

Sega Dreamcast Downloads

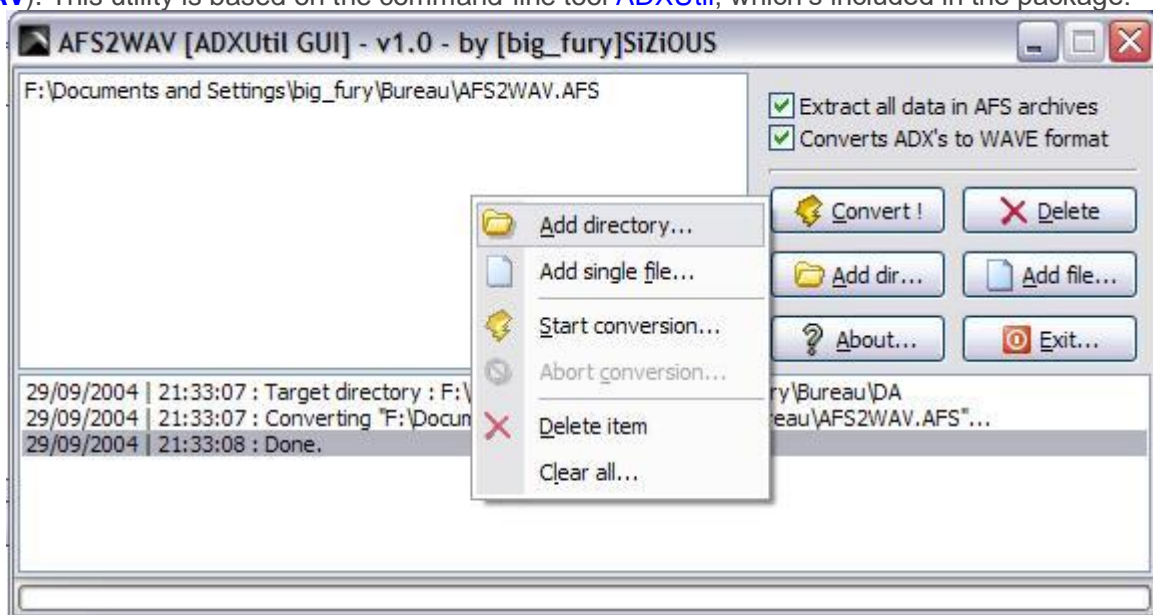
You'll find on this page all downloads for your **Sega Dreamcast** video game console. All downloads are compressed in **.7z** format and can be opened with the free **7-zip** archiver. Programs offered on this page can be used directly without any kind of installation, which mean you just need to unzip and run them. Most of them are targeted to **Microsoft Windows**, because it's my main computer **OS**.

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AFS2WAV

AFS2WAV is a Windows program used to extract the contents of AFS files used in most Dreamcast games and to convert the content from **.ADX** format (proprietary audio codec developed by **CRI Middleware**) to Waveform files (**.WAV**). This utility is based on the command-line tool **ADXUtil**, which's included in the package.

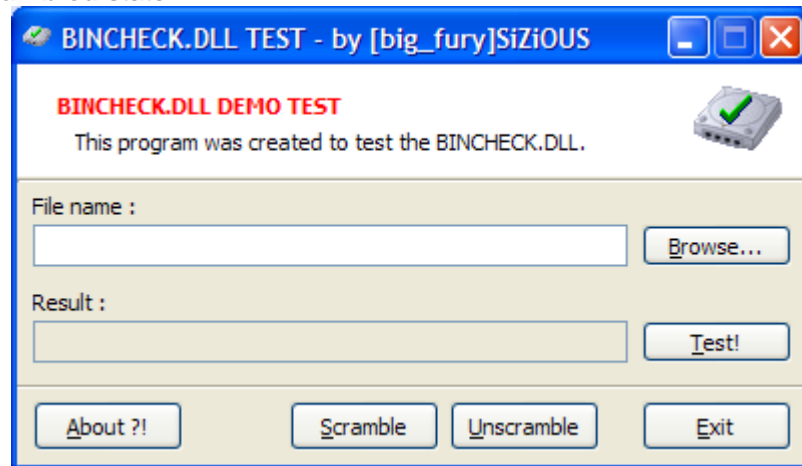


AFS2WAV

[Download AFS2WAV](#)

Binary Checker

[Binary Checker](#) (or **BinCheck**) is a tool made to check if your Dreamcast [homebrew binary](#) in **.BIN** format is in **scrambled** or **unscrambled** state.



