (DOS ATA only)

ATARESETDET - ATA Soft Reset followed by ATA Identify (DOS ATA only)

Format specifiers

To format output integer a variable name may be followed by a format specifier after a colon, e.g.
%LBA:8x% -- width: 8, hexadecimal

Sample

```
IF %ERROR%=0 RETURN -- return if no error on last i/o
IF %ERROR%=128 GOTO LABEL1
IF %ERROR%=5 GOTO LABEL1
RETURN

:LABEL1
IF %CONFIRM%=0 RETRETRY
-- retry if Cancel button is pressed
-- continue script execution if Confirm is pressed
EXECCMD /K ECHO error %ERROR% at LBA: %LBA% (%SECNUM%) try: %TRYNUM%. Type
EXIT to return.
IF %TRYNUM%<2 RETRETRY
DELAY 500
ADDLOG "C:\ERRORS.LOG" error %ERROR:x% at LBA: %LBA:10% (%SECNUM%) try:
%TRYNUM%
RETIGNORE
```

Disk Images and Clones

- [Copy sectors](#) (menu "Tools"): creating and writing images, disk cloning
- [Disk images](#) (Menu "Drive"): opening and using image as device

RAID Arrays

Dialog box "Construct RAID"

Use Menu - Drive - **Select Drive** - Construct RAID

A tool to construct a virtual RAID using individual disks (or partitions and images) when it is not possible by the means of the controller (hardware RAID) or the operating system (software RAID), as well as to detect RAID layout automatically when some RAID parameters are unknown.

If it is necessary to detach disks from the RAID controller and attach to a computer as individual disks.

Incorrect selection of a RAID type, data rotation (striping), or disk order causes incorrect [data recovery](#) (despite possible correct directory structure recovery).

RAID: Auto Calculate (Scan) option allows calculating unknown parameters and / or disk order for arrays with striping. Some disks may be absent (however the initial number of disks must be specified exactly). Most probable RAID layouts are being calculated statistically. The more precise possible RAID parameters are specified for calculation, the faster and more exact results are being obtained. E.g., RAID-5 software implementation in Windows OS uses backward dynamic rotation and a stripe size of 64K and these known parameters can be specified beforehand.

The most of software RAID implementation use containers so an **LBA Offset Step** is used to try different container offsets. Modern OS's use 1MiB alignment so 2048 LBAs (1MiB) is the default option. Old OS's may use 63 LBA alignment. For a completely unknown offset a step of **1** LBA can be specified.

RAID types

RAID-0. Usually contains two disks on which information is written alternately by blocks (stripes). If one disk is absent only small files which fit into single block may be recovered.

RAID-1. Usually contains two disks, data is duplicated. Stripe size is not used. Supported in read-only mode. One healthy disk may be [opened](#) as a single device without loss of data.

RAID-4. Usually contains three disks. One disk is for parity. Data is alternated between the rest disks. It is possible to recover all data without any one of the disks. Use **NULL device** instead of the absent device.

RAID-5. Usually contains three disks (or more). Data is alternated between all disks herewith one block of parity per the rest blocks of data. There are four types of data rotation on a RAID-5. Some RAID's (usually hardware) may have delayed parity. It is possible to recover all data without any one of the disks (which should be replace with **NULL device**).

RAID-6. Usually contains four disks (or more). It is similar to **RAID-5** with exception that two blocks of parity (different types) are used. Only type of parity is supported so only one disk may be replaced with **NULL device**. Supported in read-only mode.

RAID: Custom rotation. You may define your own **striping** (use **Menu - Striping...**). Use integer numbers from **0** to specify data blocks according to their order on disks, **-1** to specify **XOR**-parity block, and **-2** to specify unused block.

E.g. for the diagram: Specify striping as:

Disk#0	Disk#1	Disk#2	Disk#3				
A1	A2	Ap	Aq	=>	0	1	-1 -2
B1	Bp	Bq	B2		2	-1	-2 3
Cp	Cq	C1	C2		-1	-2	4 5
Dq	D1	D2	Dp		-2	6	7 -1

JBOD/Spanned. Just a bound of disks which are used as one continuous disk. There is no data alternation, stripe size is not used. Data located on any disk will be lost if the disk is absent. JBOD is supported in read/write mode.

