

hdiutil

Manipulate disk images (attach, verify, burn, etc).

Syntax
hdiutil verb [options]

DESCRIPTION

hdiutil uses the DiskImages framework to manipulate disk images. Common verbs include attach, detach, verify, create, convert, compact, and burn.

The rest of the verbs are currently: help, info, checksum, chpass, erasekeys, unflatten, flatten, imageinfo, isencrypted, mountvol, unmount, plugins, udifrez, udifderez, internet-enable, resize, segment, makehybrid, and pmap.

BACKGROUND

Disk images are containers that emulate disks. Like disks, they can be partitioned and formatted. Many uses of disk images blur the distinction between the disk image container and its content, but this distinction is critical to understanding disk images. The terms "attach" and "detach" are used to distinguish the way disk images are connected to and disconnected from the svstem.

For example, when you double-click a disk image, the image is "attached" to the system just like an external drive. Then, the kernel automatically mounts the image. If understood, the associated volumes will appear in the Finder.

Always consider whether a "disk image" is a container or a file. For example, verify verifies that a disk image is valid. create -srcfolder creates a disk image container in it, and then copies the specified files into it.

COMMON OPTIONS

The following option descriptions are common to all hdiutil verbs.

- verbose** be verbose: produce more output. This option can be used with any verb. If an operation failed. At the end of the operation, the reason for the failure will be detailed.
- quiet** close stdout and stderr. This option can be used with any verb. If an operation failed, the reason for the failure will be indicated in stderr.
- debug** be very verbose. This option can be used with any verb. It enables -verbose and -quiet.

Many hdiutil verbs understand the following options:

- plist** provide result output in plist format. Other programs invoking hdiutil are expected to use -plist rather than -verbose. The usual output is consistent but generally unstructured.
- puppetstrings** provide progress output that is easy for another program to parse. PERCENTAGE outputs can include the value -1 which means hdiutil is performing an operation that will take an indeterminate amount of time to complete. Any program trying to interpret hdiutil's progress should use -puppetstrings.
- srcimagekey key=*value*** specify a key/value pair for the disk image recognition system. (-imagekey is normally a synonym)
- tgtimagekey key=*value*** specify a key/value pair for any image created. (-imagekey is only a synonym if there is no input image).
- encryption [AES-128|AES-256]** specify a particular type of encryption or, if not specified, the default encryption algorithm. The default algorithm is the AES cipher with a 128-bit key.
- stdinpass** read a null-terminated passphrase from standard input.

If the standard input is a tty, the passphrase will be read with readpassphrase(3). -stdinpass replaces -passphrase though the latter is still supported for compatibility. Beware that the password will contain any newlines before the NULL. See EXAMPLES.

-agentpass force the default behavior of prompting for a passphrase. Useful with -pubkey to create an image protected by both a passphrase and a public key.

-recover *keychain_file* specify a keychain containing the secret corresponding to the certificate specified with -certificate when the image was created.

-certificate *cert_file* specify a secondary access certificate for an encrypted image. cert_file must be DER-encoded certificate data, which can be created by Keychain Access or openssl(1).

-pubkey *PK1,PK2,...,PKn* specify a list of public keys, identified by their hexadecimal hashes, to be used to protect the encrypted image being created.

-cacert *cert* specify a certificate authority certificate. cert can be either a PEM file or a directory of certificates processed by curl(1).

-insecurehttp ignore SSL signed server certificates if unavailable. Useful for testing server names.

-shadow [*shadowfile*] Use a shadow file as the primary image. The original image is attached to the shadow image, but in the background the device will be specified by the shadow file. Taking images with -insecurehttp

Verbs that create images will use any filenames if the external engine also examines the file. It changes its behavior accordingly. Created without specifying .sparsebundle extension to

VERBS

Each verb is listed with its options. The verbs can be passed in any order. A sector is 512 bytes.

help Display minimal usage information for each verb. hdiutil verb -help will provide basic usage information for that verb.

attach *image* [*options*] Attach a disk image as a device. attach will return information about an already-attached image as if it had attached it. mount is a poorly-named synonym for attach. See BACKGROUND.

Beware that an image freshly created and attached is treated as a new removable device. See hdid(8) and the EXAMPLES section below for more details about how owners are ignored on filesystems on such devices.

The output of attach has been stable since macOS 10.0 (though it was called hdid(8) then) and is intended to be program-readable. It consists of the /dev node, a tab, a content hint (if applicable), another tab, and a mount point (if any filesystems were mounted). Because content hints are derived from the partition data, GUID Partition Table types can leak through. Common GUIDs such as "48465300-0000-11AA-AA11-0030654" are mapped to their human-readable counterparts (here "Apple_HFS").

