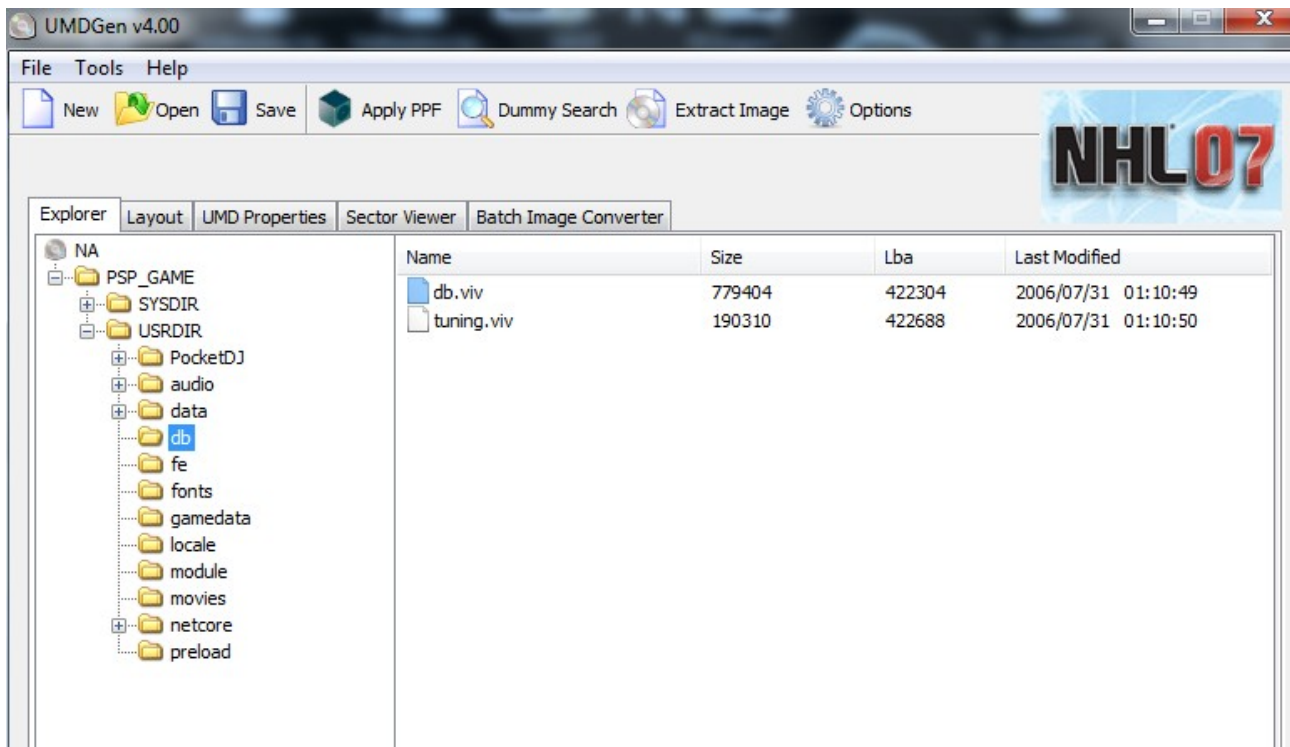
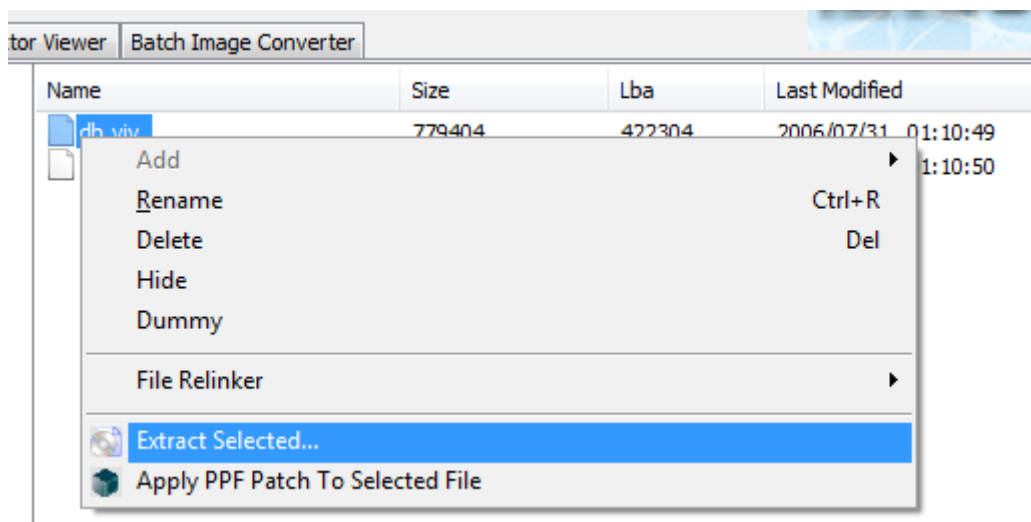