RAID parameters

Stripe Size: data rotation block size. Not used in **RAID-1**, **JBOD**

Delay: rotation delay (special **RAID-5** and **RAID-6** implementations)

Offset: data start offset on disk (usually used on software RAIDs)

Offset and Size: RAID logical unit offset and size on an individual disk

Null disk: used instead of absent or damaged disk

Striping...: manually specify striping for **Custom RAID**

Save/Load: save/load RAID configuration

Read ahead: improve performance on RAIDs with a small stripe size (not recommended on disks with bad sectors).

File Panel

File panel displays virtual directory structure and allows browsing through directories and selecting items to [recover](#) or to open them in the [Disk Editor](#). You should [open a volume](#) to access the file panel.

Open virtual directory [*All Found / Virtual FS*] to [virtually reconstruct file system](#) and display all found and removed files and directories. The results of [Full Scan](#) are used for reconstruction.

To recover files marked as "found" or "deleted" (see icon description below) the corresponding options must be selected in the [data recovery](#) dialog box.

Directory structure is virtual and may differ from the one that can be found directly on the disk or in the standard browser. Virtual names are enclosed in square brackets or begin with the sign \$ and are usually placed in the topmost level of the directory structure. Virtual directory **\$Root** generally corresponds to a root directory of a volume in the standard browser.

Press [*Enter*] key or double click to open the directory, or open the file in the [Disk Editor](#).

Press [*Ctrl+Enter*] to open the item in the [Disk Editor](#).

Press [*Insert*] key or [*Space Bar*] or click the checkbox to toggle marking the item for recovery.

Press [*Shift+F9*]/[*Shift+F10*] or right click the item for a context menu.

File Attributes

E/C/S: encrypted/compressed/sparce (NTFS)

















D: directory



















R/H/S/A: hidden/read only/system/archive

x/f: "deleted"/"found"

File Icons

GUI Console Icon Description

	[.]	normal directory containing files
	[]	directory not containing files
	[x]	directory containing deleted files
	[f]	directory containing "found" files
	[x } { f]	directory containing deleted and "found" files
	(x)	deleted directory
	(f)	deleted directory containing "found" files
	(.]	deleted directory containing not deleted files (some kind of FS error)
	(f]	deleted directory containing normal and "found" files (FS error)
	{ f }	"found" directory (FS block number in square brackets follows name)
	{ . }	"found" directory containing normal files
	{ x }	"found" directory containing deleted files
	{ .)	"found" directory containing normal and deleted files
	(x }	"found" deleted directory
	(x }	"found" deleted directory containing deleted files
	(f }	"found" deleted directory containing not deleted files

	(.}	"found" deleted directory containing not deleted and normal files
	.	normal file (within the base file system structures)
	+.	[normal] FS file also found by signatures (if Raw-search was performed)
	-.	[normal] FS file not found by signatures at the corresponding disk location, <i>maybe</i> damaged file / wrong type / not recognized
	f	"found" file (within additionally found FS fragment, fragment number is in square brackets, [J] indicates FS journal)
	x	deleted file
	xf	"found" deleted file
	+.	file found by signature (Raw)
	+. +	file found by signature, end file signature (EOF) is found
	+. -	file found by signature, end signature not found
	+. ~	file by signature, size detected, probably fragmented or partially overwritten
	+. ~	file found by end signature
	[>]	directory which content is not completely known
	.	virtual directory containing several FS records belonging to a single file
	[.]	\$MetaData - virtual directory containing special FS files
	[.]	\$NonameFiles : contains files whose names and parents are lost
	{f}	\$Raw : contains files found by signatures
	.	FileName:StreamName - NTFS alternate data stream (displayed after FS reconstruction)

Disk Editor

Disk editor allows you to view and edit disk objects such as sectors, files and other file system and disk structures in hexadecimal and formatted (structured) modes including the use of [Custom Templates](#) to parse data.

[Read the warning on this link](#) before applying changes to a disk.

Select Object:

- use the menu [Editor](#) to select disk or file system object or to jump to a specified position
- use [File panel](#) to select a file or directory (right click for a context menu or press [**Ctrl+Enter**])

Select View Mode (Template): menu [Mode](#).

Enable Edit Mode: menu [Edit](#) - *Edit Mode* [**Ctrl+E**].

NTFS file editing is supported in [RAW mode](#) only.

Apply Changes: menu *Drive* - [Apply Changes](#) [**Ctrl+W**].

