

# NHL 07 PSP

## Roster Editing and Importation Guide

Tools Required:

**UMDGen**: <https://www.romhacking.net/utilities/1218/>

**bigGUI**: [https://forums.nba-live.com/downloads.php?view=detail&df\\_id=14](https://forums.nba-live.com/downloads.php?view=detail&df_id=14)

**nhlview**: <http://www.artemkh.com/nhl/nhlview/>

**Madden Xtreme DB Editor**:

<https://www.footballidiot.com/forum/viewtopic.php?t=21400>

**BHImport09**:

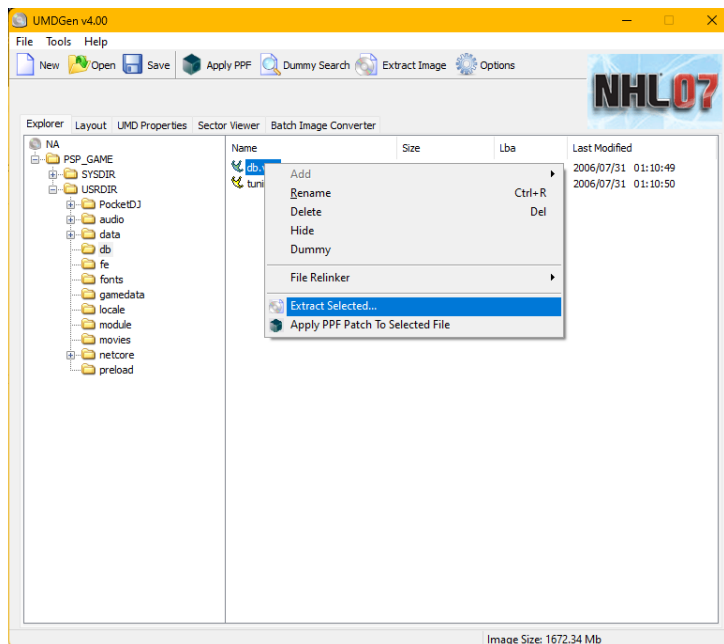
[https://drive.google.com/file/d/1MXa43JCiX0aCii7RKY9\\_kclEX4ze4S5e/view?usp=sharing](https://drive.google.com/file/d/1MXa43JCiX0aCii7RKY9_kclEX4ze4S5e/view?usp=sharing)

Note: Each step is highlighted with a color, with its color corresponding to a tool above; using the key above indicates what tool to use to perform the given step.

Process:

- I. Extract “db.viv” (master roster file) from PSP\_GAME/USRDIR/db onto your computer.

Note: Extracting all game files to a set directory for ease of access is heavily recommended for editing efficiency. When all editing is complete (between rosters, textures, etc.), the root folder of the ISO can be imported into a created ISO on UMDGen and exported to the same modified ISO.



- II. Open “db.viv” in bigGUI and export the following files:

- nhl2007.tdb
- nhlbioatt.tdb
- nhlplayers.tdb
- Nhlrost.tdb

Fifatology bigGUI Version 0.42r3 - C:\Users\owenb\OneDrive\Desktop\Owen\NHLPC\NHL 07 Roms\Work-In-Progress Rom\PSP\_GAME\USRDIR\tdb\tdb.viv

File Edit View Help

Export

Filename	Offset	Size	Packed (unco...
nhl2007.tdb	0x000AE007	258,090	yes (1,011,920)
nhl_del.tdb	0x0003F1C0	2,285	yes (10,876)
nhl_eiit.tdb	0x0003FAB0	1,941	yes (10,876)
nhl_ext.tdb	0x00040250	2,293	yes (10,876)
nhl_sml.tdb	0x00040850	2,465	yes (10,876)
nhl_tourn.tdb	0x00041500	270	yes (10,876)
nhlwards.tdb	0x00041610	468	yes (11,356)
nhlbioatt.tdb	0x000417F0	169,021	yes (371,028)
nhlonlinerst.tdb	0x0006AC30	28,303	yes (86,312)
nhlplayers.tdb	0x00071AC0	10,976	yes (12,108)
nhlrost.tdb	0x000745A0	26,976	yes (86,312)
nhlisch_2.tdb	0x0007AF00	7,663	yes (10,876)
nhlisch_1.tdb	0x0007CCF0	7,661	yes (10,876)
nhlisch_m.tdb	0x0007EAE0	5,585	yes (10,876)
nhlisch_s.tdb	0x000800C0	2,952	yes (10,876)
nhlstats.tdb	0x00080C50	171,460	yes (287,384)
nhlturneystats.tdb	0x000AAA20	13,895	yes (16,732)