Roster Editing in images

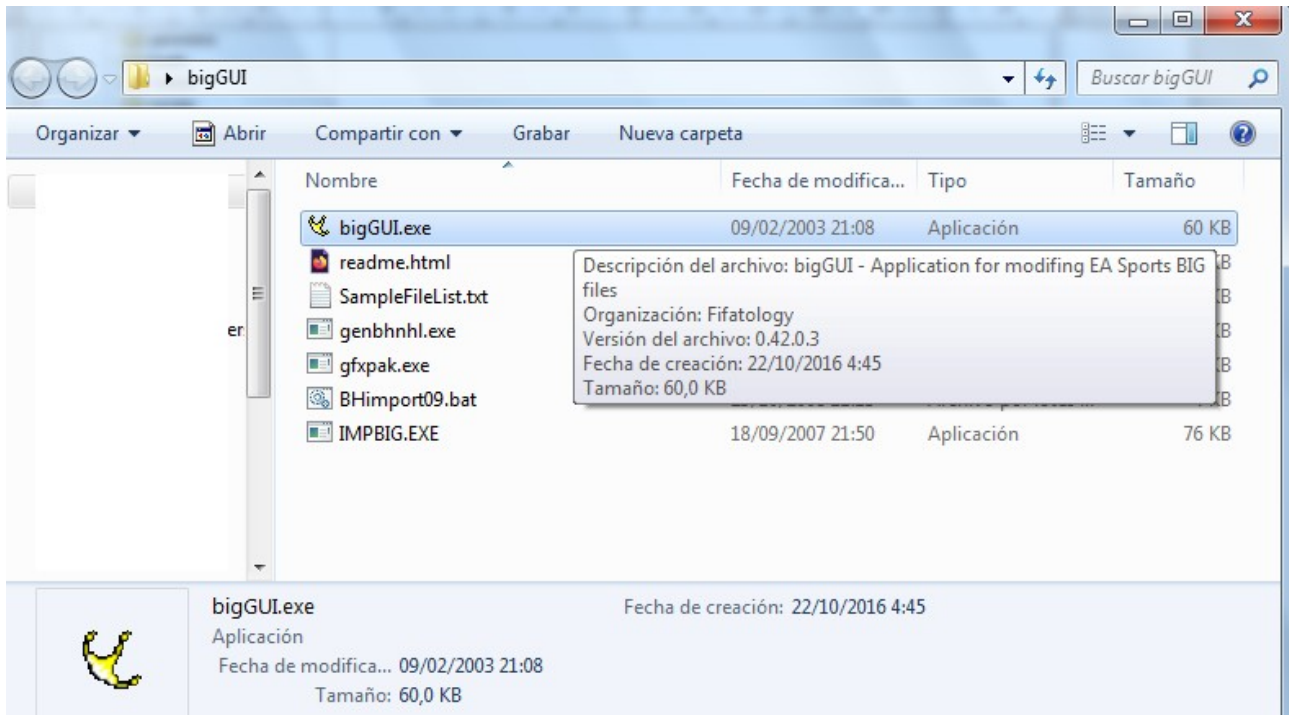
Open UmdGen and go db/



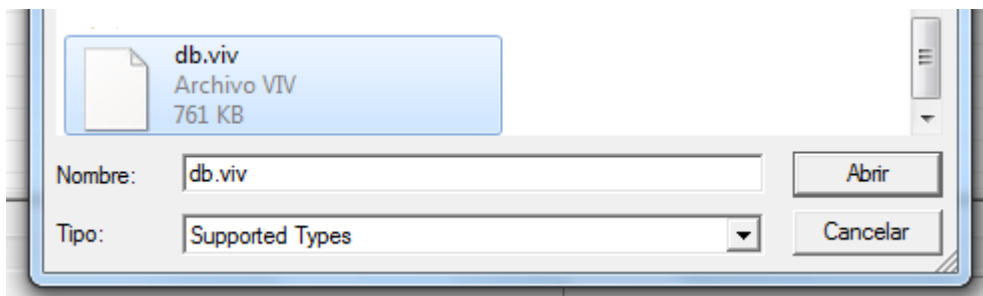
There you need to extract your db.viv file



