

**NAME**

blkcalc – Converts between unallocated disk unit numbers and regular disk unit numbers.

**SYNOPSIS**

**blkcalc** [-dsu *unit\_addr*] [-vV] [-i *imgtype*] [-o *imgoffset*] [-b *dev\_sector\_size*] [-f *fstype*] *image* [*images*]

**DESCRIPTION**

**blkcalc** creates a disk unit number mapping between two images, one normal and another that only contains the unallocated units of the first (the default behavior of the **blkls(1)** program). One of the **-d**, **-s**, or **-u** options must be given. If the **-d** option is given, then the **unit\_addr** value is the disk unit address in the regular image (i.e. from **dd**). If the unit is unallocated, its address in an unallocated image is given. If the **-u** option is given, then the **unit\_addr** value is the disk unit address in the unallocated unit image (i.e. from **blkls(1)**). Its disk unit address in the original image is determined. If the **-s** option is given, then the **unit\_addr** value is the disk unit address in the slack image (i.e. from **blkls -s**). The **image** is the full, original image (i.e. from **dd**). **blkcalc** was called **dcalc** in TSK versions prior to 3.0.0.

**-f *fstype***

Identify the File System type of the image. Use '**-f list**' to list the supported file system types. If not given, autodetection methods are used.

**-i *imgtype***

Identify the type of image file, such as raw. Use '**-i list**' to list the supported types. If not given, autodetection methods are used.

**-o *imgoffset***

The sector offset where the file system starts in the image.

**-b *dev\_sector\_size***

The size, in bytes, of the underlying device sectors. If not given, the value in the image format is used (if it exists) or 512-bytes is assumed.

**-v**

Verbose output to STDERR.

**-V**

Display version.

***image* [*images*]**

The disk or partition image to read, whose format is given with '**-i**'. Multiple image file names can be given if the image is split into multiple segments. If only one image file is given, and its name is the first in a sequence (e.g., as indicated by ending in '.001'), subsequent image segments will be included automatically.

This is useful when keyword searching an image generated by **blkls**. This allows one to identify the original unit address and provides better documentation.

**EXAMPLE**

```
# blkcalc -u 64 images/wd0e
```

**SEE ALSO**

**blkls(1)**,

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