Common options: -encryption, -stdinpass, -recover, -imagekey, -shadow, -puppetstrings, and -plist.

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Options:

-readonly Force the resulting device to be read-only

-readwrite Attempt to override the DiskImages framework's decision to attach a particular image read-only. For example, -readwrite can be used to modify the HFS filesystem on a HFS/ISO hybrid CD image.

-nokernel Attach with a helper process. This is again the default as of macOS 10.5.

-kernel attempt to attach this image without a helper process; fail if unsupported. Only UDRW, UDRO, UDZO, and UDSP images are supported in-kernel. Encryption and HTTP-backed images are also supported.

-notremovable Prevent this image from being detached. Only root can use this option.

-mount required|optional|suppressed Indicate whether filesystems in the image should be mounted or not. The default is required (attach will fail if no filesystems mount).

-nomount Identical to -mount suppressed.

-mountroot *path* mount volumes on subdirectories of path instead of under /Volumes. path must exist. Full mount point paths must be less

-mountrandom *path*

-mountpoint *path*

-nobrowse

-owners on|off

-drivekey *key*=

-section *subspace*

The following command will attach the com.apple.frameworkDiskImages2 disk image to the positive Apple partition.

-[no]verify

-[no]ignorebadchecksums specify whether bad checksums should be ignored. The default is to cancel when a bad checksum is detected. Preferences key: ignore-bad-checksums

-[no]autoopen do [not] auto-open volumes (in the Finder) after attaching an image. By default, double-clicking a read-only disk image causes the resulting volume to be opened in the Finder. hdiutil defaults to -noautoopen.

-[no]autoopenro do [not] auto-open read-only volumes. Preferences key: auto-open-ro-root

-[no]autoopenrw do [not] auto-open read/write volumes. Preferences key: auto-open-rw-root

-[no]autofsck do [not] force automatic file system checking before mounting a disk image. By default, only quarantined images (e.g. downloaded from the Internet) that have not previously passed fsck are checked. Preferences key: auto-fsck

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`-imagekey encrypted-encoding-version` can select between version 1 and version 2 of the encrypted encoding. The framework preferences have a corresponding key to change the default for all images. Version 2 is not compatible with macOS 10.2 but is more robust for SPARSE (UDSP) images. Version 1 is the default for non-sparse images. As of macOS 10.4.7, sparse encrypted images always use version 2 and as of macOS 10.5, all encrypted images default to version 2.

General options:
`-align alignment`
specifies a size to which the final data partition will be aligned. The default is 4K.

`-type UDIF|SPARSE|SPARSEBUNDLE`
`-type` is particular to create and is used to specify the format of empty read/write images. It is independent of `-format` which is used to specify the final read-only image format when populating an image with pre-existing content.

UDIF is the default type. If specified, a UDRW of the specified size will be created. SPARSE creates a UDSP: a read/write single-file image which expands as is is filled with data. SPARSEBUNDLE creates a UDSB: a read/write image backed by a directory bundle.

By default, the image is created in the current directory. The `-i` option can be used to specify the directory in which the image is created. The `-s` option can be used to specify the sparse image's size. The `-c` option can be used to specify the image's compression. The `-e` option can be used to specify the image's encryption. The `-f` option can be used to specify the image's format. The `-t` option can be used to specify the image's type. The `-v` option can be used to specify the image's volume name. The `-u` option can be used to specify the image's user id. The `-g` option can be used to specify the image's group id. The `-m` option can be used to specify the image's mode. The `-a` option can be used to specify the image's auto-stretch. The `-s` option can be used to specify the image's stretch. The `-f` option can be used to specify the image's filesystem. The `-v` option can be used to specify the image's volume name. The `-u` option can be used to specify the image's user id. The `-g` option can be used to specify the image's group id. The `-m` option can be used to specify the image's mode. The `-a` option can be used to specify the image's auto-stretch. The `-s` option can be used to specify the image's stretch. The `-f` option can be used to specify the image's filesystem.

`-fs filesystem`
where *filesystem* is the name of the filesystem to use. HFSX is the default. The `-f` option can be used to specify the image's filesystem. The `-v` option can be used to specify the image's volume name. The `-u` option can be used to specify the image's user id. The `-g` option can be used to specify the image's group id. The `-m` option can be used to specify the image's mode. The `-a` option can be used to specify the image's auto-stretch. The `-s` option can be used to specify the image's stretch. The `-f` option can be used to specify the image's filesystem.

`-volname volname`
The *volname* is the volume name. The default depends on the filesystem being used. HFS+'s default volume name is 'untitled'. `-volname` is invalid and ignored when using `-srcdevice`.

`-uid uid`
the root of the newly-created volume will be owned by the given numeric user id. 99 maps to the magic 'unknown' user (see `hdid(8)`).