Now that you have the db.viv, the next tool is bigGui



Go to file > open db.viv

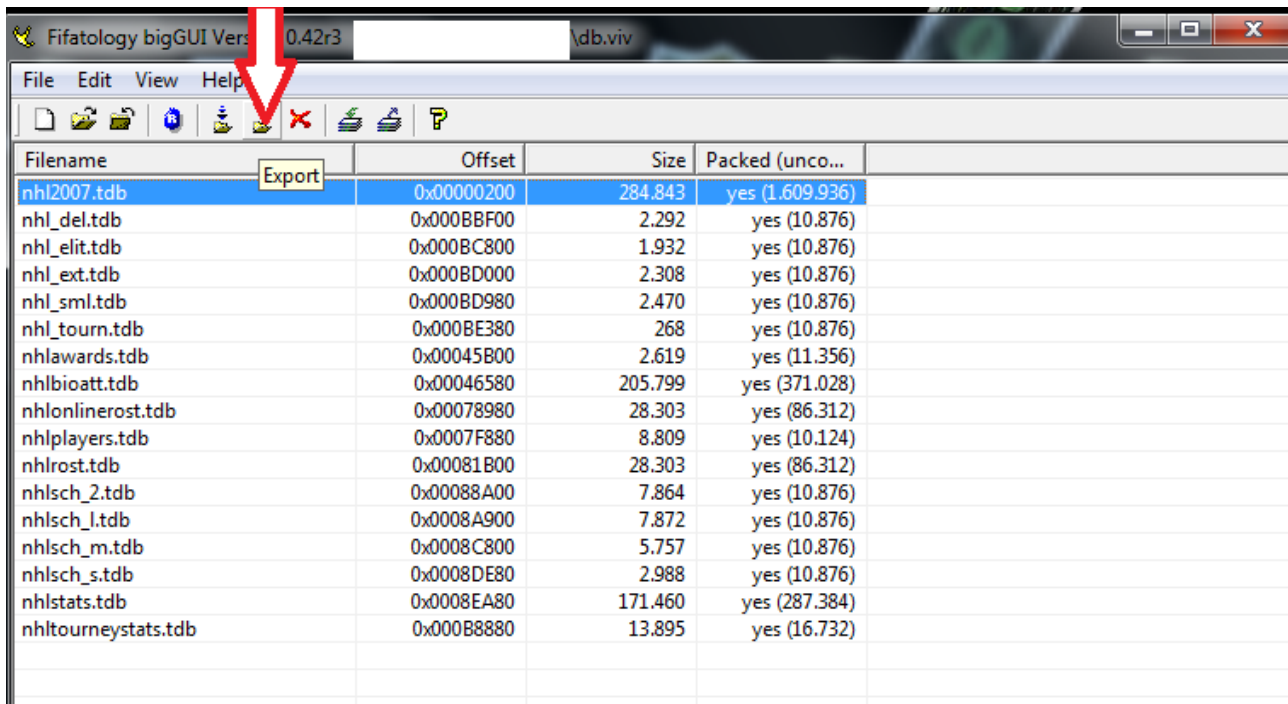


You'll see this window

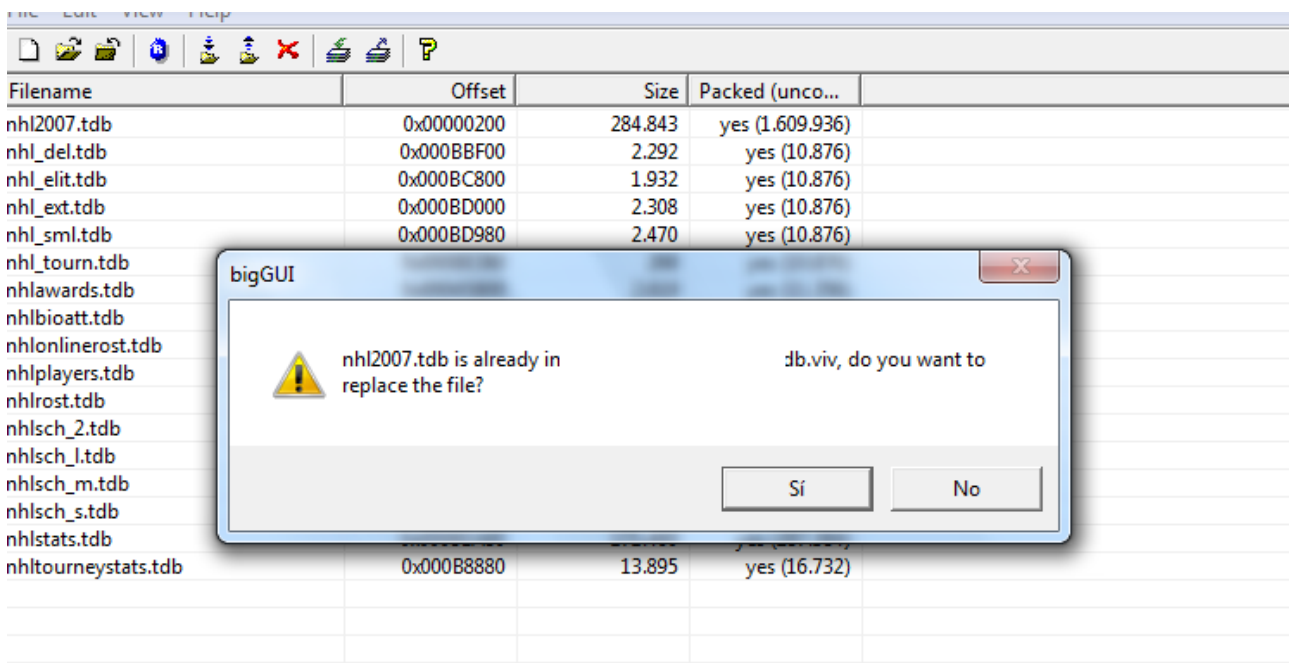
Filename	Offset	Size	Packed (unco...
nhl2007.tdb	0x00000200	284.843	yes (1.609.936)
nhl_del.tdb	0x000BBF00	2.292	yes (10.876)
nhl_elit.tdb	0x000BC800	1.932	yes (10.876)
nhl_ext.tdb	0x000BD000	2.308	yes (10.876)
nhl_sml.tdb	0x000BD980	2.470	yes (10.876)
nhl_tourn.tdb	0x000BE380	268	yes (10.876)
nhlawards.tdb	0x00045B00	2.619	yes (11.356)
nhlbioatt.tdb	0x00046580	205.799	yes (371.028)
nhlonline.rost.tdb	0x00078980	28.303	yes (86.312)
nhlplayers.tdb	0x0007F880	8.809	yes (10.124)
nhlrost.tdb	0x00081B00	28.303	yes (86.312)
nhlsch_2.tdb	0x00088A00	7.864	yes (10.876)
nhlsch_1.tdb	0x0008A900	7.872	yes (10.876)
nhlsch_m.tdb	0x0008C800	5.757	yes (10.876)
nhlsch_s.tdb	0x0008DE80	2.988	yes (10.876)
nhlstats.tdb	0x0008EA80	171.460	yes (287.384)
nhl_tourneystats.tdb	0x000B8880	13.895	yes (16.732)