Use the menu [Tools](#) for additional functions:

- [Copy sectors...](#) to write the selection or the entire object to a file.
- [Fill sectors...](#) to fill sectors with a pattern.
- [Search string](#) to search string in the selected object.
- [Search spec. sector](#) to find some data structure on a disk.

Yellow text color in the Disk Editor indicates modified but not written data.

Grayed text color indicates unused data (unused part of the cluster, unused entry, etc.).

Green data color indicates I/O errors while reading corresponding sector.

Red text color indicates logical errors in the data.

Disk Editor Templates

Apart [built-in templates](#), [Disk Editor](#) supports custom templates to view and edit different disk structures. Conditions, "goto" operators, simple arithmetics may be used to parse complex disk structures, such as MFT records.

By default templates are loaded from the file `template.txt`. To use different files [ini-parameter editortemplates=](#) may be used, wildcards are allowed (e.g., `editortemplates=template*`).

Template File Structure

Each template begins with a name in square brackets `[Template Name]` followed by the template parameters and instructions (one per line).

Template Parameters

`guid:{GUID}` - the template identifier.

`o:1` - the template may be applied to a not sector-aligned structure (offset may be applied).

`fuse:0` - do not use the template.

`flow:0` - display a single record at a time.

`flow:1` - display records in a flow.

`big-endian:1` - use big-endian byte order.

`h:Header` - display static `Header` at the top.

Constants

Constants are specified as decimal and hexadecimal (`0x` prefixed) integers.

Variables

`$RECSIZE` - size of the record.

`$OFFSET` - relative offset applied to **data blocks** (see below).

`$1 ... $64` - custom variables (64-bit signed integers).

Data Block

Data block is usually a single byte/word/dword at a fixed position but it also may be a range or series of bytes/bits which are processed like a single variable. Data block is specified in braces `{...}`.

`{x,z}` defines range of `z` bytes starting at offset `x`,

`{x:y,z}` defines range of `z` bits starting at offset `x` byte and `y` bits,

where `x`, `y`, and `z` may be any variables or constants,

several ranges may be separated by a semicolon, e.g. `{0x00,4;$1:$2,4}`.

Data Block Formats

Format defines how data block is represented and edited (e.g. as integer / char / string, etc.).

The following formats are supported:

`%u` - unsigned integer (up to 32bit)

`%D` - signed integer (32bit)

%I - signed integer (64bit)
%X - hexadecimal (up to 32bit)
%IX - hexadecimal (up to 64bit)
%c - ANSI character (8bit)
C - array of ANSI characters
U - array of Unicode characters (UTF-16)
u - utf-8 encoded string
T - array of text characters (depending on [encoding table](#))
UNIXDATE - Unix date (seconds since epoch)
FILETIME - Windows file time (nanoseconds since 1601)
F:ABCD.. - Flags (where **A** is displayed if bit 0 is set, and **B** if bit 0 is clear, etc.)

Output

Output instruction defines the position on the screen and format for a data block or variable or simply outputs text.

{...},x:X,w:W,c:C,f:Format outputs data block **{...}** at column **X** with the max. width **W**.
x:X,w:W,c:C,f:Text outputs **Text** at column **X** with the maximum width **W** in color **C**.
 Color **c:C**, is optional (**0** - default, **1** - title, **8** - red, **10** - grayed).

The output is performed to the current line, the instruction **=** (equal sign) moves output to the next line.

Operators and Expressions

Expression is a combination of variables, constants, data blocks, and operators (**~**, **NOT**; *****, **/**, **%**; **+**, **-**; **<<**, **>>**; **<**, **<=**, **>**, **>=**; **=**, **!=**; **&**; **^**; **|**; **AND**; **OR**), e.g.

\$2+{0x08:\$1,5}

Assignment operator **:=** is used to copy the result of the expression to the variable, e.g.

\$1:=\$2+{0x08:\$1,5}

\$2:=\$OFFSET & 8

Conditions, Cycles, and Transitions

Conditions

IF Expression1

... (instructions for performing if **Expression1** result is true/non-zero)

ELSEIF Expression2

... (else instructions for performing if **Expression2** result is true/non-zero, optional)

ELSE

... (else instructions for performing in other cases, optional)

ENDIF

Cycles

WHILE Expression3

... (instructions for performing while **Expression3** result is true/non-zero)

go to the start of cycle:

CONTINUE

break loop:

```
BREAK
ENDWHILE
```

Transitions

Line **LABEL:N** defines a label, and instruction **GOTO:N** is a jump to line **LABEL:N**, where **N** is any constant. Inaccurate use of **GOTO** may cause infinite loop.