Binary Checker

A **.BIN** file is a compiled program for your **Sega Dreamcast**, it's those that you can get most of time in packages labelled "plain files". **Scrambled** state files are used when the binary is meant to be booted from a CD-ROM, i.e. when the homebrew program is started from the [bootstrap](#), often called **IP.BIN**. Such bootable programs are commonly named **1ST_READ.BIN**. The unscrambled state for binaries, meanwhile, is used in all other cases (e.g. a binary executable started from another binary). Please note **the scrambled/unscrambled state notion is ONLY used for homebrews programs**, i.e. programs compiled with homemade [toolchains](#).

[Download Binary Checker](#)

DC-TOOL

DC-TOOL is a set of programs made to send and receive data from your **Sega Dreamcast** system. The classic use of this tool is to send programs to the Dreamcast in order to run and debug them. To be used, you must have a way to connect your Dreamcast console to your computer, it can be one of the following:

- A [Coders Cable](#) (a serial cable, the historical way to do that)
- A [Broadband Adapter](#), often shortened as "BBA" (a 10/100Mbps network Ethernet card).

This program, originally developed by [ADK/Napalm](#) and now full part of the [KallistiOS](#) library (used in the homebrew developments targeted to the **Sega Dreamcast**) is split in two packages:

- **DC-LOAD**, the server part, started from the Dreamcast
- **DC-TOOL**, the client part, started from the computer (can be [GNU/Linux](#) or Windows).

Depending on the method chosen (*Coders Cable* or *BBA*) you must use the right version of the program:

- **DC-LOAD** or **DC-LOAD-SERIAL** for the Coders Cable version
- **DC-LOAD-IP** for the BBA version

This applies on the client part as well, which is called **DC-TOOL**. Initially, **DC-TOOL** is a program usable only within the command line, so I developed a series of GUI for this great tool under Windows.

DC-LOAD

Like already said, **DC-LOAD** is the server program meant to be run in the **Sega Dreamcast**. You'll find below CD images to burn containing the program:

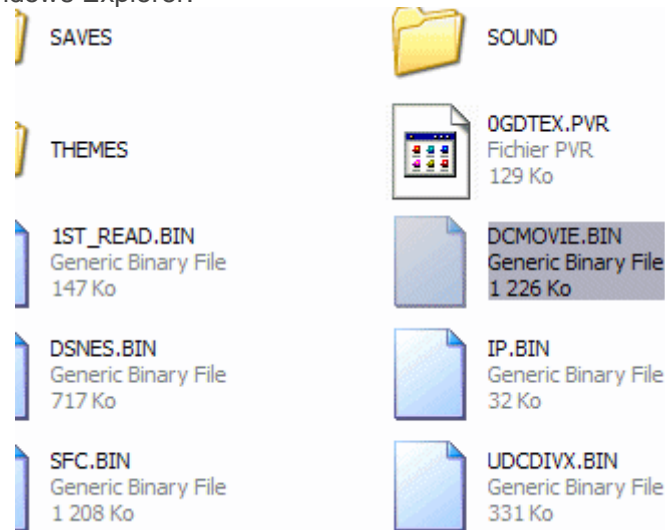
- [DC-LOAD-IP v1.0.3](#)
- [DC-LOAD-SERIAL V1.0.3](#)
- [DC-LOAD-IP v1.0.4](#)
- [DC-LOAD Covers](#)

For burning these CD images, you can use either [Padus DiscJuggler](#) or [Alcohol 120%](#). Please burn them at the slowest speed as possible.

