

Lordroid One Deodexer to Rule Them All

Description : (What is this ?)

Lordroid One Deodexer To Rule Them All ,is a program written in [JAVA](#) capable of [deodexing](#) any android Rom ,it can be executed on any OS as long as this OS have a JAVA JRE installed the program offers some extra features like [zipalign](#) apks recursively and sign apks recursively it also offers the ability to deodex from a system folder on PC or extract a system folder from the Phone after deodexing the software offers a feature to create a flashable zip that can be flashed from recovery.

Why One Deodexer to rule them all ?

Well ,as you all might already know deodexing is not that easy because all the tools out there are useful for deodexing one single apk but who needs to deodex a single apk ? am I right ? we need to deodex all the system which can contain lots of apk and jar files ,there is also so many great tools that extend the first tools and make them batch fully automated but there are always limitations ,either in the Roms version ,architecture or in the Operating systems (windows mostly) ,the thing is deodexing is done using smali/baksmali tool (thanks to [JesusFreke](#)) which is a Java program this means that it can run on practically any OS out there that have a JAVA JRE so ,why limit it to OS X,Y,Z let's make it universal that's what I tried to achieve in this software a universal tool that can deodex any ROM under any platform.

Main Features :

1. Deodex All android Roms up to Marshmallow .
2. Supports jars and apks that have more than one classes.dex .
3. Threading to up to four Threads to accelerate the deodexing process.
4. All android ARCHs are supported arm ,arm64 ,mips ,mips 64 ,x86 ,x86_64.
5. Create flashable zip out of the deodexed ROM.
6. Optional zipalign and resign apks after deodexing
7. A batch zipalign/signer that can zipalign/sign apks in a folder recursively
8. Ability to extract system folder from phone to deodex it
9. Runs on virtually all OS as long as that OS have a JRE
10. Command line tool that can be easily used for scripting or on Os's that doesn't have GUI support or if you are just a fun or terminals (I know I am one of those too :p) !

11. Automatically detects apks under framework no need to copy them to priv-app ! :D
12. Unsquash roms are supported .

Dependencies :

1. JAVA JRE Needs to be installed and the JAVA Path needs to be set
2. If you wish to use the extract from device feature ,you devices drivers needs to be installed under Windows and **udev** rules needs to be correctly set under Linux however under Os x no drivers nor user needed adb works out of the box.
3. Unsquashfs-tool if your Rom have **.sqsh** files you need to have the **Unsquashfs-tool** installed to do so follow the instruction of your operating system :

For **OS x** follow this link >> [OS X](#) .

For **Linux** just tape this in the command line “sudo apt-get update && sudo apt-get install squashfs-tools” .

For **Windows** No extra action is needed the tool is included ;) skip this.

Guide for JAVA PATH :

To learn more about setting JAVA Path see the link for your OS below :

1. [Windows](#)
2. [Osx](#)
3. [Linux](#)

Guide for adb :

To learn more about adb drivers/udev follow the links below

1. Windows
2. Linux
3. Osx ? Skip this I guess Apple did the job for you body :D

Download and installation :

1. Head to the download page on [Github](#) or [XDA](#) and download the latest version.
2. The download will be a file with .tar.gz extension extract it to a folder of your liking it doesn't matter if you put it in a directory that contain spaces or weird characters the program can handle those ;)
3. You are done ! To launch the program right click on the Launcher.jar and choose open with JAVA SE ,or from Command line with the command "java -jar Lancher.jar"

How To Use ?