`-gid gid`
the root of the newly-created volume will be owned by the given numeric group id. 99 maps to 'unknown'.

`-mode mode`
the root of the newly-created volume will have mode (in octal) mode. The default mode is determined by the filesystem's newfs unless `-srcfolder` is specified, in which case the default mode is derived from the specified filesystem object.

`-[no]autostretch`
do [not] suppress automatically making backwards-compatible stretchable volumes when the volume size crosses the auto-stretch-size threshold (default: 256 MB). See also `asr(8)`.

`-stretch max_stretch`
`-stretch` initializes HFS+ filesystem data such that it can later be stretched on older systems (which could only stretch within predefined limits) using `hdiutil resize` or by `asr(8)`. `max_stretch` is specified like `-size`. `-stretch` is invalid and ignored when using `-srcdevice`.

`-fsargs newfs_args`

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additional arguments to pass to whatever newfs program is implied by `-fs`. `newfs_hfs(8)` has a number of options that can reduce the amount of space needed by the filesystem's data structures. Suppressing the journal with `-fs HFS+` and passing arguments such as `-c c=64,a=16,e=16` to `-fsargs` will minimize gaps at the front of the filesystem, allowing resize to squeeze more space from the filesystem. For truly optimal filesystems, use `makehybrid`.

`-layout` *layout*

Specify the partition layout of the image. `layout` can be anything supported by `MediaKit.framework`. `NONE` creates an image with no partition map. When such an image is attached, a single `/dev` entry will be created (e.g. `/dev/disk1`).

'SPUD' causes a DDM and an Apple Partition Scheme partition map with a single entry to be written. 'GPTSPUD' creates a similar image but with a GUID Partition Scheme map instead. When attached, multiple `/dev` entries will be created, with either slice 1 (GPT) or slice 2 (APM) as the data partition. (e.g. `/dev/disk1`, `/dev/disk1s1`, `/dev/disk1s2`).

Unless overridden by `-fs`, the default layout is 'GPTSPUD' (PDC systems used 'SPUD' prior to macOS 10.6). `create` will create a partition map.

`-library` *bundle*

specifies the location of the `MediaKit.framework` bundle.

`-partitionType`

Change the partition type of the disk image. `impl` is the default.

`-ov`

overwrites the existing image. `over` is the default.

`-attach`

attach the image to the system via `diskutil`.

Image from source

`-format` *format*

format the source with the given filesystem.

Options specified by

`-segmentSize` *size*

segment size in bytes.

Options specified by

`-[no]crossdev`

Do [not] cross device boundaries on the source filesystem.

`-[no]scrub`

Do [not] skip temporary files when imaging a volume. Scrubbing is the default when the source is the root of a mounted volume. Scrubbed items include trashes, temporary directories, swap files, etc.

`-[no]anyowners`

Do not fail if the user invoking `hdiutil` can't ensure correct file ownership for the files in the image.

`-skipunreadable`

Skip files that can't be read by the copying user and don't authenticate.

`-[no]atomic`

Do [not] copy files to a temporary location and then rename them to their destination. Atomic copies are the default. Non-atomic copying may be slightly faster.

`-copyuid` *user*

Perform the copy as the given user. Requires root privilege. If user can't read or create files with the needed owners, `-anyowners` or `-skipunreadable` must be used to prevent the operation from failing.

By default, `create -srcfolder` attempts to maintain the permissions present in the source directory. It prompts for authentication if it detects an unreadable file, a file owned by someone other than the user creating the image, or a SGID file in a group that the copying user is not in.

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ified required behavior.

bigger

`convert image -format format -o outfile`
convert image to type format and write the result to outfile.

As with create, the correct filename extension will be added only if it isn't part of the provided name. Format is one of:

- UDRW - UDIF read/write image
- UDRO - UDIF read-only image
- UDCO - UDIF ADC-compressed image
- UDZO - UDIF zlib-compressed image
- ULFO - UDIF lzfse-compressed image (OS X 10.11+ only)
- ULMO - UDIF lzma-compressed image (macOS 10.15+ only)
- UDBZ - UDIF bzip2-compressed image (deprecated)
- UDTO - DVD/CD-R master for export
- UDSP - SPARSE (grows with content)
- UDSB - SPARSEBUNDLE (grows with content; bundle-backed)
- UFBI - UDIF entire image with MD5 checksum

In addition to the compression offered by some formats, the UDIF read-only format skips unused space in HFS, APFS, ExFAT, and MS-DOS (FAT, FAT32) filesystems. For UDZO, `-imagekey zlib-level=value` allows the zlib compression level to be specified a la gzip(1). The default compression level is 1 (fastest).