Exports the selected entries to a given path

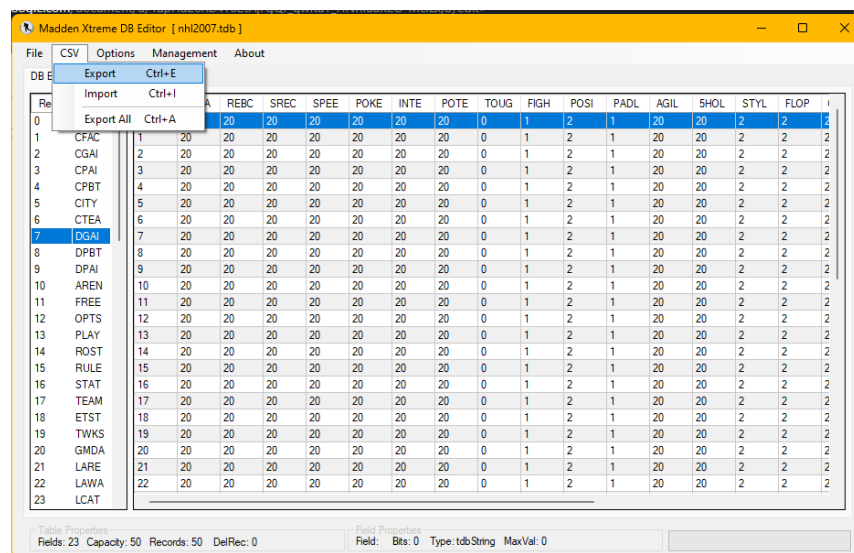
Entries: 17

**III.** Edit “nhl2007.tdb” as desired in NHLView, ensuring all edits are valid in context of the condensed nature of the roster within a more compact system in the PSP. When completed, save and exit.

Note: If a desired “nhl2007.tdb” file is already present on your computer, export all other files listed above in step two and skip this step.

**IV.** Open “nhl2007.tdb” in Madden XTreme Editor. A list of sub-databases will appear, with the option to export and import other databases of these sizes present in the options menu. Using this bar or right clicking a given database, export the following sub-databases as .csv values (preferably into a self-contained folder):

- DGAJ
- DPAI
- DPBT
- FREE
- ROST
- SGAI
- SNHL
- SPAI
- SPBT



**V.** Close “nhl2007.tdb” and open “nhlbioatt.tdb.” A list of familiar sub-databases will appear; with each of these sub-databases, select and import the corresponding exported sub-database. Save and exit from this file afterward. The list of sub-databases expected for an “nhlbioatt.tdb” file are listed below.

- DGAJ
- DPAI

- DPBT
- SGAI
- SPAI
- SPBT

Madden Xtreme DB Editor [nhlbiott.tdb]

