PS4 System Information Report

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Storage Options

- HDD (Standard)
- SSD (Not Officially Supported)
- External storage is also available

Hard Drive Information

- The standard PS4 has a 500GB, 5400 RPM, SATA II HDD (Default)
- The PS4 Pro has a 1TB version (Default)

Types of Data Stored

- Games
- Applications
- Video
- Images

File Structure

- Partition Format: UFS
- Capacity 500GB -12TB
- File Systems Supported: FAT32, exFAT

Firmware information:

- Name: ORBIS OS
- Based on: FreeBSD 9.0
- Platform: 64 bits (x86_64)

Obtaining Data

• All data is encrypted, making it nearly impossible to obtain any data through external means

- The most common method attempted is to record running the PS4 as usual and looking for data that way, but this doesn't often yield results
- Not much info is known about the PS4's file system layout as the user is sandboxed into their own partition

Partition Format

No	Device File	Z5K500 size	ST500LM012 size	in bytes	type	remarks
1	/dev/sdc17	1 GiB	1 GiB	1,073,741,824	80dd49e3-a985-4887- 81de-1daca47aed90	
2	/dev/sdc31	16 GiB	16 GiB	17,179,869,184	3ef7290a-de81-4887- a11f-46fba765c71c	
3	/dev/sdc27	420.12 GiB	420.120117188 GiB	451,100,540,928	c638477a-e002-4b57- a454-a27fb63a33a8	user
4	/dev/sdc13	8 GiB	8 GiB	8,589,934,592	76a9a5b4-44b0-472a- bde3-3107472adee2	
5	/dev/sdc9	1 GiB	1 GiB	1,073,741,824	757a614b-6179-5361- 6b61-6b6968617261	
6	/dev/sdc10	1 GiB	1 GiB	1,073,741,824	757a614b-6179-5361- 6b61-6b6968617261	
7	/dev/sdc11	1 GiB	1 GiB	1,073,741,824	dc85025f-a694-4109- be44-fa0c063e8b81	
8	/dev/sdc12	1 GiB	1 GiB	1,073,741,824	dc85025f-a694-4109- be44-fa0c063e8b81	
9	/dev/sdc19	8 GiB	8 GiB	8,589,924,592	a71ff62d-1421-4dd9- 935d-25dabd81bec5	
Α	/dev/sdc1	512 MiB	512 MiB	536,780,912	17800f17-b9e1-425d- b937-0119a0813172	
В	/dev/sdc3	1 GiB	1 GiB	1,073,741,824	ccb52e94-ebef-48c4- a195-9e2da5b0292c	
С	/dev/sdc5	16 MiB	16 MiB	16,777,216	145268bf-63ad-47c1- 9378-9aacd9beed7c	
D	/dev/sdc7	128 MiB	128 MiB	134,217,728	6e0c5310-8445-4066- b571-9b65fdb75935	eap_vsh
E	/dev/sdc29	1 GiB	1 GiB	1,073,741,824	21e4dfb4-0040-4934- a037-ea9dc058eea6	

No	Device File	Z5K500 size	ST500LM012 size	in bytes	type	remarks
F	/dev/sdc25	6 GiB	6 GiB	6,442,450,944	fdb5ede1-73c3-4c43- 8c5b-2d3dcfcddff8	update

RAM Configuration

	Value
Total Size:	8GB
Addressability:	unified
Configuration / Bus-width:	?x?=256bit
Channels:	8x32bit
Module Type:	GDDR5
Speed (effective):	5500
Cache:	N/A
Bandwidth (Gbit/s):	176
System Reserved / Application+Game Free (GB) / Flexible Memory:	2.5 / 4.5 / 1

Blu-Ray Disks

File Structure:

External Storage

External File Structure

```
-*:\Root On Mass Storage
   -PS4
        -SAVEDATA
                                 (Save Games)
            _____0000000000000000 (default folder)
                     CUSA00001 (Save Game Folder)
                            L---savedata
                            ___savedata.bin
        -UPDATE (PS4UPDATE.PUP System Firmware file)
        -EXPORT
                -BACKUP
                   ____201504261757_00 (The folder with the backup chunks of
the HDD, contains the date, the time and the backup number)
                                   --archive.dat (4,194,240 KB)
                                   --archive0001.dat (4,194,240 KB)
                                   --archive0002.dat (4,194,240 KB)
                                   —archive0003.dat (4,194,240 KB)
                                    -archive0004.dat (4,194,240 KB)
                                   —archive0005.dat (4,194,240 KB)
   -SHARE (Share recorded Exports)
     ----Screenshots
           └──(Name Of Game)
                 ___nameofgame.jpg
            U-Other
         -Video Clips
            —(Name Of Game)
                 ——nameofgame.mp4
   -SHAREFACTORY
                                    (PS4 Movie Making Application)
          L-MUSIC
   -(NAMEOFGAME)
                                  (Similar to SHAREFACTORY's folder)
           --image.png
            —image.jpg
             -music.mp3 *?
  ---Music
                                 ( Audio media can be played from a USB stick
          ---music.mp3
device, if these files are placed into a folder called "music"
          ---music.mp4
                                   - Supported codec : AAC (2channel) and MP3 (2
channel)
          ---music.m4a
                                  - Sampling Frequency: 22.05kHz、24kHz; 32kHz、
44.1kHz、48kHz; 96kHz
          ___music.3gp
                                  - Playlist: .m3u, m3u8
   -[MUSIC/PICTURE/VIDEO] *?
```

Citations

PS4 Dev Wiki