1 – With a Graphical User Interface :

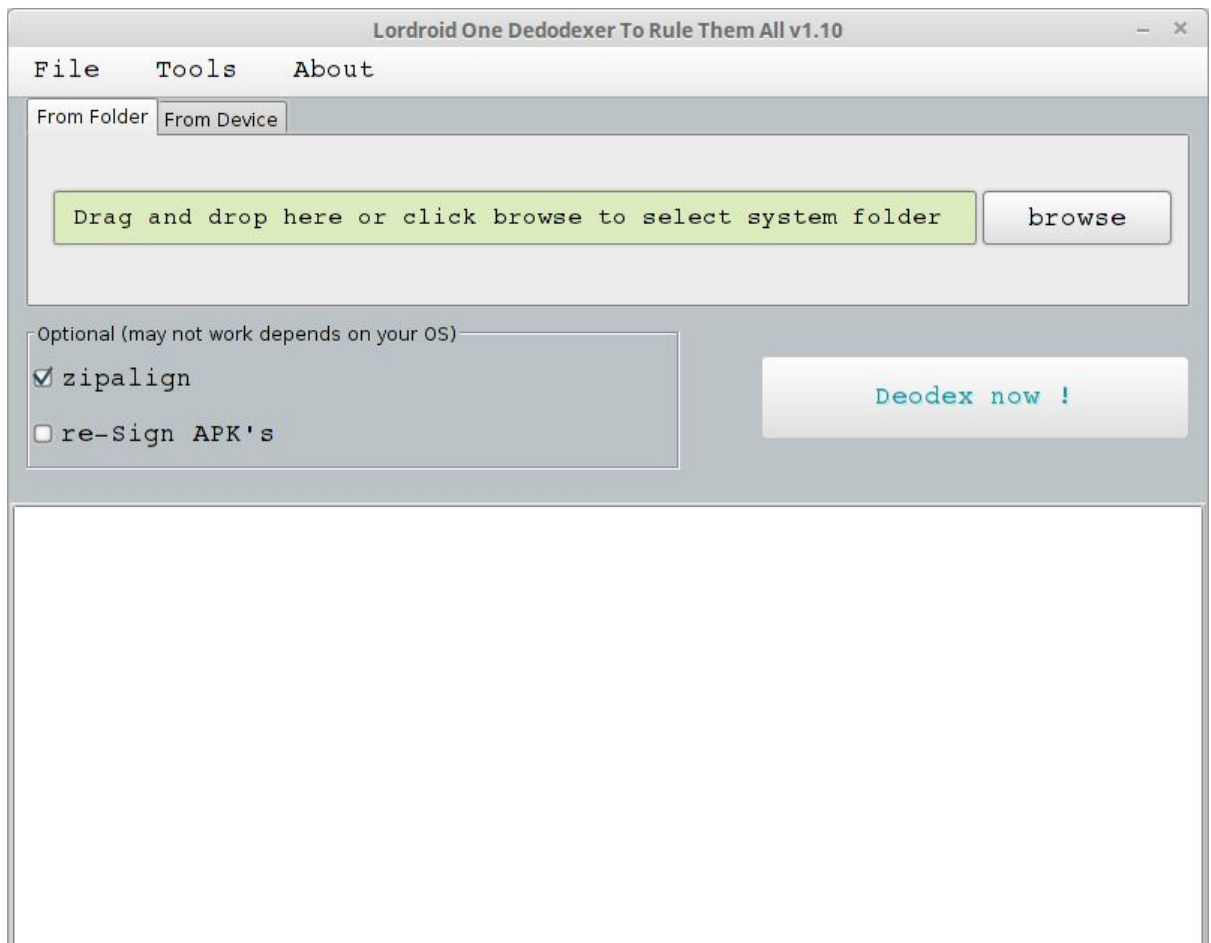
1. Open the [Launcher.jar](#) file with JAVA SE
2. If this is the first time you Launch the tool a windows like this one will show up

Choose your language and click next .