Switches and Hot Links

The switch instruction **\$1:=TOGGLE:N,x:X** outputs a toggle box **[+]** (**[-]**) at the column **x** of the current output line, where **N** is a unique switch number (a variable or constant); and the variable **\$1** takes value **0** or **1** depending on the switch state (toggling is by clicking the box or by pressing [*Spacebar*] when focused). This allows changing the template output on the fly (e.g. to expand / collapse structures, where switch number **N** is convenient to set equal to the structure offset).

The hot link instruction **\$VAR=Param** makes a current output line a hot link, i.e. allows jumping to an object offset / record / or to open another linked object in the editor window by double clicking a line (or by hitting [*Enter*] key when the line of focused). **Param** is an expression value used by a link (an offset, record, file number, sector, etc.) and **\$VAR** can be one of the following:

\$GOTOREC, **\$GOTORECOFS** - go to the specified record number and record offset of the object

\$GOTOOFS - go to the specified object offset

\$OPENLBA - open the specified disk sector

\$OPENVOLSEC - open the specified volume sector

\$OPENCLUSTER - open the specified volume cluster

\$OPENFILENUM - open a file by the specified number

\$OPENFILERECOFS - open a file by FS entry offset in the object

\$OPENATTROFS - open a data stream by FS attribute entry offset in the object.

Optionally specify a template to apply to the opened object by the instruction:

\$OPENTEMPLATE={GUID};

specify a template record offset: **\$OPENTEMPLOFS=offset**.

Additional Template Sections

Record size calculation: instructions between lines **CALCSIZESTART** and **CALCSIZEEND**. It is used when record size may be greater than the sector size and may depend on disk data. Variable **\$RECSIZE** may be assigned in this section only.

Data preprocessing: instructions between lines **LOADSTART** and **LOADEND**. It is used e.g. for MFT USN processing (restoration of last two bytes of each sector). Data blocks may be assigned in this section: e.g., **{U,Y}:= {X,Y}** copies **Y** bytes at offset **X** to offset **U**.

Data postprocessing: instructions between lines **FLUSHSTART** and **FLUSHEND**. It is used for reverse operation when modified data is being written back to the disk (data blocks may also be assigned).

Cluster Map (File Allocation)

Volume cluster map allows finding the file located at a given cluster/sector.

To use cluster map first [open volume](#) and update cluster map (menu *Tools*).

To go to a specific location use [Menu](#):

- *Editor · Volume Cluster* [**Alt+C**] to go to a specific volume cluster
- *Editor · Volume Sector* [**Alt+S**] to go to a specific volume sector
- *Editor · Physical Sector* [**Alt+P**] to go to a specific device sector

To identify a file located at the specific location use [Menu](#):

- *Editor · Cluster Map* [**Ctrl+M**] to open cluster map at a selected location.
- *Editor · File Data* [**Ctrl+F**] to open file at a selected location.

When cluster map is opened [**Ctrl+Double Click**] or [**Ctrl+Enter**] opens a [file panel](#) with the file focused (the functionality may require preliminary [FS reconstruction](#) depending on FS).

Status line of the cluster map has the following format:

[current volume cluster/total clusters number] "file (stream) name" vcn: cluster number per file

Cluster Map Report

The report allows obtaining a list of files located at specified sectors. E.g. it allows converting a list of bad sectors to a list of damaged files. For full file paths listing a preliminary [FS reconstruction](#) may be needed depending on FS.

To create instead a list of sectors occupied by files use [Data Recovery](#) listings (the button *List* in the dialog box "Recover").