DC-TOOL

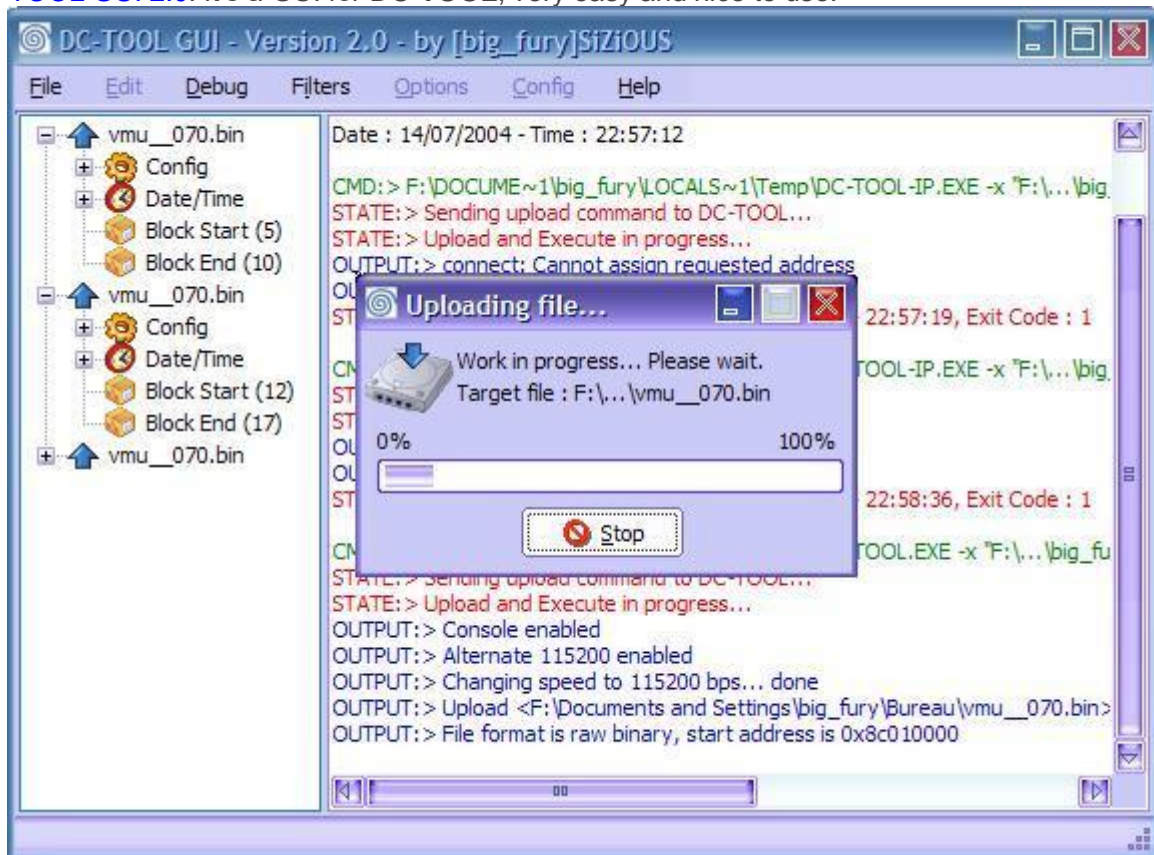
When you have downloaded the right version of the server part (**DC-LOAD**), now you need to download the client part to run in your computer (**DC-TOOL**). As **DC-LOAD**, you need to use either **DC-TOOL-SERIAL** or **DC-TOOL-IP**.

- [DC-TOOL 2013-03-02 MinGW](#): It's the **Serial** and **IP** binaries in the same package, compiled with the latest source code from the [KallistiOS SVN](#). It's the original programs without any form of GUI.
- [TURBO DC-TOOL GUI](#): This program is a simple GUI for **DC-TOOL** (**Serial** or **IP**), with a high shell integration for the Windows Explorer.



