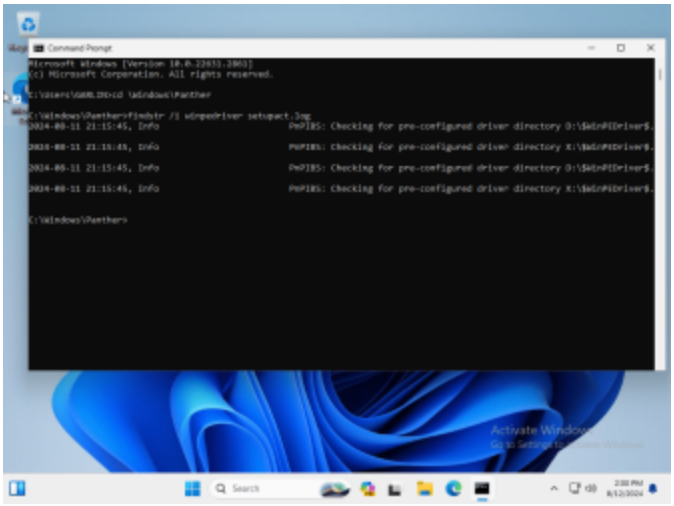
Adding drivers onto Windows 11 USB boot media

elevenforum.com/t/adding-drivers-onto-windows-11-usb-boot-media.27538

While the preferred method is to integrate your drivers into an offline image, it's possible to copy drivers to the USB drive. Normally you have to use an autounattend.xml to instruct Setup where to find the folder, but there's another way.
Limitations of $WinPeDriver$ when used in conjunction with other driver injection methods

1. Extract driver files to a local folder.
2. Create **$WinpeDriver$** folder on the USB drive, and copy your files there.

If you search the C:\Windows\Panther\setupact.logs on an installed Windows, you can see Setup checking for the folders:



What's the catch? If this trick was that easy, why doesn't everyone follow it?

The drawback is **$WinpeDriver$** driver content is copied to WinPE's RAM disk or **X**: drive. There's a fixed amount of shared "disk space", but if you only have a few drivers and they're relatively small, they can fit. Something like adding NVIDIA's bloated drivers would be out of the question. That's why the normal answer is to integrate drivers into the image, where there is no space limitation.

But you can use the USB folder in certain cases. The worse thing than can happen is it doesn't work.