Common options: `-encryption`, `-stdinpass`, `-certificate`, `-srcimagekey`, `-tgtimagekey`, `-shadow` and related, `-puppetstrings`, and `-plist`.

Other options:

`-align alignment`

`-pmap`

`-segmentSize` [*size*]

`-tasks task_command`

`burn image`

Burn image to disk.
In all cases, `-force` is required.
Common options:

Other options:
`-device` *device*

`-testburn`
`-anydevice`

`-[no]eject`

`-[no]verifyburn`

`-[no]addpmap`

`-[no]skipfinalfree`

don't burn on target (target defaults to only those explicitly allow burning to devices not qualified by Apple (kept for backwards compatibility as burn will burn to any device by default as of macOS 10.4).

do [not] eject disc after burning. The default is to eject the disc.
do [not] verify disc contents after burn. The default is to verify.

do [not] add partition map if necessary. Some filesystem types will not be recognized when stored on optical media unless they are enclosed in a partition map. This option will add a partition map to any bare filesystem which needs a partition map in order to be recognized when burned to optical media. The default is to add the partition map if needed.

do [not] skip final free partition. If there is a partition map on the image specifying an Apple_Free partition as the last partition, that Apple_Free partition will not be burned. The burned partition map will still reference the empty space. The default

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is to skip burning a final free partition.

- [no]optimizeimage do [not] optimize filesystem for burning. Optimization can reduce the size of an HFS or HFS+ volume to the size of the data contained on the volume. This option will change what is burned such that the disc will have a different checksum than the image it came from. The default is to burn all blocks of the disk image (minus any trailing Apple_Free).
- [no]forceclose do [not] force the disc to be closed after burning. Further burns to the disc will be impossible. The default is not to close the disc.
- nounderrun Disable the default buffer underrun protection.
- [no]synthesize [Don't] Synthesize a hybrid filesystem for the disc. The default is to create a new (HFS/ISO) filesystem when the source image's blocks could not be legally burned to a disc.
- speed *x_factor* 1, 2, 4, 6, ... 'max'
The desired "*x_factor*". e.g. 8 means the drive will be instructed burn at "8x speed"

-sizequery

-erase

-fullerase

-list

makehybrid -o *image source*
Generate a potential bootable disk image using the drutil(1) can

source can either be a directory or a disk image. The generated image can later be burned using burn, or converted to another read-only format with convert. By default, the filesystem will be readable on most modern computing platforms. The generated filesystem is not intended for conversion to read/write, but can safely have its files copied to a read/write filesystem using ditto(8).

hdiutil supports generating El Torito-style bootable ISO9660 filesystems, which are commonly used for booting x86-based hardware. The specification includes several emulation modes. By default, an El Torito boot image emulates either a 1.2MB, 1.44MB, or 2.88MB floppy drive, depending on the size of the image. Also available are "No Emulation" and "Hard Disk Emulation" modes, which allow the boot image to either be loaded directly into memory, or be virtualized as a partitioned hard disk, respectively. The El Torito options should not be used for data CDs.

Filesystem options:

- hfs Generate an HFS+ filesystem. This filesystem can be present on an image simultaneously with an ISO9660 or Joliet or UDF filesystem. On Operating Systems that understand HFS+ as well as ISO9660 and UDF, like Mac OS 9 or OS X, HFS+ is usually the preferred filesystem for hybrid images.
- iso Generate an ISO9660 Level 2 filesystem with Rock Ridge extensions. This filesystem can be present on an image simultaneously with an HFS+ or Joliet or UDF filesystem. ISO9660 is the standard cross-platform interchange format for CDs and some DVDs, and is understood by virtually all Operating Systems. If an ISO9660 or Joliet filesystem is present on a disk image or CD, but not HFS+, OS X will use the ISO9660 (or Joliet) filesystem.