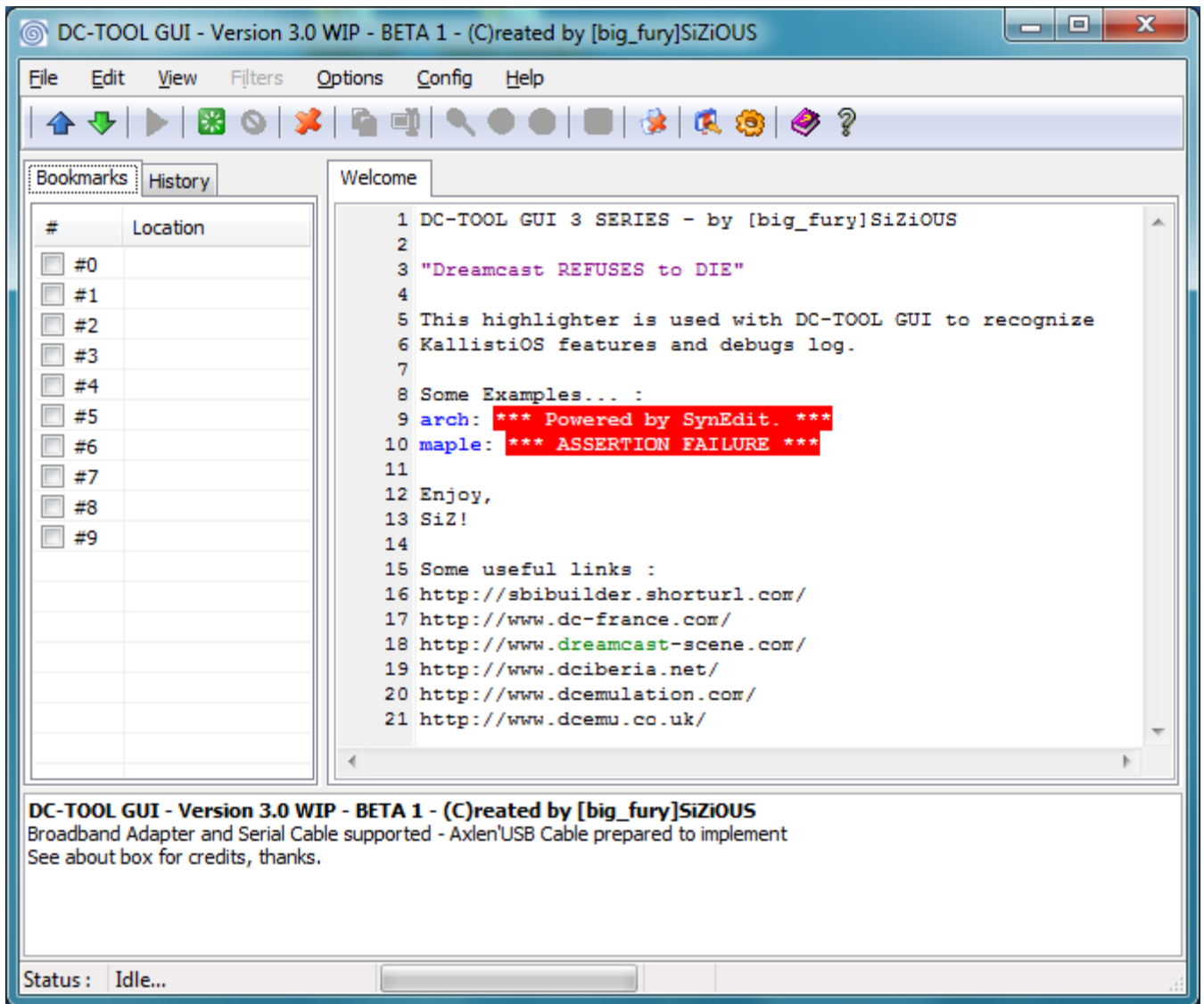
TURBO DC-TOOL GUI

- [DC-TOOL GUI 2.0](#): It's a GUI for **DC-TOOL**, very easy and nice to use.



