User manual

Halo 3 Reclaimer 0.3

Today it is almost impossible to get you player data like screenshots or Forge map variants from classic Xbox 360 Halo 3 to you PC. Halo 3 Reclaimer solves this problem. It currently extracts:

- Players screenshots
- Forge map variants
- Custom game types

Halo 3 Reclaimer is aimed only or original, 2007 release, Halo 3 for Xbox 360 - not the MCC Editon, nor the MCC edition for Windows. Any other compatibility is not guaranteed feature.

Installing

The program doesn't need to be installed, however you need to install Java 1.8 or later version.

Windows and MacOS:

Check out the current Java releases on: www.java.com/en/download

Gnu/Linux distributions:

Always check name of the Java package on your distribution via package search. In general, it should include either "jdk" or "java" in the package name. Then continue with installation by following syntax of your package manager.

Development (optional):

If you plan to not only use, but also develop the Reclaimer, I strongly recommend installing Java through the SDKman. Check the project on: sdkman.io.

It is also a good idea to check out the Nix package manager (not necesseraly the whole NixOS) on nixos.org.

Running

The program is built as executable Jar, meaning that on Mac and Windows you can run the program by double clicking the *halo3-reclaimer.jar* file located in the root of the project.

> *NOTE: Mac users might encounter security warnings while opening the program with double click. The manual can not offer the definitive way to bypass this warnings as their nature changes with each update of fabulous MacOS. So far, right clicking the 'halo3-reclaimer.jar' and selecting the 'Open' option worked always for the first run. Then, the double click method should work too.*

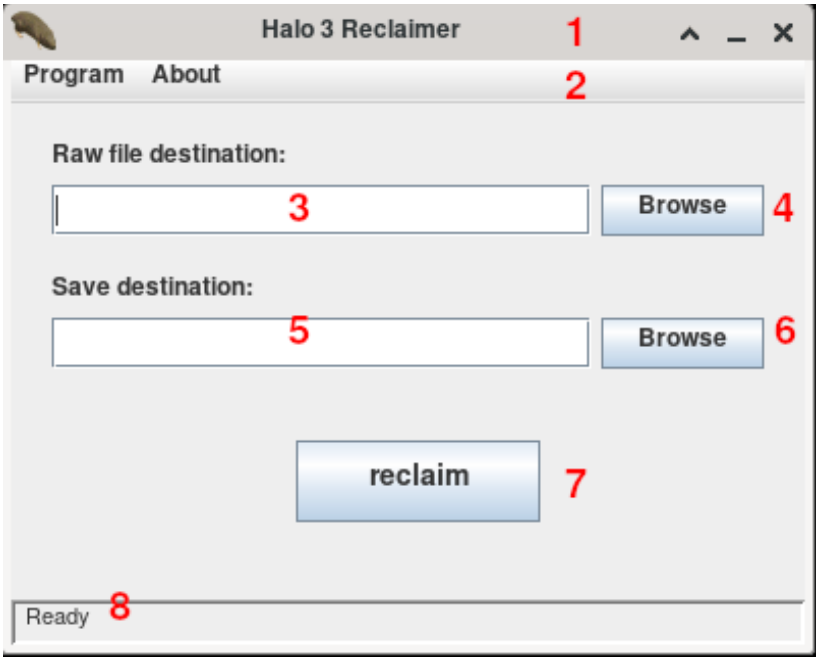
On some Gnu/Linux distributions this would work too, but for most you need to run it via terminal:

```
java -jar halo3-reclaimer.jar
```

The *halo3-reclaimer.jar* is standalone self-executable Jar file, so it doesn't need to be located in the project directory. You may put it anywhere on you machine as well as create desktop shortcuts from it.