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-joliet	Generate Joliet extensions to ISO9660. This view of the filesystem can be present on an image simultaneously with HFS+, and requires the presence of an ISO9660 filesystem. Joliet supports Unicode filenames, but is only supported on some Operating Systems. If both an ISO9660 and Joliet filesystem are present on a disk image or CD, but not HFS+, OS X will prefer the Joliet filesystem.
-udf	Generate a UDF filesystem. This filesystem can be present on an image simultaneously with HFS+, ISO9660, and Joliet. UDF is the standard interchange format for DVDs, although Operating System support varies based on OS version and UDF version.
By default, if no filesystem is specified, the image will be created with all four filesystems as a hybrid image. When multiple filesystems are selected, the data area of the image is shared between all filesystems, and only directory information and volume meta-data are unique to each filesystem. This means that creating a cross-platform ISO9660/HFS+ hybrid has a minimal overhead when compared to a single filesystem image.	
Other options (most take a single argument):	
-hfs-blessed-directory	Path to directory which should be "blessed" for OS X booting on the generated filesystem. This assumes the directory has been otherwise prepared, for example with bless -bootinfo to create a valid BootX file. (HFS+ only).
-hfs-openfolder	Path to a directory that will be opened by the Finder automatically. See also the -openfolder option in bless(8) (HFS+ only).
-hfs-startupfile	Path to the startup file to be used. If not specified, the default is /System/Library/CoreServices/BootX/BootX.plist.
-abstract-file	Path to the abstract file to be used. If not specified, the default is the root of the generated abstract file.
-bibliography	Path to the bibliography file to be used. If not specified, the default is the root of the generated bibliography file.
-copyright-file	Path to the copyright file to be used. If not specified, the default is the root of the generated copyright file.
-application-preparer	Application preparer.
-publisher	Publisher.
-system-id	System ID.
-keep-mac-spec	Keep Mac-specific boot entries.
-eltorito-boot	Use the specified directory as the El Torito boot image. By default, the directory must be one of 1200KB, 1440KB, or 2880KB. If not specified, the default is the root of the generated boot image. If -no-emul-boot or -hard-disk-boot is specified, the directory must be the root of the generated boot image.
-hard-disk-boot	Use the specified directory as the hard disk boot image. By default, the directory must be one of 1200KB, 1440KB, or 2880KB. If not specified, the default is the root of the generated boot image. If -eltorito-boot is specified, the directory must be the root of the generated boot image.
-no-emul-boot	Use the specified directory as the boot image. By default, the directory must be one of 1200KB, 1440KB, or 2880KB. If not specified, the default is the root of the generated boot image. If -hard-disk-boot is specified, the directory must be the root of the generated boot image.
-no-boot	Do not create a boot image. This option is not recommended.
-boot-load-seg	For a No Emulation boot image, load the data at the specified segment address. This options is not recommended, so that the system firmware can use its default address (ISO9660/Joliet).
-boot-load-size	For a No Emulation boot image, load the specified number of 512-byte emulated sectors into memory and execute it. By default, 4 sectors (2KB) will be loaded (ISO9660/Joliet).
-eltorito-platform	Use the specified numeric platform ID in the El Torito Boot Catalog Validation Entry or Section Header. Defaults to 0 to identify x86 hardware (ISO/Joliet).
-eltorito-specification	For complex layouts involving multiple boot images, a plist-formatted string can be provided, using either OpenStep-style syntax or XML syntax, representing an array of dictionaries. Any of the El Torito options can be set in the sub-dictionaries and will apply to that boot image only. If -eltorito-specification is provided in addition to the normal El Torito command-line options, the specification will be used to populate secondary non-default boot entries.
-udf-version	Version of UDF filesystem to generate. This can be either "1.02" or "1.50". If not specified, it defaults to "1.50" (UDF).
-default-volume-name	Default volume name for all filesystems, unless overridden. If not specified, defaults to the last path component of source.
-hfs-volume-name	Volume name for just the HFS+ filesystem if it should be different (HFS+ only).
-iso-volume-name	Volume name for just the ISO9660 filesystem if it should be different

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	(ISO9660 only).
-joliet-volume-name	Volume name for just the Joliet filesystem if it should be different (Joliet only).
-udf-volume-name	Volume name for just the UDF filesystem if it should be different (UDF only).
-hide-all	A glob expression of files and directories that should not be exposed in the generated filesystems. The string might need to be quoted to avoid shell expansion, and will be passed to glob(3) for evaluation. Although this option cannot be used multiple times, an arbitrarily complex glob expression can be used.
-hide-hfs	A glob expression of files and directories that should not be exposed via the HFS+ filesystem, although the data can still be present for use by other filesystems (HFS+ only).
-hide-iso	A glob expression of files and directories that should not be exposed via the ISO filesystem, although the data can still be present for use by other filesystems (ISO9660 only). Per above, the Joliet hierarchy will supersede the ISO hierarchy when the hybrid is mounted as an ISO 9660 filesystem on macOS. Therefore, if Joliet is being generated (the default) -hide-joliet will also be needed to hide the file from mount_cd9660(8).
-hide-joliet	A glob expression of files and directories that should not be exposed via the Joliet filesystem, although the data can still be present for use by other filesystems (Joliet only). Because OS X's ISO 9660 filesystem uses the Joliet catalog if it is available, -hide-joliet effectively supersedes -hide-iso when the resulting filesystem is mounted as ISO on macOS.
-hide-udf	Files and directories that should not be exposed in UDF.
-only-udf	Files and directories that should not be exposed in ISO.
-only-iso	Files and directories that should not be exposed in Joliet.
-only-joliet	
-print-size	
-plistin	standard plist of the hybrid image as a key in the output. The value should be a plist for number arguments, and the argument should use a key of "output".
-paths	paths will be used and can be used in place of files or directories in the outputting directory.
-map	to be mapped onto the output to obey naming conventions. A given string would be remapped.
-direct	to be written directly in the source directory with ISO9660 Level 1.
compact	<i>image options</i> scans the bands of a sparse (SPARSE or SPARSEBUNDLE) disk image containing an APFS or HFS+ filesystem, removing those parts of the image which are no longer being used by the filesystem. Depending on the location of files in the hosted filesystem, compact may or may not shrink the image. For SPARSEBUNDLE images, completely unused band files are simply removed.
Options:	
-batteryallowed	Allow compacting on battery power. SPARSE images could be damaged if power is lost during a compact operation. The default is not allowed.
-sleepallowed	Allow machine to idle sleep while compacting, which cancels the compact operation. The default is not allowed, which prevents idle sleep until compact completes. User-initiated sleep, such as a lid close, will always cancel compact.
Common options:	-encryption, -stdinpass, -srcimagekey, -shadow and related, -puppetstrings, and -plist.
info	display information about DiskImages.framework, the disk image driver, and any images that are currently attached. hdiutil info accepts -plist.
checksum	<i>image -type type</i> Calculate the specified checksum on the image data, regardless of image type.
Common options:	-shadow and related, -encryption, -stdinpass,