Menu

- *Drive*
 - *Select Disk / Task...*
 - *Open Image / Log...*
 - *Construct RAID...*
 - *Partitions...*
 - *Lock Volumes...*
 - *Device I/O Parameters...*
 - *Load Rollback Data/Dump from File...*
 - *Dump Changes to File...*
 - *Undo Changes*
 - *Redo Changes*
 - *Reset All Changes*
 - *Apply Changes*
- *Tools*
 - *Full Scan...*
 - *All Found / Virtual File System...*
 - *Search in Found (by Name)...*
 - *Recover / Create File List...*
 - *Restore EFS from Backup...*
 - *Update Cluster Map*
 - *Cluster Map Report...*
 - *Clear Directory Tree*
 - *NTFS Tools*
 - *Copy Sectors...*
 - *Fill Sectors...*
 - *Search...*
- *Windows*
- *Editor*
- *Mode*
- *Edit*

Menu "Drive"

- *Select Disk / Task...*
- *Open Image / Log...*
- *Construct RAID...*
- *Partitions...*
- *Lock Volumes...*
- *Device I/O Parameters...*
- *Load Rollback Data/Dump from File...*
- *Dump Changes to File...*
- *Undo Changes*
- *Redo Changes*
- *Reset All Changes*
- *Apply Changes*

Manage Changes

Warning! Direct modifying disk contents may have further consequences including data loss or inability to load and run the system.

When an OS discovers new FS errors (as well gains access to FS with old errors) it can run a disk checking utility to remove errors and this may also cause the removal of user data. The OS can run the checking utility online or at boot time.

Partitioning modification may also cause impossibility to boot from the disk or inaccessibility of some partitions. Never modify partitioning on your current boot or system disk. Run another system from different bootable disk or connect your disk as slave to another computer. Do not run the software from the disk which will be modified.

Direct disk changes take effect to the system after restarting the computer, updating disk configuration, or reconnecting the pluggable device. OS Windows may disallow direct writing to some disk areas being in use - see [Volume locking](#) for details. Some antiviruses may also block direct writing to a disk. Under Windows you may also try the [interface option IO SCSI](#) to circumvent the restrictions.

Changes made with commands [Copy Sectors](#) and [Fill Sectors](#) are written to the disk immediately.

Changes made in [Disk Editor](#) and [Partition Manager](#) remains virtual until you explicitly apply them to the disk. You can use the following *Drive* menu commands to manage virtual changes.

Load Rollback Data/Dump from File...

You can load rollback data (if it was saved when applying previous changes) and thus revert the previous changes. Also you can use the command to load virtual changes dumped to a file.

Dump Changes to File...

You can dump virtual changes to a file instead of applying them directly to the disk. Later you can reopen the disk and load all unapplied changes from the file.

Undo Changes

Undo the group of recent changes. To undo individual actions use the corresponding commands in [Disk Editor](#) (menu [Edit](#)) or [Partition Manager](#).

Redo Changes

Redo the group of virtual changes.

Reset All Changes

Discard all unapplied changes.

Apply Changes [Ctrl+W]

Write all changes directly to the disk.

Volume Locking

Volume locking is used under Windows NT+ for direct write access to prevent simultaneous OS access to a volume at the same time.

DMDE tries locking volumes automatically when it is required. However, locking may fail if the volume is being used by system or other applications. In this case, DMDE requests to retry or dismount not locked volumes. Close all applications which may use the volume and retry.

Retry Retry volume locking

Force Dismount the volume. **Warning!** All used volume handles will be lost, e.g. unsaved data in opened files will be lost

Ignore Try direct writing without locking the volume. **Warning!** File system may be damaged or direct write access may be denied by operating system

Cancel Cancel the operation

Warning! You should not lock or dismount the volume from where DMDE software runs from. You may not lock or dismount system volume.

DMDE unlocks volumes when closing the device currently used.

Additionally you may manually manage volume locking using menu *Drive · Lock Volumes for Write*.

Menu "Tools"

- *Full Scan...*
- *All Found / Virtual File System...*
- *Search in Found (by Name)...*
- *Recover / Create File List...*
- *Restore EFS from Backup...*
- *Update Cluster Map*
- *Cluster Map Report...*
- *Clear Directory Tree*
- *NTFS Tools*
- *Copy Sectors...*
- *Fill Sectors...*
- *Search...*

Volume Commands

Search in Found (by Name)

List files matching the specified pattern. See [Data Recovery](#) for options. Search is performed over already found volume files. [Reconstruct file system](#) to list deleted and other found files too.

Update Cluster Map

Update [file allocation](#) information.

Clear Directory Tree

Reset reconstructed virtual directory tree. View directory structure without the results of [Full Scan](#) and [file system reconstruction](#).

Virtual File System Reconstruction

Open virtual directory [*All Found / Virtual FS*] in the [File Panel](#) to virtually reconstruct directory structure and prepare found and removed files and directories for [recovery](#). You may reopen the directory again to get more or less results in the reconstruction depending on your need.