The roster are in the nhl2007.tdb file

Export the nhl2007.tdb file

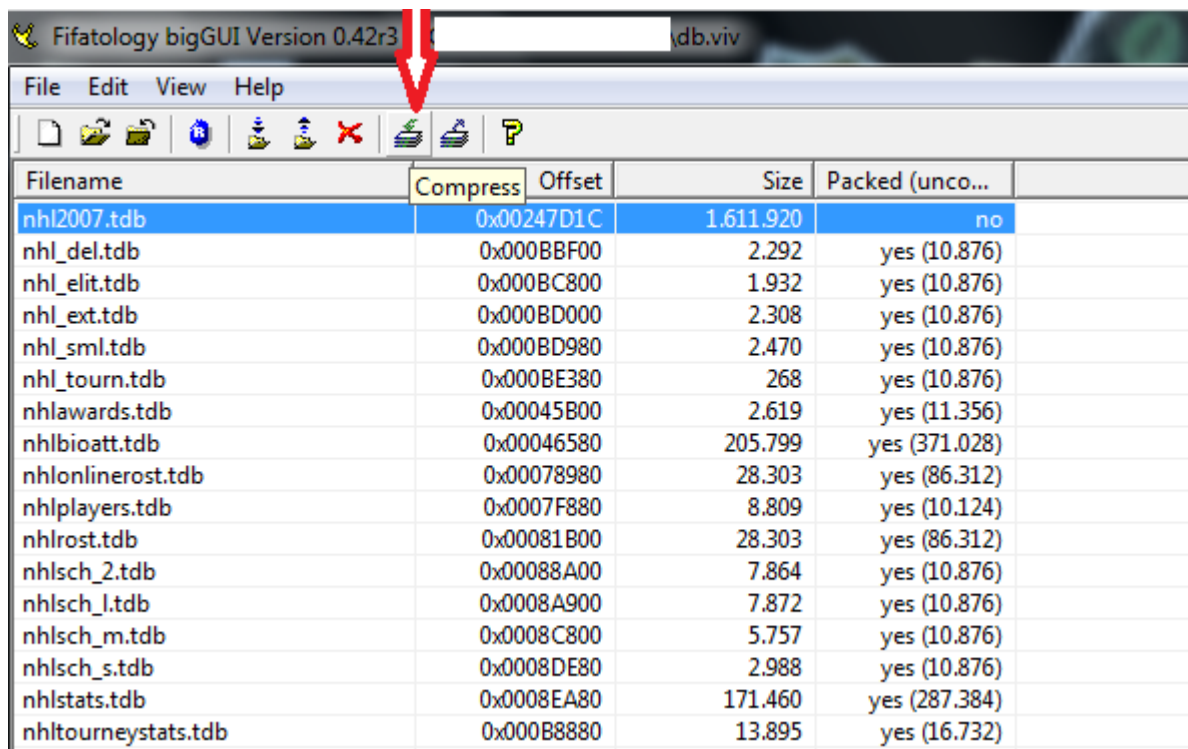


Make your edits to your tdb file (that explained in the other tutorial., so i'll skip this part)
Once you have done the changes to your tdb file, go and reimport it to db.viv

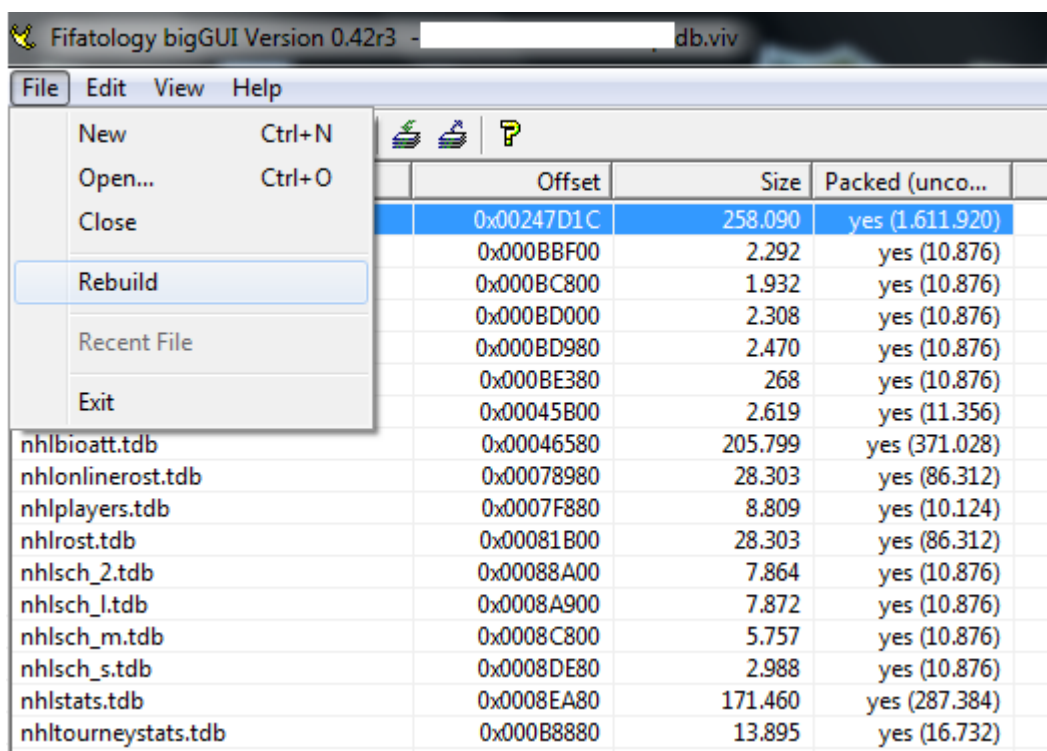


Replace the file with the new one, obviously doh.