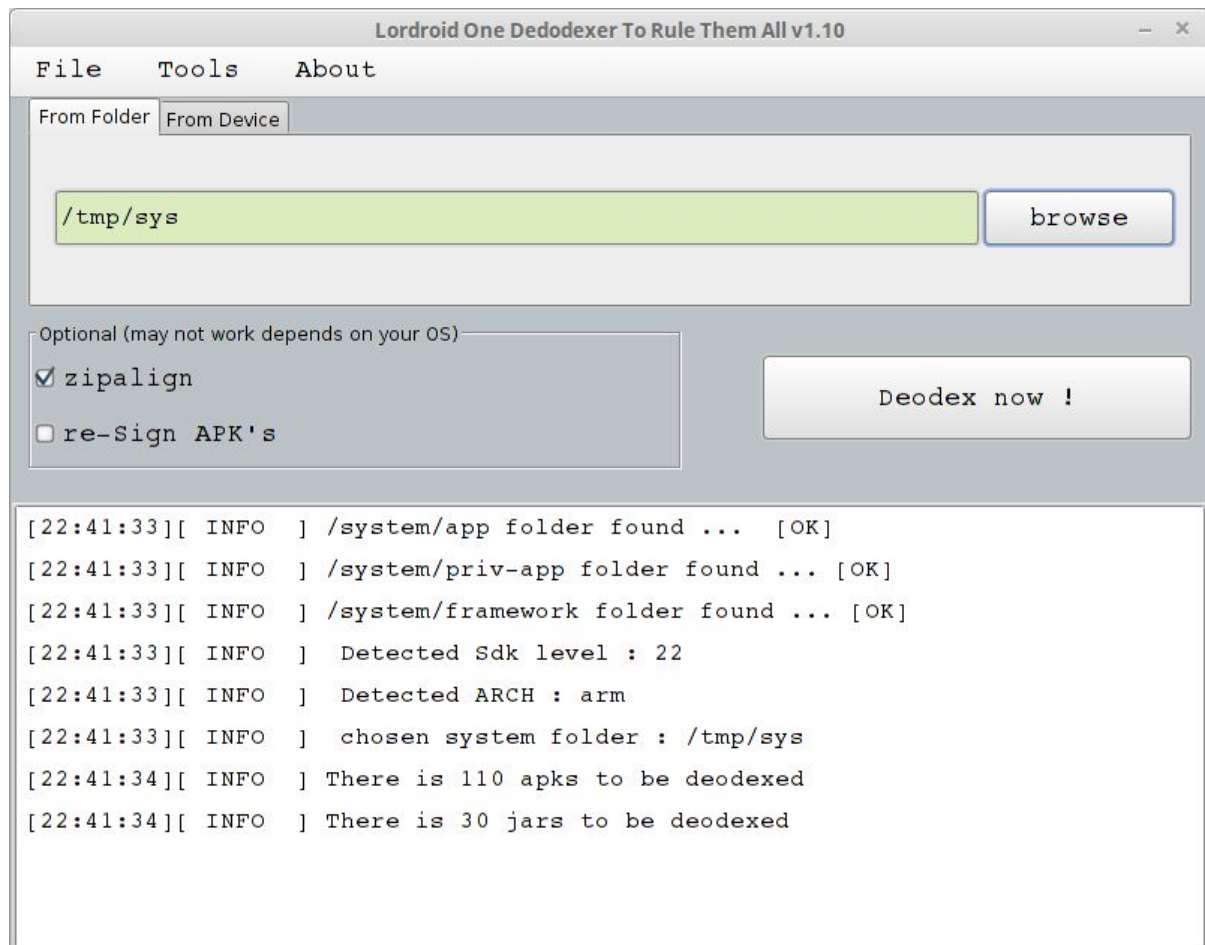


3. After clicking on next you see a window that looks like this one

This is the main interface this is where all the wishes come true :p as you can see there is two tabs a “**from Folder**” tab and a “**From device**” Tab lets talk about each on alone for a second