DC-TOOL GUI 2.0

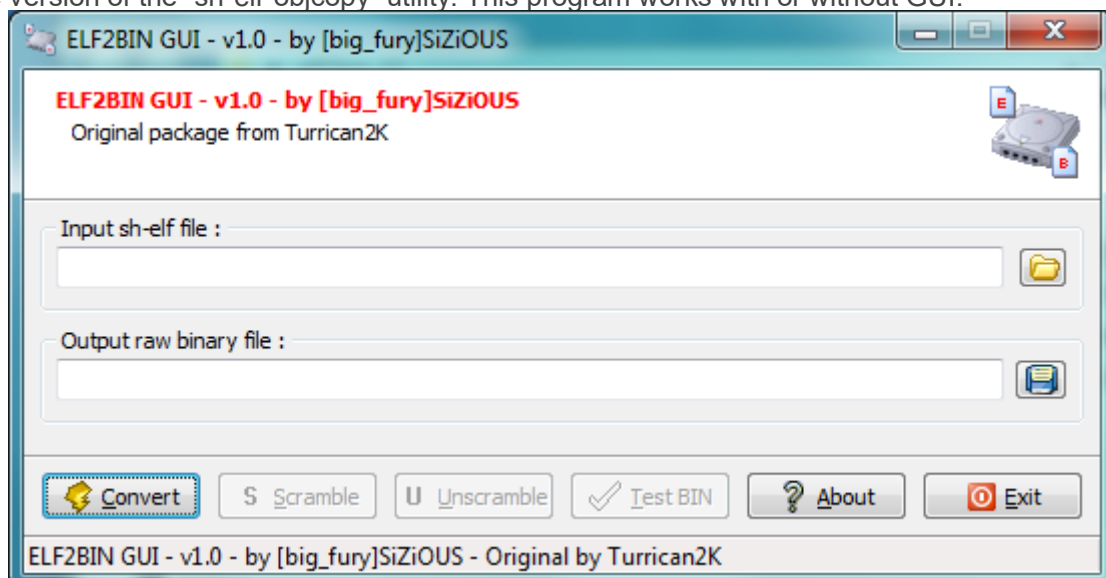
- [DC-TOOL GUI 3.0 beta 1](#): It's the bêta 1 of the 3.0, which has never been finished.



DC-TOOL GUI 3.0 Beta 1

ELF2BIN

This program is mainly dedicated to programmers who want to convert **.ELF** programs to the **.BIN** format, necessary to allow the **Dreamcast** program to be bootable from a CD-ROM via the scrambled state. This's a standalone version of the "sh-elf-objcopy" utility. This program works with or without GUI.



ELF2BIN

[Download ELF2BIN](#)

IMG4DC

This package allows you to generate bootable CD images for your **Sega Dreamcast**. It's split in two separate programs, usable in command-line mode:

- **CDI4DC** : for generating Padus DiscJuggler CD images
- **MDS4DC** : for generating Alcohol 120% CD images.

These programs have become since 2007 a reference in the **Sega Dreamcast** homebrew world, and they are used in other third-party tools such [BootDreams](#). For these reasons [I gave the source code to the community](#).
[Download IMG4DC 2012-05-12](#)

BootMake

[BootMake](#) is a very simple GUI program for **CDI4DC** only.



BootMake

[Download BootMake](#)

BurnDC CDI For Linux

It's a shell script for Linux designed to burn CDI files. Indeed CDI files are **Padus DiscJuggler** images which is a Windows-program only. This script makes possible to burn CDI under [GNU/Linux](#) systems.

[Download BurnDC CDI For Linux](#)

Disc-related Various Tools

These tools weren't made by me, but it may be useful to you:

- [CDIrip](#): Extracts CDI images into several track files.
- [CDI2Nero](#): Converts CDI images into [Nero Burning ROM](#) images. A [modified version](#) by me is also available, changes are listed in the archive.

- [gditools](#): This Python program/library made by FamilyGuy is designed to handle GD-ROM image (GDI) files. I've just made the multiplatform GUI.

IP.BIN Creator

This tool was made to generate “[bootstrap](#)” **IP.BIN** (*Initial Program*) files for your **Sega Dreamcast** console. This tool is mainly for developers but can be used for the end-user to generate customized bootstraps (e.g. with custom logos). The bootstrap is the license screen shown at startup when you run any Dreamcast program (e.g. [Shenmue](#) or whatever).



IP.BIN Creator

[Download IP.BIN Creator](#)

IPCreate

This program is the console version of the tool above, originally made for **LyingWake** and his [BootDreams](#) tool.