Recompress the inserted tdb file (it was compressed when we extracted, remember?)

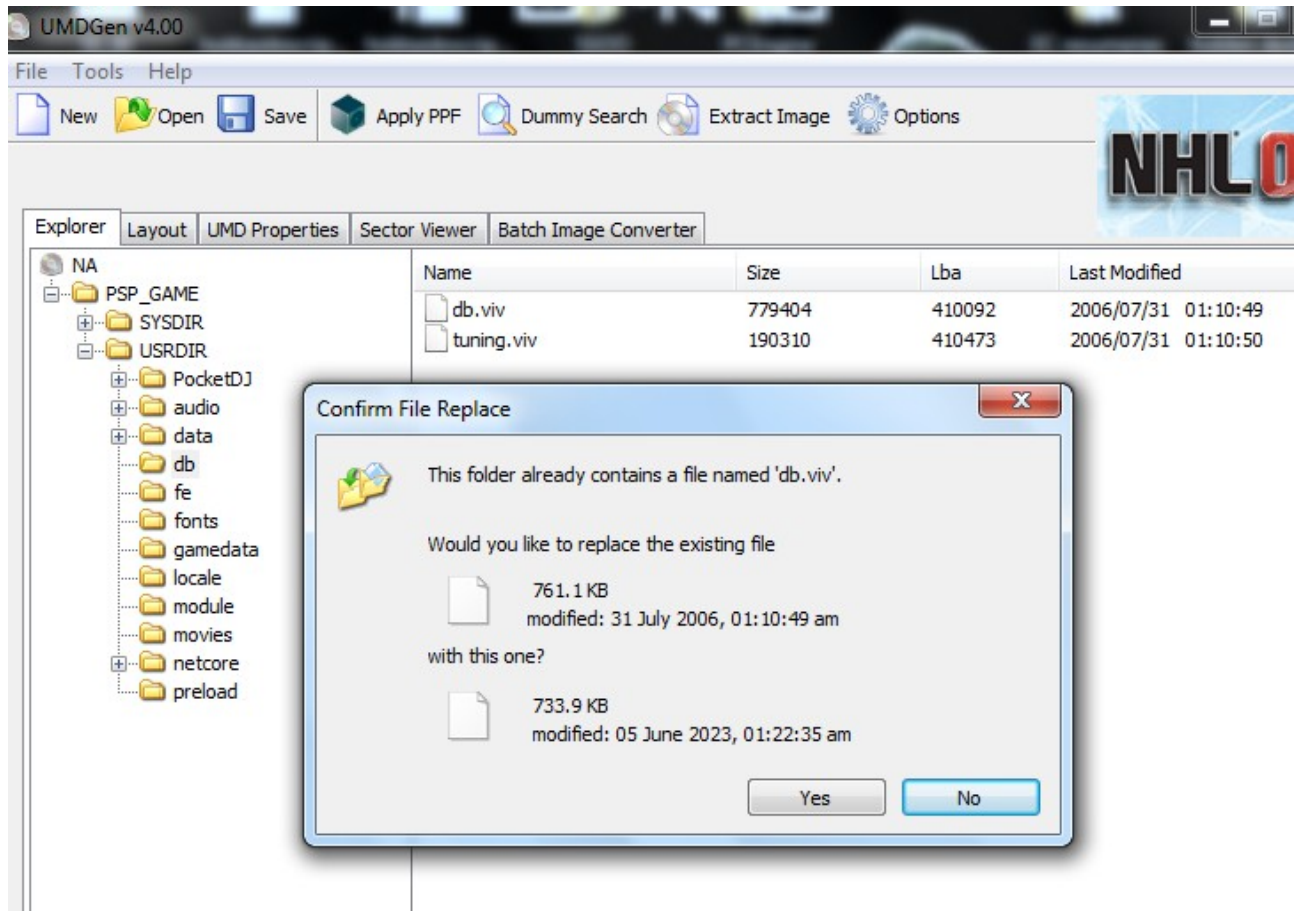


Now rebuild the db.viv file



Close the tool now, we don't want umdgen to have problems due to the file being open somewhere else.

Back to umdgen. Reimport the db.viv file



Again, replace the old one with the new one

Finally create a new iso to test