4. The From Folder Tab :

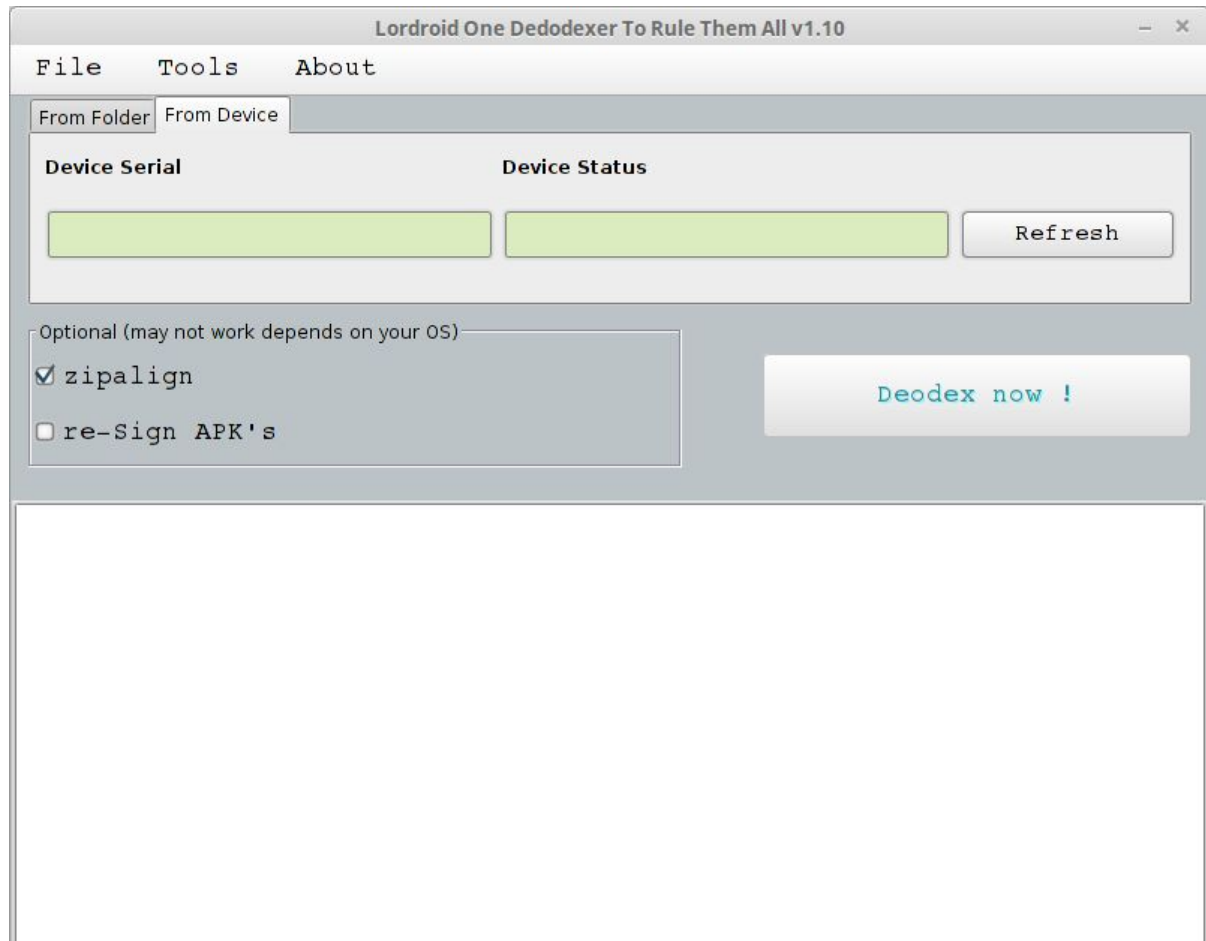


Here you need to point the program to a system folder on your pc :

You can either click on browse to select a folder or drag and drop a folder to the text field you need to keep in mind :

- - The chosen folder needs to have the build.prop file.
- - Needs to be Odexed (have .odex files in it)
- - Be writable the program will write to this folder so the folder must not be write protected or located on a read only drive/partition
- - The program doesn't accept zip ,img or any other files it only supports system folders
- - if the program detects a non-valid system folder it will log the proper error to the logs ,otherwise the **Deodex Now** button will become click-able