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`-srcimagekey`, `-puppetstrings`, and `-plist`.

type is one of:

- UDIF-CRC32 - CRC-32 image checksum
- UDIF-MD5 - MD5 image checksum
- DC42 - Disk Copy 4.2
- CRC28 - CRC-32 (NDIF)
- CRC32 - CRC-32
- MD5 - MD5
- SHA - SHA
- SHA1 - SHA-1
- SHA256 - SHA-256
- SHA384 - SHA-384
- SHA512 - SHA-512

`chpass image`
change the passphrase for an encrypted image. The default is to change the password interactively.

Common options: `-recover` and `-srcimagekey`. The options `-oldstdinpass` and `-newstdinpass` allow, in the order specified, the null-terminated old and new passwords to be read from the standard input in the same manner as with `-stdinpass`.

`erasekeys image`
securely overwrite keys used to access an encrypted image, quickly rendering the image completely inaccessible. Once `erasekeys` has been used, there is no known accessible way to recover the image.

Common options:

`unflatten image`
unflatten a UDIF image file (notation of the partition will fail).

Common options:

`flatten image`
Flatten a readable single-fork file to XML (for the kernel) (for macOS 10.5 and later).

Common options:
Since images are required if the

Other options:
`-noxml` do not
The
`-norsrcfork` do not

`fsid image`
Print information
As usual, image can be a /dev entry corresponding to a physical disk. See the NOTE ON DEV ENTRY ACCESS section. More detailed information is presented for HFS file systems.

Common options: `-encryption`, `-stdinpass`, `-srcimagekey`, and `-shadow` and related.

`mountvol dev_name`
mount the filesystem in `dev_name` using Disk Arbitration (similar to `diskutil(8)`'s `mount`). XML output is available from `-plist`. Note that `mountvol` (rather than `mount`, though it often works in macOS 10.5 and later) is the correct way to remount a volume after it has been unmounted by `unmount`.

Prior to macOS 10.5, `mount/attach` would treat a `/dev` entry as a disk image to be attached (creating another `/dev` entry). That behavior was undesirable.

`unmount volume` [`--force`]
unmount a mounted volume without detaching any associated image. Volume is a `/dev` entry or mountpoint. NOTE: `unmount` does NOT detach any disk image associated with the volume. Images are attached and detached; volumes are mounted and unmounted. `mountvol` will remount a volume that has been unmounted by `unmount`.

Options:

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`-force` unmount filesystem regardless of open files on that filesystem. Similar to `umount -f`.

`imageinfo` *image*
Print out information about a disk image.

Common options: `-encryption`, `-stdinpass`, `-srcimagekey`, `-shadow` and related, and `-plist`.

Options are any of:
`-format` just print out the image format
`-checksum` just print out the image checksum

`isencrypted` *image*
print a line indicating whether image is encrypted. If it is, additional details are printed.

Common options: `-plist`.

`plugins` print information about DiskImages framework plugins. The user, system, local, and network domains are searched for plugins (i.e. `~/Library/Plug-ins/DiskImages`, `/System/Library/Plug-ins/DiskImages`, `/Library/Plug-ins/DiskImages`, `/Network/Library/Plug-ins/DiskImages`).

Common options: `-plist`.