[Download IPCreate](#)

MR-TOOL

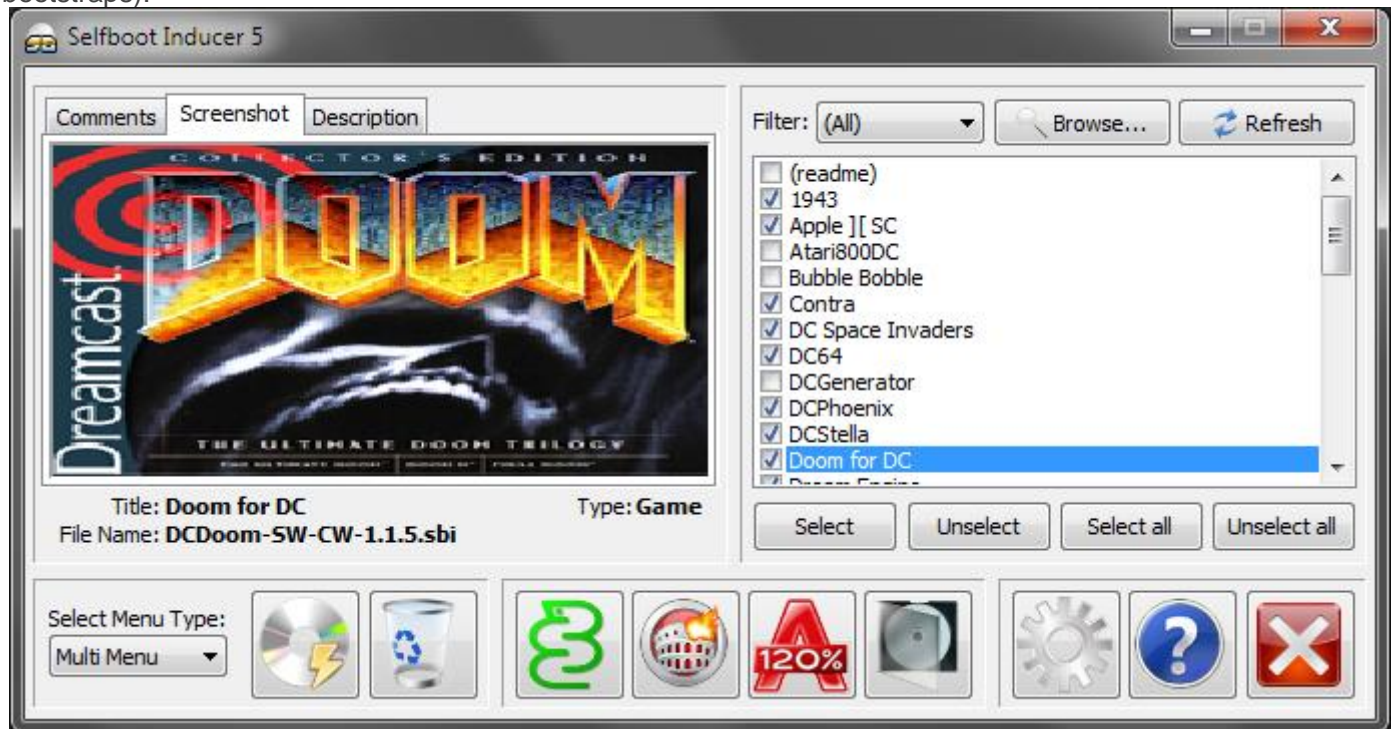
This utility was initially written by **_kRYPT** and was made for convert various pictures format (such as **.JPG**, **.PNG** or **.BMP**) in the special **.MR** format, used with the bootstrap file (“**IP.BIN**”). Please note that algorithm used in this tool is now deprecated, a new version of this library was written for **Selfboot Inducer** that you can just download below.

[Download MR-TOOL](#)

Selfboot Inducer

This tool was made for creating homebrews compilations on the same CD-ROM for your **Sega Dreamcast**. In clear, you may put several proggies in the same CD-ROM and **Selfboot Inducer** will create you a CD-ROM embedding a menu for selecting what program you want to run when putting this disc in your **Sega Dreamcast** console. It was very popular before the **SD Card** module release. To use this tool you need to

download homebrews programs in the special **.SBI** format (see below). It's the latest program I wrote for my favorite video console system. The complete source code is included in the package, written in [Delphi XE2](#). You'll find in that source code a new implementation of the encoding/decoding algorithm for **.MR** files (used in bootstraps).