5. The From Device Tab

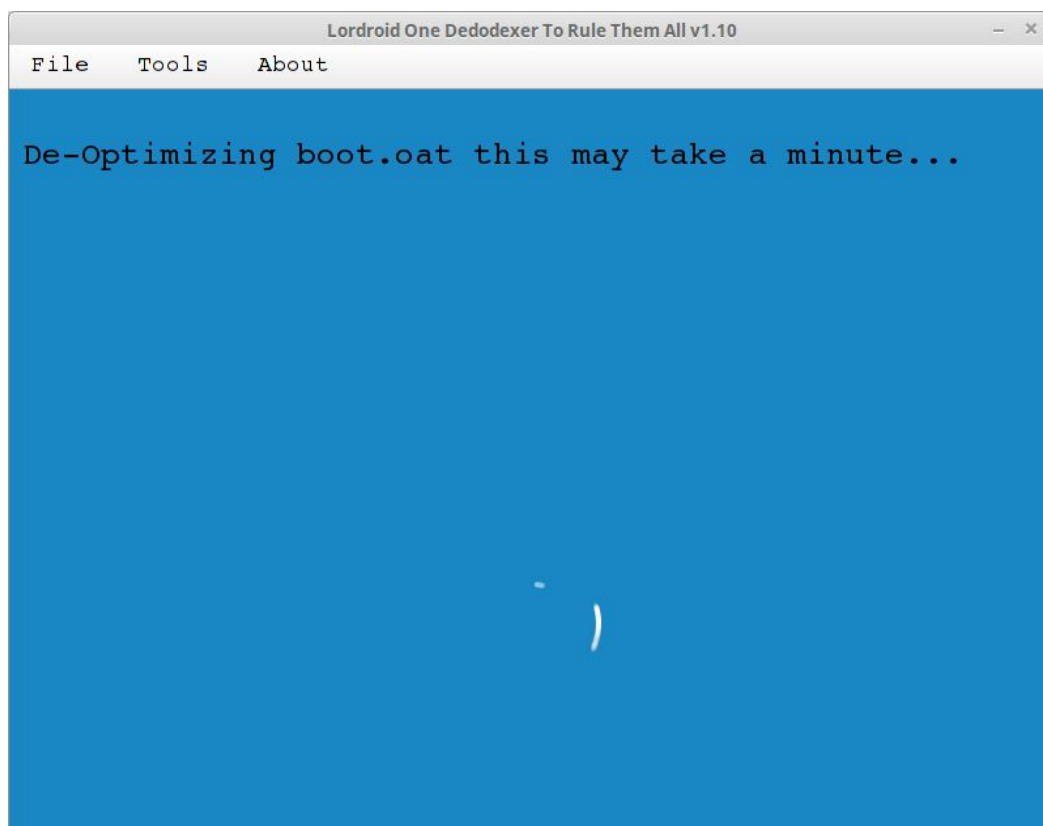


In this tab all you need to do is plug your device to the PC with Usb debugging enabled and click on the refresh button ,however you need to make sure this following conditions are met :