`internet-enable` `[-yes]` | `[-no]`
Enable or disable internet access for the image. If `-yes` is specified, the image will "unpack" and all files will be copied into the image. If `-no` is specified, the image will be packed.

Common options: `-plist`.

`resize` *size_spec image*
Resize a disk image. The image must contain a filesystem. To resize the image, use `hdiutil resize` within it by a size specified by *size_spec* at the end of the command. Other than the image file, no other files are modified.

`resize` can shrink or expand the image. It can be converted to a larger size. `hdiutil resize` can also be used to resize the image.

`resize` is limited by the amount of space available in the UDSP vs. UDSB) and the filesystem. If the image is inside of GPT, the limit is the space, the limit is the space created with all partitions. Before macOS 10.4, `resize` was limited by how the filesystem was created (see `hdiutil create -stretch`).

`hdiutil burn` does not burn Apple_Free partitions at the end of the devices, so an image with a resized filesystem can be burned to create a CD-R/DVD-R master that contains only the actual data in the hosted filesystem (assuming minimal data fragmentation).

Common options: `-encryption`, `-stdinpass`, `-srcimagekey`, `-shadow` and related, and `-plist`.

Size specifiers:
`-size` `??b|??k|??m|??g|??t??p|??e`
`-sectors` `sector_count` | `min`

Specify the number of 512-byte sectors to which the partition should be resized. If this falls outside the minimum valid value or space remaining on the underlying file system, an error will be returned and the partition will not be resized. `min` automatically determines the smallest possible size.

Other options:
`-imageonly` only resize the image file, not the partition(s) and filesystems inside of it.

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`-partitiononly` only resize a partition / filesystem in the image, not the image. `-partitiononly` will fail if the new size won't fit inside the image. On APM, shrinking a partition results in an explicit `Apple_Free` entry taking up the remaining space in the image.

`-partitionNumber` `partitionNumber` specifies which partition to resize (UDIF only -- see HISTORY below). `partitionNumber` is 0-based, but, per `hdiutil pmap`, partition 0 is the partition map itself.

`-growonly` only allow the image to grow

`-shrinkonly` only allow the image to shrink

`-nofinalgap` allow resize to entirely eliminate the trailing free partition in an APM map. Restoring such images to very old hardware can interfere with booting.

`-limits` Displays the minimum, current, and maximum sizes (in 512-byte sectors) for the image. In addition to any hosted filesystem constraints, UDRW images are constrained by available disk space in the filesystem hosting the image. `-limits` does not modify the image.

segment

`segment -o filename`
`segment -o filename`
`segment a NDIF`
around limitations
filesystems, not
not the segment
passed to `segment`

Common options:
`-tgtimagekey,`

Options:

`-segmentCount`

`-segmentSize`


`-firstSegmentSize`

`-restricted`


`-ov`

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overwrite any existing files.

pmap [options] *image*

display the partition map of an image or device. By default, this report includes starting offsets and significant amounts of free space. *image* is either a plain or special file (for example, a `/dev/disk` entry). See NOTE ON DEV ENTRY ACCESS.

Common options: `-encryption`, `-stdinpass`, `-srcimagekey`, and `-shadow` and related.

`-simple` generate MediaKit's minimal report: basic partition types, names, and sizes in human-readable units.

`-standard` generate MediaKit's standard report, which adds partition offsets and uses 512-byte sectors.

`-complete` generate MediaKit's comprehensive report, with end offsets, significant free space, etc.

`-endoffsets` indicate last block of each partition.

`-nofreespace` suppress all free space reporting. Not valid with `-shims`.

`-shims` report free space < 32 sectors.

`-uuids` show per-instance UUIDs for each partition. APM does not store instance UUIDs so these will be randomly generated for APM maps.

udifrez [*options*] *image*
embed resources (e.g. a software license agreement) in a disk image.

You must specify one of the following options:
-xml *file*
Copy resources from the XML in *file*.
-rsrcfork *file*
Copy resources from *file*'s resource fork.
-replaceall
Delete all pre-existing resources in *image*.

udifderez [*options*] *image*
extract resources from *image*.

Options:
-xml emit XML output (default)
-rez emit Rez format output

Common options: -encryption, -stdinpass, and -srcimagekey.