File CSV Options Management About

DB Editor

Export Ctrl+E  
Import Ctrl+I  
Export All Ctrl+A

RecNo	Name	RECB	SREC	SPEE	POKE	INTE	POTE	TOUG	FIGH	POSI	PADL	AGIL	SHOL	STYL	FLOP
0		20	20	20	20	20	20	0	1	2	1	20	20	2	2
1	DPBT	20	20	20	20	20	20	0	1	2	1	20	20	2	2
2	DPAL	20	20	20	20	20	20	0	1	2	1	20	20	2	2
3	SGAI	20	20	20	20	20	20	0	1	2	1	20	20	2	2
4	SPBT	20	20	20	20	20	20	0	1	2	1	20	20	2	2
5	SPAI	20	20	20	20	20	20	0	1	2	1	20	20	2	2
6		20	20	20	20	20	20	0	1	2	1	20	20	2	2
7		20	20	20	20	20	20	0	1	2	1	20	20	2	2
8		20	20	20	20	20	20	0	1	2	1	20	20	2	2
9		20	20	20	20	20	20	0	1	2	1	20	20	2	2
10		20	20	20	20	20	20	0	1	2	1	20	20	2	2
11		20	20	20	20	20	20	0	1	2	1	20	20	2	2
12		20	20	20	20	20	20	0	1	2	1	20	20	2	2
13		20	20	20	20	20	20	0	1	2	1	20	20	2	2
14		20	20	20	20	20	20	0	1	2	1	20	20	2	2
15		20	20	20	20	20	20	0	1	2	1	20	20	2	2
16		20	20	20	20	20	20	0	1	2	1	20	20	2	2
17		20	20	20	20	20	20	0	1	2	1	20	20	2	2
18		20	20	20	20	20	20	0	1	2	1	20	20	2	2
19		20	20	20	20	20	20	0	1	2	1	20	20	2	2
20		20	20	20	20	20	20	0	1	2	1	20	20	2	2
21		20	20	20	20	20	20	0	1	2	1	20	20	2	2
22		20	20	20	20	20	20	0	1	2	1	20	20	2	2

Table Properties: Fields: 23 Capacity: 50 Records: 50 DelRec: 0

Field Properties: Field: Bits: 0 Type: tdbString MaxVal: 0

Madden Xtreme DB Editor [nhlbiott.tdb]

File CSV Options Management About

DB Editor

Open

Work-In-Progress Database CSV

Search Database CSV

Organize	New folder	Name	Date modified	Type
		nhl2007 - DGAI.csv	6/4/2023 10:29 PM	Excel.CSV
		nhl2007 - DPAL.csv	6/4/2023 10:29 PM	Excel.CSV
		nhl2007 - DPBT.csv	6/4/2023 10:29 PM	Excel.CSV
		nhl2007 - FREE.csv	6/4/2023 10:33 PM	Excel.CSV
		nhl2007 - ROST.csv	6/4/2023 10:29 PM	Excel.CSV
		nhl2007 - SGAI.csv	6/4/2023 10:29 PM	Excel.CSV
		nhl2007 - SNHL.csv	6/4/2023 10:30 PM	Excel.CSV
		nhl2007 - SPAL.csv	6/4/2023 10:30 PM	Excel.CSV

File name: nhl2007 - DGAI.csv CSV Files (\*.csv)

Open Cancel

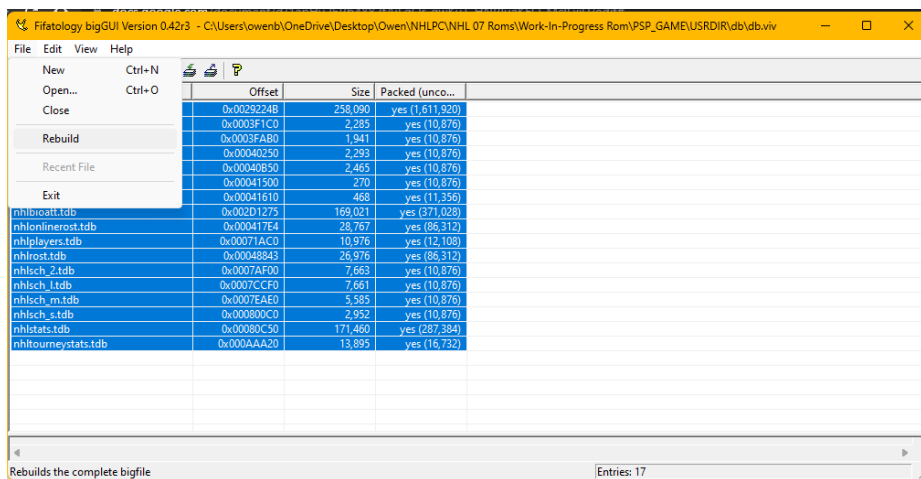
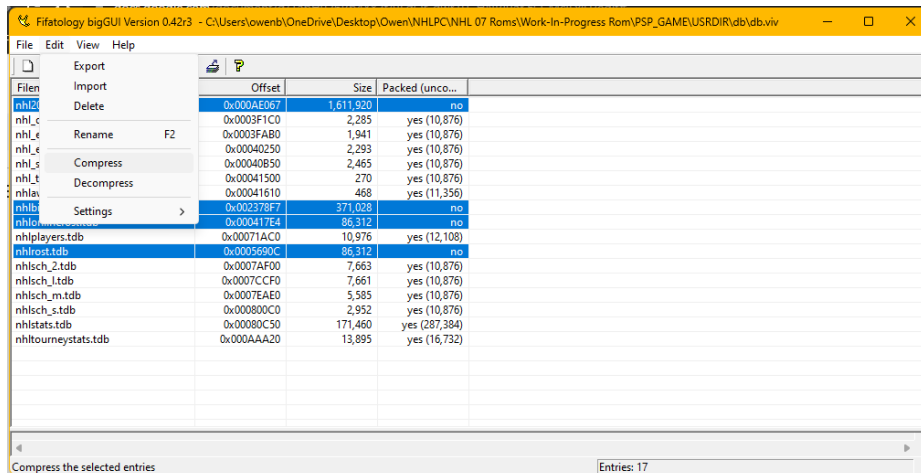
Table Properties: Fields: 23 Capacity: 50 Records: 50 DelRec: 0