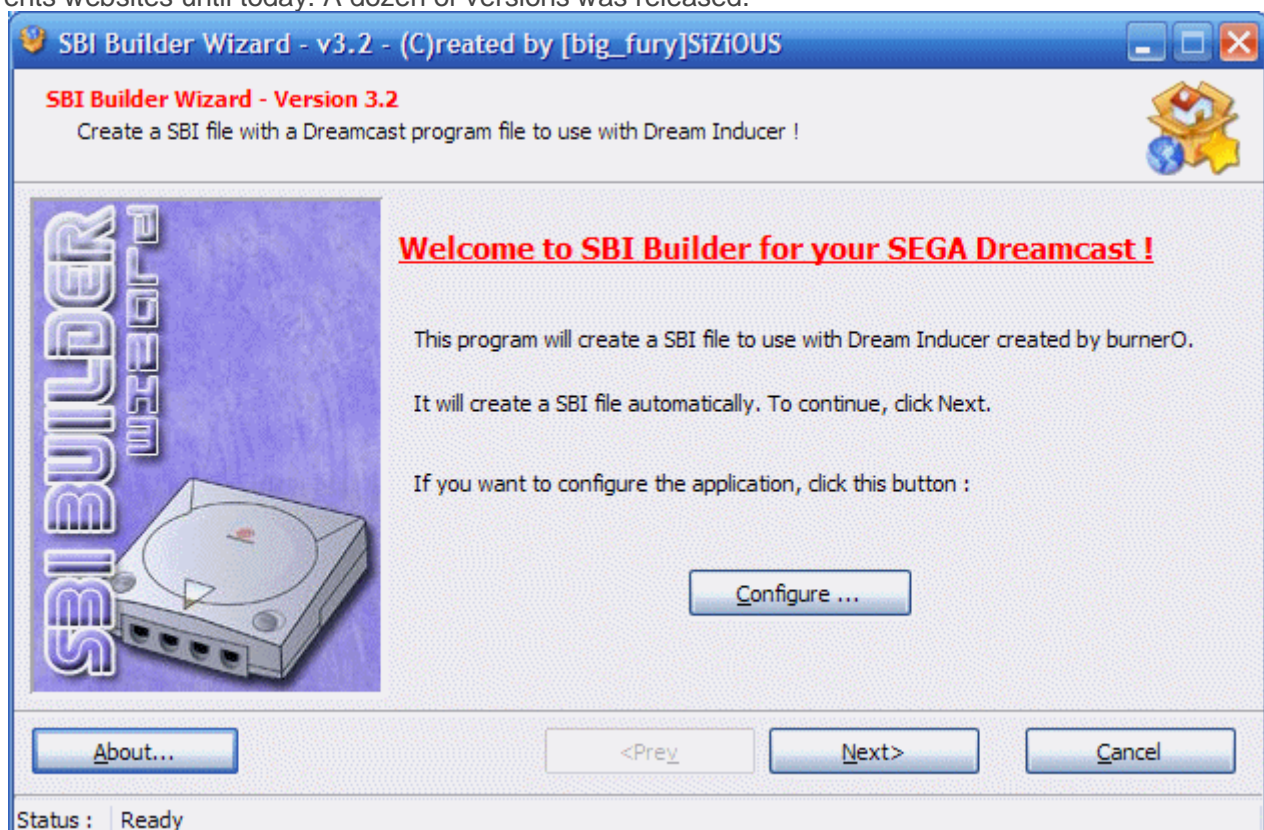


Selfboot Inducer

[Download Selfboot Inducer](#)

SBI Builder

This utility is the ideal companion for **Selfboot Inducer** because it can create the famous **.SBI** packages necessary to build your own compilations. The user-interface of the tool is available in english, french and spanish. It was historically the first program I wrote for the **Dreamcast**, that's why I used its name for my differents websites until today. A dozen of versions was released.



[Download SBI Builder](#)

Shenmue Translation Pack

The **Shenmue Translation Pack** is a big package containing tools used to modify the in-game subtitles and every game data in order to localize in your own language **Shenmue**, **What's Shenmue** and **Shenmue II**, on both **Sega Dreamcast** and **Microsoft Xbox**. I'm working on that project since 2008.