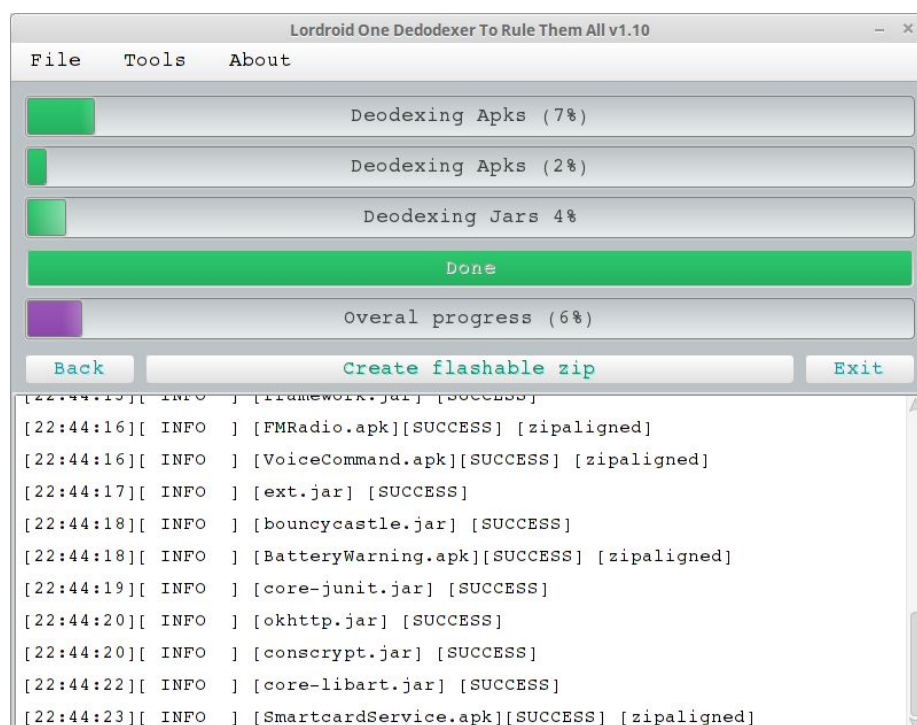
- **One and Only One** device have to be connected to the PC otherwise the program will not work.
- The **usb drivers** of your device needs to be installed if you are under windows
- The **udev** rules needs to be set correctly if you are under Linux

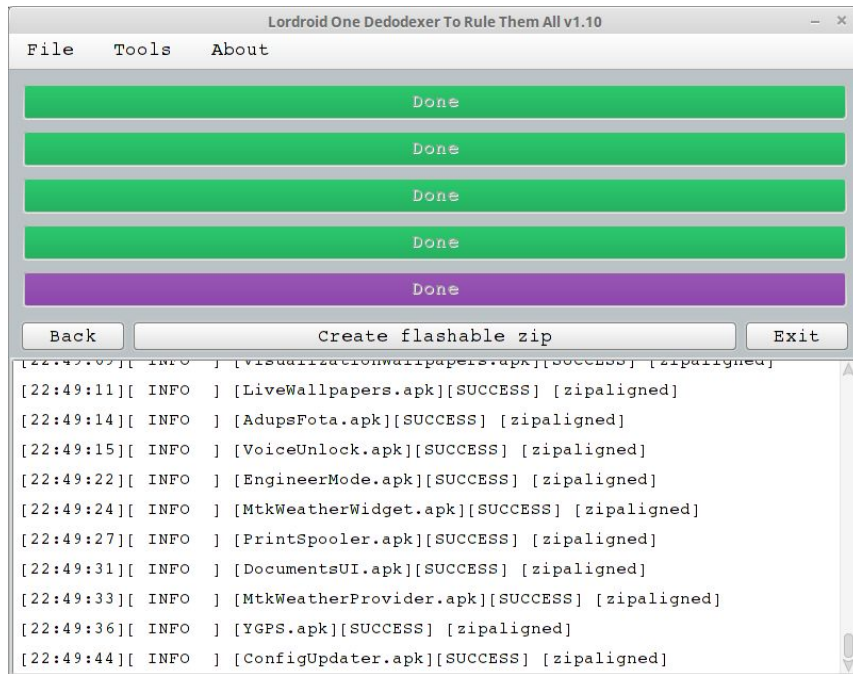
If those conditions are met and the program detects a valid device the **Deodex Now** button will become clickable click it to start deodexation !

6. The deodexation **may take a long amount of time** depending on how many odex files you have in the selected folder so be patient.



7. Once the process is done the buttons will be activated you can chose what ever you want to do next either go back to select a different folder ,exit or create a flashable zip .





you are done just flash the zip on your current rom and you are good to go ! :D

How to Use Command line :

To know more type the command it will provide you with all the informations you need

Java -jar Launcher.jar h