The results of the [Full Scan](#) are used (if the scan was performed). If files are recovered incorrectly you should try found different volumes - return to the results of the [Full Scan](#) or to the window [Partitions](#) and open the next volume.

NTFS, extFS, HFS, ReFS

Pure FS Reconstruction

The option provides results within the original FS only. For slightly damaged FS these are enough and the most accurate results.

Default Reconstruction, Less (--) or More (++) Results

Use the results of [Full Scan](#). You may decrease and increase the number of results with buttons -- and ++. The color indicator schematically shows the quality and the number of the selected results (the more additional results the worse their quality).

Advanced

Advanced parameters are primarily for specialists to make some corrections for the reconstruction if a file system is significantly damaged.

MFT Numbers (NTFS)

Filter files by MFT numbers for a partial reconstruction (may be useful if there is not enough RAM for the entire reconstruction).

prevent wrong merging

Prevent possible wrong merging of directory branches by considering time stamps.

process INDX'es (NTFS)

Better (but slower) directory structure reconstruction using information from INDX'es on top of omitted MFT info (*max* - force INDX processing).

Shifted (NTFS)

Include shifted MFT records ([Full Scan](#) must be performed before).

Extra Found (NTFS)

Include extra found files into the reconstruction (may contain more garbage but may help if some file is not recoverable other ways).

Tech. Records (NTFS)

Include special MFT records into the reconstruction for analysis.

MFT / FS Fragments

Manually select FS fragments to use in the reconstruction. Fragments are grouped by the relevance to the opened volume (calculated statistically):

the best, correct - most relevant and relevant,

related - may be relevant to the opened volume variants (cf. [Full Scan](#)),

unknown - relevant volume is not detected,

extraneous - relevant to a different volume,
small (extra found) - too small for statistics,
disabled - incompatible due to different FS parameters.

ReFS

In ReFS v3 any directory node contains a volume id. *Other* nodes in the *FS Fragments* list are nodes with an id which is different from the opened volume id.

In a correct FS *top* nodes contain links for all *rest* nodes (intermediate and leaf nodes). Upon any change ReFS writes new node versions in a new location and update links so there may be many *old directory nodes* without references. However for a damaged FS there may be also lost nodes among them. By default *old directory nodes* are processed as well but a file version control is used to exclude old file references (unless the option *include all old file entries* is turned on).

FAT/exFAT

Rescan current file system

Rescan the entire volume if the results within the current FS format only are needed and [Full Scan](#) is not fulfilled.

Default reconstruction

Use the results of the [Full Scan](#).

FAT Tables Options ("Parameters")

FAT tables contain cluster chains to assemble fragmented files and directories. By testing tables the software selects which table to use or not to use both. However you may try different options to achieve better results of the reconstruction and data recovery in the whole or for specific files.

You may choose which table copy to use (**FAT1** or **FAT2**) or not to use both. The option *check (do not use bad sectors)* may allow avoiding some wrong chains if there is some damage in tables. ExFAT has only one FAT table which cannot be properly tested (values are correctly defined for fragmented file chains only).

NTFS Tools

Warning! The use of NTFS Tools on incompatible NTFS volume may damage the file system. Do not use the tools if the program does not recognize file system properly or you are not sure if it is. Never execute the commands on the system volume (where operating system files are located) otherwise it will be damaged.

[Volume locking](#) is performed when writing to volumes. After executing the commands you should check the volume with the system utility **chkdsk**.

It is not recommended to create file names with special symbols.

[Open NTFS volume](#) and enter the necessary directory in the [file panel](#) before using tools.

Copy File

Copy, overwrite, or append file to the [opened NTFS volume](#) bypassing NTFS system driver.

Open destination directory in the [file panel](#) to copy file to.

Call the command from menu.

Select the source file.

Enter destination file name.

Choose either to overwrite or append file if the destination file exists.

A continuous free space on the volume is required for writing the file.

Create Directory

Create a directory on the [opened NTFS volume](#) bypassing NTFS system driver.

Directory is being created in the current folder of the [file panel](#).

Remove File/Empty Directory

Remove selected file or empty directory from [opened NTFS volume](#) bypassing NTFS system driver.

Repair Directory INDX-records

Repair NTFS directory currently opened in the [file panel](#).

Copy Sectors

A tool for creating disk images, clones, writing images back to disk, and copying different disk objects.