Field Properties: Field: Bits: 0 Type: tdbString MaxVal: 0

**VI.** Repeat the preceding step twice more for “nhlplayers.tdb” and “nhlrost.tdb,” ensuring each sub-database imported directly and entirely matches with the sub-database selected. Save and exit when finished with each sub-database.

- SNHL - nhlplayers.tdb
- DGAJ - nhlrost.tdb
- DPAJ - nhlrost.tdb
- DPBT - nhlrost.tdb
- FREE - nhlrost.tdb
- ROST - nhlrost.tdb

**VII.** Return to bigGUI and open your “db.viv” file, importing all four databases recently edited into the archive and compressing all databases (available in the options menu), then rebuilding through similar means and exiting shortly thereafter.



VIII. Through your default files explorer application, download BHImport09.bat into the root of the game files (on PSP, this is located in PSP\_GAME\USRDIR\ ) and run in the in-progress folder (if the recommendation provided in step one was heeded). Performing this step appears to insure the proper function of the edited roster at a higher rate, but is not necessarily required at this time.

IX. On UMDGen, import "db.viv" into the same directory it was originally extracted from, choosing to overwrite the current file present. When all edits are finished, rebuild and export the ISO onto your PC and test to ensure the roster file imported correctly on PPSSPP.

X. If errors persist after following this guide, if any questions persist after following this guide, or if any malpractice or inaccuracies are spotted, message Owen Singh#6466 on Discord for investigation.



# Understanding the Roster File Structures for NHL 07 on PSP

While the filesystem and folder structure for NHL 07 on PSP appear especially similar to that of its PC counterpart (and other NHL games from the years 2004-2008 released on PC), most game files are generally compressed in terms of size and quality or missing nuance present on the PC version in order to account for the limitations of PSP hardware. Roster files follow this trend particularly, with files missing inside of the "db.viv" archive that render the file inaccessible on nhlview itself. When "db.viv" files from the PC version are opened, changes made to the main database ("nhl2007.tdb") are applied across the secondary databases present in the archive. Due to the inaccessibility of the PSP's version of the file, the main database must be extracted, with updates to the secondary databases being placed into the responsibility of the user. Thus, Madden XTreme Editor is required to update the fundamental secondary databases required for the roster to function in-game on the PSP. Sub-databases imported and exported across the above databases create the necessary congruence for the compatibility of the edited roster and its implementation into the game.

Currently, methods are being discussed to bypass the requirement of manually updating databases through file manipulation; the most successful of these so far is duplicating "nhl2007.tdb" as "nhl2007PC.tdb" within the archive, allowing nhlview to access and edit "db.viv" directly. This method also adds the ability to edit other aspects of the database such as player stats, for example. Unfortunately, some issues have arisen in utilizing this practice, with most attempts failing to completely apply changes in game.