Hey Everyone.

I’ve updated this document yet again due to some new pros and cons I found while testing out RomVault with renaming and archiving the roms in my DATs and importing, cheevo scanning and launching said roms in LaunchBox and this is what I found out that you guys should be aware of if you’re using these 2 programs.

1. DO NOT use ZIP (ZSTD) or 7ZIP (ZSTD) compression on any of your roms with RV unless you’re ok with having LB extract them 1st before launching them. At the time of editing this document (17 May 2025), LB and some emulators, including RetroArch, don’t have ZSTD support so cheevo scanning will not detect any cheevos for your roms and in some cases, it actually crashes LB during the scan and they also won’t launch/run on some emulators at all unless they’re extracted 1st and for LB to extract this format you need to copy all the files from the ZSTD version of 7ZIP into the Launchbox/ThirdParty/7zip folder and overwrite the files. Until ZSTD becomes fully supported for both programs, I recommend leaving this compression method alone for the time being.
2. Only use ZIP (Deflate/Trntzip) compression on Arcade roms. LB detects cheevos fine on all the Arcade roms in my DAT if they’re in this format and they launch perfectly fine. If they’re in 7zip (LZMA) format, some roms will get detected for cheevos but not all. Launching them in LZMA seems to be fine but ZIP (Deflate/Trntzip) seems to be the best and most compatible option for this platform.
3. For GameCube RVZ and normal CHD roms, I recommend leaving them uncompressed. While LB can detect CHD 7zip (LZMA) roms for cheevos fine, you can’t launch/run CHD roms in this format unless you extract them 1st which could take anywhere from a coupleof seconds to half a minute or maybe even longer and you hardly save any extra space because CHD and RVZ are already compressed formats. GameCube roms in any archive format will not get detected for cheevos at all so you’ll need them to be extracted to be detected anyway.
4. For all other platforms, I recommend using 7zip (LZMA) as I found this format to be most compatible with the cheevo scanning feature as well as launching/running with emulators perfectly fine with some minor exceptions here and there. The one downside to LZMA is it’s very slow compression and decompression speeds with RV so if you don’t want to wait forever for your roms to compress/decompress, you’ll either have to use a different program to zip/7z your roms with a faster compression method that isn’t ZSTD or use 7zip ZSTD but enable LB to extract your roms before launching them and lose out on the LB cheevo scanning feature. Worst case scenario, leave the roms uncompressed which is only recommended if you have a ton load of free space to spare.
5. If you’re going to convert PSP ISO to CHD, you have 2 choices.

A: Convert with the “createdvd” option which is the current, correct and efficient compression option but, at the time of this writing (19 May 2025), both LB’s Achievement Scan and RetroArch will not detect any cheevos for any of these CHDs due to not having support for “createdvd” CHDs. If you choose this option, only use the latest version of standalone PPSSPP for cheevos to work.

B: Convert with the “createcd” option which is the previous, old and inefficient compression option but both LB and RetroArch detect cheevos fine for them.

That’s it for now. Happy gaming and cheevo hunting everyone.