Read the warning on this link before modifying disk contents. When you select a device or partition as a destination write is performed directly to the disk, all data will be overwritten, the operation cannot be undone.

Source and Destination

Button Result

Device Select Device, Logical disk (volume), Image as source/destination sectors

Partition Select Partition as source/destination sectors (use **Device** button to select the disk before),
To select the entire current device/disk/RAID double click the topmost item in the partition list

File Use file as source bytes / a destination (alternatively **Device · Open Image** to use file as sectors)

Editor Use the object opened in the [Disk Editor](#) window as source bytes

Selected Use selected block of the Disk Editor object as source bytes

Source fields **Start Sector/Byte**, **End Sector/Byte**, **Number of Sectors/Size in Bytes** are filled in automatically on source selection by buttons. If a **File** or **Editor** is used as a source then fields are specified **in bytes**. You may manually specify a range inside the source object to copy.

Destination field **Start Sector** is also filled in automatically on destination selection by the button **Device** or **Partition**. **Start Sector** is an offset relative to the beginning of the destination object. **Start Sector** of the **source** is copied to the **Start Sector** of the **destination** regardless the direction of copying.

If [RAID is constructed](#) then it may be used as a source/destination.

Using the **Device** button you may select a file (disk image) as a source or a destination. Then you may specify parameters available for a disk only.

If **Editor** or **Selected** is used as a source then some logical errors (such as invalid cluster or sector numbers) are silently ignored.

Parameters

Log file contains a report on the copied sectors and errors. If a **partition** is selected as a source then sector numbers are relative to the beginning of the disk (not the partition).

The option "**use log to continue copying**" allows skipping already copied sectors (the option is available in [Professional Edition](#) only). In particular if copy settings and **parameters** are not changed then copying will continue from the last position when started. The option may also be used for multi-pass copying with decreasing jumps on bad sectors, preliminary copying of important areas, copying in different directions.

Changing some [device I/O parameters](#) (decreasing **jump over sectors**, increasing **auto retries number** from 0, decreasing **I/O buffer size** if there are 0 retries) on a new pass will cause copying sectors previously skipped due to jumps after bad sectors.

The option "**Retry copying bad sectors from log**" is to copy bad sectors again when all skipped sectors are already copied ([Professional Edition](#) only). On each pass bad sectors are being copied from the beginning, continuation is not possible.

Flush log when number of sectors copied: flush buffer log to disk (update log-file) regularly when number of sectors is copied.

The button "**Parameters**" allows setting [device I/O parameters](#) to handle errors (such as retries, jumps through bads, etc.)

Reverse copy: copy backward (from the end to the beginning) to create an image of a disk with problems.

Double thread: perform read and write operations in parallel threads to increase the speed. Do not use the option for copying disks with errors.

The field **Continue from sector/byte** specifies the position to continue copying. The position is relative to the source beginning. Copying in **reverse** direction starts previous to the specified position and goes backward (e.g., if set to **10** then sector **9** is copied first and copying goes to the beginning).

The option **Lock the source for copy** is for locking the volumes located over the source area to prevent modification of the source during copying (Windows only).

Menu

Save/Load: save/load settings to a file/from a file.

Export log to ddrescue mapfile: convert log-file to a ddrescue mapfile format.

Export bad and skipped ranges from log: get a list of bad and skipped sectors. The list may be then used to get information about touched files by using [Cluster Map Report](#).

Fill Sectors

Write a hex or a file pattern to a range of [device](#) sectors. Pattern is being written multiple times, covering all specified sectors.

[Read the warning on this link](#) before modifying disk contents. Write is performed directly to the disk, all data will be overwritten, the operation cannot be undone.

The maximum size of the hex pattern is 8 bytes. For a larger pattern use a file.

Sector alignment. If a successive pattern copy does not fit in the current sector write it partially and write the next copy from the beginning of the next sector. Otherwise write the pattern copies successively ignoring sector boundaries.

Report ([Professional Edition only](#)). Write a report to a text file. To create a formatted report put a pattern file `fillreport.html` to the software directory and add the parameter `fillsecreport=fillreport.html` to the [ini-file](#). You may download the default `fillreport.html` file by right-clicking [the link](#).

Special Sector Search

Search for a special disk or file system structure. Search is performed over disk sectors starting next to the current sector.

Search String in Object...

Search for a string in the [Editor](#) object.