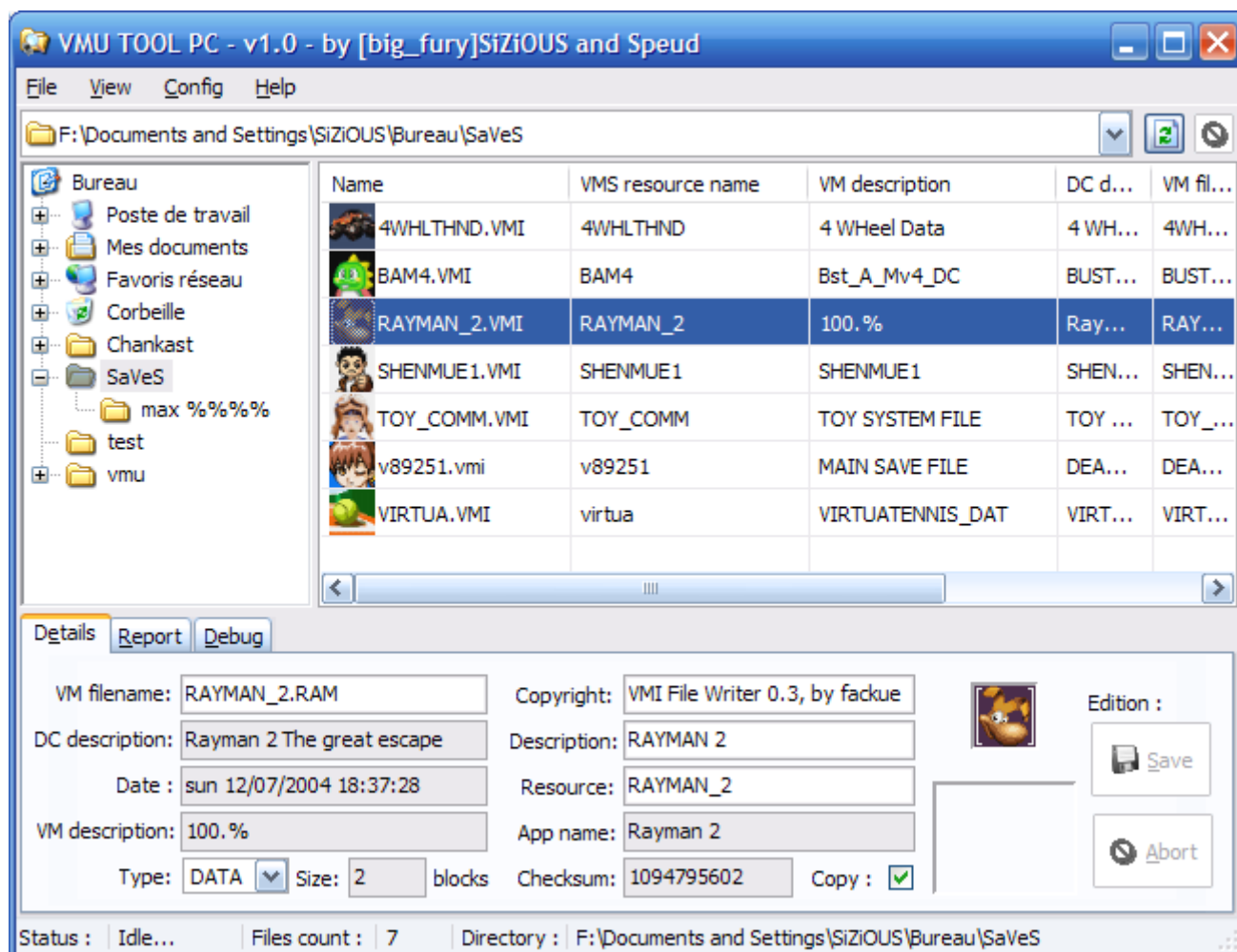


Shenmue Translation Pack

[Download Shenmue Translation Pack](#)

VMU TOOL PC

This nice utility was made in collaboration with another french developer, [speud](#), author of the nice [DreamExplorer](#) tool, formerly known as **VMU TOOL**. It's a **Sega Dreamcast** saves files manager for your computer. It can handle **.VMS/.VMI** and **.DCI** files.



VMU TOOL PC

[Download VMU TOOL PC](#)