How to understand

iPod_Control Preferences

REV 1.0

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1.0 Tools Required

iPod

You will need an iPod and appropriate cable for connecting it to a computer. This guide has been tested with an iPod Video and iPod Nano 1st Gen.

iTunes

iTunes is optional but can come in handy for restoring an iPod if you corrupt it or want a fresh iPod to test.

iTunes - https://www.apple.com/uk/itunes/

Hex Editor

A Hex editor is required to inspect the files within iPod_Control.

HxD - https://mh-nexus.de/en/hxd/
HexEd.it - https://hexed.it/

2.0 Getting Started

2.1 Accessing iPod_Control

To access the files you will need to connect your iPod to your computer. You should be able to see your iPod under File Explorer. Navigate to the iPod drive and make sure **View > Hidden Items** is enabled.

You should now be able to see the folder **iPod_Control**.

2.2 Understanding the structure of iPod_Control

After opening **iPod_Control** you should be greeted by a file structure similar to this:

```
├─────Accessories
├─────Device
│   clock
│   Preferences
│   radio
│   SysInfo
│
├─────iTunes
│   iTunesControl
│   iTunesDB
│   iTunesLock
│   iTunesPlaylists
│   iTunesPrefs
│   iTunesPrefs.plist
│   PhotosFolderAlbums
│   PhotosFolderName
│   PhotosFolderPrefs
│
└─────Music
```

The **Device** folder contains a file named Preferences. This file has no extension.

2.3 Opening Preferences

Navigate to iPod_Control > Device and open the Preferences file in your choice of hex editor.

3.0 Settings

Settings are listed with an address (or addresses) to find the hexadecimal.
Then there will either be a bit of text explaining the values it may be or a table containing each possible value. In this table it will also contain the hexadecimal you will find at that address for each possible value.

3.1 Shuffle

Address: 0x00000018 and 0x0000008A

Values

	0x00000018	0x0000008A
Off	0x00	0x00
Songs	0x01	0x00
Albums	0x01	0x01

3.2 Repeat

Address: 0x00000014

Values

	0x00000014
Off	0x00
One	0x02
All	0x01

3.3 Volume Limit

Address: 0x00000B50

Values

The value at 0x00000B50 is the volume limit % in hexadecimal. To read it convert the hexadecimal into decimal. The value you get back will be 0-100.

3.4 Backlight Timer

Address: 0x00000AF0

Values

	0x00000AF0
Off	0x00
2 Seconds	0x02
5 Seconds	0x03
10 Seconds	0x04
15 Seconds	0x05
20 Seconds	0x06
Always On	0x08

3.5 Audiobooks

Address: 0x00000B38

Values

	0x00000B38
Slower	0xFF
Normal	0x00
Faster	0x01

3.6 EQ

Address: 0x000008EA to 0x00000906

Values

The EQ option is stored as ascii in hexadecimal. The every other address between 0x000008EA and 0x00000906 (e.g. 0x000008EA, 0x000008EC, 0x000008EE, etc.) contain an ascii letter encoded in hexadecimal. When converted to a string this contains the EQ setting as a word (e.g. Small Speakers).

3.7 Compilations

Address: 0x00000B48

Values

	0x00000B48
Off	0x00
On	0x01

3.8 Sound Check

Address: 0x00000B16

Values

	0x00000B16
Off	0x00
On	0x01

3.9 Clicker

Address: 0x00000AFC

Values

	0x00000AFC
Off	0x00
Speaker	0x01
Headphones	0x02
On/Both	0x03

3.10 Language

Address: 0x00000AF8

Values

	0x00000AF8
English	0x00
日本語	0x0A
Čeština'	0x13
Dansk	0x01
Deutsch	0x03
Español	0x04
Français	0x08
Ελληνικά	0x14
Italiano	0x09
Magyar	0x15
Nederlands	0x0D
Norsk	0x0E
Português	0x0F
Русский	0x17
Polsk	0x16
Suomi	0x05
Svenska'	0x10
Türkçe	0x18
한글	0x0B
简体中文	0x11
繁体中文	0x12

4.0 Thanks for reading!

Thanks for reading this. I hope you have found it informative of helpful. Feel free to reach out if you need any help!

If you used this in a project or are redistributing it credit is always appreciated.

Contact

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