Settings for searching a repeating pattern

X times in a row: search for a pattern that repeats in a row the specified number of times

Seek for end of repetitions: if the pattern starts repeating in a row then seek just for the end of repetitions (instead of seeking every repetition)

These settings, for example, can be used to find the beginning and end of arrays of zeros or other values.

Search Again

Continue [searching the string](#) over the current object or [specific sector](#) over the disk starting from the current position in the [Disk Editor](#).

Menu "Windows"

- [Directory Tree](#)
- [File Panel](#)
- [Editor](#)
- [Search Panel](#) (Search in Found)

Menu "Editor"

Select object to open in [Disk Editor](#).

<i>Partition Table</i>	Open all disk sectors. Go to the MBR sector (the first disk sector).
<i>Boot Sector</i>	Open all volume sectors. Go to the volume boot sector (the first sector of the volume opened).
<i>Boot Sector Copy</i>	Open all volume sectors. Go to the volume boot sector copy.
<i>Root Directory</i>	Open volume root directory.
<i>FAT/MFT</i>	Open FAT1 (main cluster table) for FAT volume, MFT for NTFS.
<i>FAT Copy/MFT Mirror</i>	Open FAT2 (cluster table copy) for FAT, MFTMirr for NTFS.
<i>MFT Record...</i>	Open MFT. Go to the specified MFT file.
<i>Volume Cluster...</i>	Open all volume sectors. Go to the specified volume cluster.
<i>Volume Sector...</i>	Open all volume sectors. Go to the specified volume sector.
<i>Physical Sectors...</i>	Open specified drive sectors. Go to the specified drive sector.
<i>File Data</i>	Open file located at the current cluster.
<i>Directory Entry</i>	Open directory containing current file. Go to the file entry.
<i>FAT Cluster/MFT Record</i>	For FAT: open FAT1; go to the FAT1 cluster corresponding the current volume cluster. For NTFS: open MFT; go to the MFT record corresponding the current file or volume cluster.
<i>Cluster Map</i>	Open Cluster Map . Go to the map cluster corresponding the current volume cluster.
<i>Goto Object Offset...</i>	Go to the specified position of the opened object.

Except for commands ***Partition Table*** and ***Physical Sectors*** you should [open a volume](#) at first.

Menu "Mode"

Toggle [Disk Editor](#) view mode.

<i>Custom Templates</i>	Select custom template
<i>Hexadecimal, Text</i>	Use menu item Encoding to change view code table.
<i>FAT Directory</i>	Press [Enter] key to open file data or directory in the Editor window (if FAT volume is opened).
<i>FAT12/FAT16/FAT32</i>	FAT cluster table. Press [Enter] key to jump to the corresponding volume cluster.
<i>Partition Table MBR/GPT</i>	Use the command again or press [F6] to switch between MBR / GPT / Copy view. Press [Enter] key to jump to the corresponding sector.
<i>FAT/FAT32/NTFS Boot Record</i>	Volume boot sector. Use the command again or press [F7] to select the next file system. Press [Enter] to open volume .
<i>NTFS Directory</i>	NTFS directory INDX-record. Press [Enter] to open file or directory in the Editor window (if NTFS volume is opened).
<i>MFT Record</i>	Press [Enter] key to open selected attribute or directory in the Editor window. Press [Space bar] to view attribute details.
<i>NTFS File RAW Sectors</i>	Switch between decoded file data and RAW sector data (as on drive).
<i>Encoding...</i>	Select code table to translate text in Hexadecimal/Text mode.

Menu "Edit"

Commands to use in [Disk Editor](#).

<i>Fill Zero Block</i>	Fill the selected block with zeroes
<i>Copy</i>	Copy the selected block to the internal buffer
<i>Paste</i>	Paste internal buffer data at the current cursor position
<i>Paste File...</i>	Paste file at the current cursor position
<i>Select Block</i>	Toggle selection mode. Or hold down [<i>Shift</i>] and use arrow keys or hold down left mouse button
<i>Select All</i>	Select the entire object
<i>Export to Text File</i>	Export the view of a current or selected records to a file as text
<i>Reread block</i>	Read data from the disk again
<i>Hide/Show Changes...</i>	Switch between displaying the initial data and the modified data
<i>Undo</i>	Undo the last edit (in the mode hex/text - all changes within the sector)
<i>Redo</i>	Redo editing
<i>Edit Mode</i>	Toggle edit/read only mode