Graphical user interface

Upon starting the program by double click or trough terminal, user can see the following:



1. [title bar] Shows programs logo “Halo 3 rat”* and name.
2. [menu bar]
    I. Program tab: for safe exit.
    II. About tab: offers information about the program and basic usage.
3. [input] Location of raw Xbox 360 file(s) or directory.
4. [button] Opens dialog for locating raw Xbox 360 file(s) or directory.
5. [output] Destination where the files will be extracted.
6. [button] Opens dialog for locating the destination where the files will be extracted.
7. [button] Starts the extraction process.
8. [status bar] displays program messages

** The “Halo 3 rat” or “low poly 3 rat” is real model from Halo 3 which bacame a popular meme. Read more about it on: knowyourmeme.com/memes/halo-3-rat*

Terminal user interface (console mode)

The program can also be used in terminal user interface (TUI or console mode) by using *-f* flag:

```
java -jar halo3-reclaimer.jar -f /path/to/xboxfile /path/to/save/dest
```

Example usage Windows:

```
java -jar halo3-reclaimer.jar -f
```

Example usage MacOS and GNU/Linux:

```
java -jar halo3-reclaimer.jar -f /mnt/usbstick/ ~/
```

Full list of flags:

```
java -jar halo3-reclaimer.jar <flag> <input> [output]

     -f, --file                Process file
     -v, --version             Show version information
     -h, --help                Show (this) help message
```

How to use Halo 3 Reclaimer

0. *Insert the FAT32 formated USB stick into the Xbox 360.*
0. *Copy your Halo 3 save file from Xbox 360 to the USB stick.*
0. *Remove the USB, insert it into the PC and run Halo 3 Reclaimer.*

1. Click 'Browse' next to 'Raw file destination' to select your Xbox 360 Halo 3 file(s).
2. Click 'Browse' next to 'Save destination' to choose where to save the extracted files.
3. Click 'reclaim' to start the extraction process.

When extraction finishes, the status bar will inform you what data has been extracted. Example output:

Success! Reclaimed 2 pictures, 5 maps and 2 game modes

Error 012: Output directory problem

Error 343: Not a Halo game (file)

In case of successful extraction you should see new directory *halo-3-reclaimed-files/* in the location you picked. In it, there are folders for each extraction type. Forge map variants and custom game types are extracted in two formats - their raw form (.package) and clean form (.ctf, .map, .slayer, …).

Each format is good for something different. If you wish to mod the file in external tools, you are looking for the clean form. If you wish to share these files to another Xbox 360 and access them in-game, you are looking for the raw form.

However, you *can not* simply copy the raw packages to a different USB stick and access them in another Xbox 360. You need to sign them first. For this a different tool must be used such as Velocity. To find out more about Velocity visit: *github.com/hetelek/Velocity*

Screenshots are extracted only in pure form as .jpeg.

In case of unsuccessful extraction you encounter errors marked in red color:

Error code	Message	Possible cause	How to solve
001	Please select file and directory	-	See the ‘Terminal user interface’ section.
002	Too many arguments	-	See the ‘Terminal user interface’ section.
011	Input file problem	The input location / file is no longer existing	Pick a valid location or file
012	Output directory problem	The output directory does not exist or user has limited privilages	Pick a valid location or run the Reclaimer with sudo privilages
117	Feature not ready yet	Developer laziness or knowledge gap	Be patient or contribute to the project
343	Not a Halo game (file)	Selected input file is corrupte or not a Xbox 360 save file type	Copy the save file again
500	Unknown command	-	See the ‘Terminal user interface’ section.

License and other stuff



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The *halo3-reclaimer* version 0.3 was tested on Parabola Gnu/Linux XFCE

```
openjdk version "1.8.0_504"
OpenJDK Runtime Environment (Temurin)(build 1.8.0_504-b01)
OpenJDK 64-Bit Server VM (Temurin)(build 25.504-b01, mixed mode)
```

Upstream:	git.dpolakovic.space/halo3-reclaimer	
General inquiries:	email@dpolakovic.space	with “[halo3-reclaimer]” tag in the subject
Bug reports:	bug-report@dpolakovic.space	with “[halo3-reclaimer]” tag and brief bug description in the subject line

Thank you for using the *halo3-reclaimer*!