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 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. You can use ZSTD roms in Launchbox and RetroArch but there are a few things you need to do first.
2. Download and install/extract the ZSTD version of 7zip and copy the 7z.dll and 7z.exe files into /Launchbox/ThirdParty/7-Zip folder and overwrite the old files.

This will allow Launchbox to decompress/launch ZSTD roms.

1. Download and install the latest RAHasher.exe file from GitHub and copy it to /Launchbox/ThirdParty/RetroAchievements folder and overwrite the old file.

This will allow the cheevo scan in Launchbox to successfully detect and mark cheevo-compatible ZSTD roms without crashing during the scan.

1. For RetroArch users, download and install/copy the latest nightly RetroArch files and overwrite the old files.

The current nightly versions support detecting cheevos on cheevo-compatible ZSTD roms if the loaded core supports ZSTD roms. Some cores still don’t have ZSTD support at the moment.

1. 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.
2. For GameCube RVZ and normal CHD roms, I recommend leaving them uncompressed. While LB can detect CHD 7zip roms for cheevos fine, you can’t launch/run CHD roms in this archive 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 in Launchbox at all so you’ll need them to be extracted to be detected anyway.
3. 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.
4. If you’re going to convert PSP ISO to CHD, use the CHD Converter file that is included in my GitHub repo and select option C or D. At the time of this writing (15 September 2025), RetroArch’s PPSSPP core and Standalone PPSSPP support cheevos on ZSTD CHDs created with the createdvd command and both 2048 and 4096 hunk sizes work as well with no errors.

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