EXAMPLES

Verifying:
hdiutil verify myimage.img
verifies an image against its internal checksum

Segmenting:
hdiutil segment -segsizes 1000000 myimage.img
creates aseg. file

Converting:
hdiutil convert master.dmg master.sparse
converts master.dmg to master.sparse
hdiutil convert /dev/disk2 disk2.sparse
converts the contents of /dev/disk2 to disk2.sparse
file. authentication is not available

Burning:
hdiutil burn myImage.dmg
burns the image to disk
hdiutil burn myRawImage.dmg
burns the image to disk
disc. Volume name is not available

Creating a 50 MB encrypted image:
hdiutil create -encryption -size 50m sp.dmg

Creating a 50 MB encrypted image with a public key:
hdiutil create -encryption -size 50m -pubkey F534A3B1C2D3E4F5 sp.dmg

Creating a 50 MB encrypted image with a public key and a password:
hdiutil create -encryption -size 50m -pubkey F534A3B1C2D3E4F5 -stdinpass mypassword sp.dmg

Note that these two -pubkey usage examples assume a certificate corresponding to this public key is currently in the user's keychain or smart card. For additional information on smart card authorization setup see sc_autch(8).

Creating an encrypted single-partition image without user interaction:
printf pp|hdiutil create -encryption -stdinpass -size 9m sp.dmg

Creating a "1 GB" SPARSE image (a 1 GB filesystem in a growable file):
hdiutil create -type SPARSE -size 1g -fs HFS+ growable1g

Creating a "1 GB" SPARSEBUNDLE (a 1 GB filesystem in a growable bundle):
hdiutil create -type SPARSEBUNDLE -size 1g -fs HFS+ growable1g

Creating a new mounted volume backed by an image:
hdiutil create -volname Dick -size 1.3m -fs HFS+ -attach Moby.dmg

Using a shadow file to attach a read-only image read-write to modify it, then convert it back to a read-only image. This method eliminates the time/space required to convert a image to read-write before modifying it.

```
hdiutil attach -owners on Moby.dmg -shadow
/dev/disk2 Apple_partition_scheme
/dev/disk2s1 Apple_partition_map
/dev/disk2s2 Apple_HFS /Volumes/Moby

ditto /Applications/Preview.app /Volumes/Moby
```

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```
hdiutil detach /dev/disk2
hdiutil convert -format UDZO Moby.dmg -shadow
```

Using makehybrid to create cross-platform data with files overlapping between filesystem views. With these files:

albumlist.txt	song2.wma	song4.m4a	song6.mp3	song8.mp3
song1.wma	song3.m4a	song5.mp3	song7.mp3	

```
hdiutil makehybrid -o MusicBackup.iso Music -hfs -iso -joliet \
-hide-hfs 'Music/*.wma' -hide-joliet 'Music/{*.m4a,*.mp3}' \
-hide-iso 'Music/*.{wma,m4a}'
```

will create an image with three filesystems pointing to the same blocks. The HFS+ filesystem, typically only visible on Macintosh systems, will not include the .wma files, but will show the .m4a and .mp3 files. The Joliet filesystem will not show the .m4a and .mp3 files, but will show the .wma files. The ISO9660 filesystem, typically the default filesystem for optical media on many platforms, will only show the .mp3 files. All three filesystems will include the "albumlist.txt" files.

Image from directory (new-style):

```
hdiutil create -srcfolder mydir mydir.dmg
```

Image from directory (10.1-style; of historical interest):

```
du -s myFolder          # du(1) will count resource forks
10542
hdiutil create -sectors 10642 folder      # add ~1% for filesystem
hdid -nomount folder.dmg
...
/dev/disk1s2
newfs_hfs -v myFolder
hdiutil detach disk1s2
hdid folder.dmg
...
/dev/disk1s2
sudo mount -u -t hfs /dev/disk1s2 folder
# optionally enable resource forks
...
ditto -rsrcFork myFolder mydir.dmg
hdiutil detach disk1s2
hdiutil convert -format UDZO mydir.dmg -shadow
```

Manually changing ownership:

```
hdiutil attach myimage.dmg
...
/dev/disk1s2
diskutil unmount disk1s2
mkdir /Volumes/myVolume
sudo mount -r -t hfs /dev/disk1s2 /Volumes/myVolume
# -o owners is the same as -o ufs
```

Forcing a known image to attach:

```
hdiutil attach -image myimage.dmg
```

ENVIRONMENT

The following environment

com_apple_hdid_verbose
enable -verbose behavior for attach.

com_apple_hdid_debug
enable -debug behavior for attach.

com_apple_hdid_nokernel
similar to -nokernel but works even with, for example, create -attach.



com_apple_hdid_kernel
attempt to attach in-kernel first (like attach -kernel). In OS X 10.4.x, in-kernel was the default behavior for UDRW and SPARSE images. On macOS 10.5, these and other kernel-compatible images, including RAM-based images described in hdid(8), will attach with a user process unless attach -kernel is used or the corresponding variable is set. If an image is not "kernel-compatible" and -kernel is specified, the attach will fail. (WARNING: ram:// images currently use wired memory when attached in-kernel).

com_apple_diskimages_insecureHTTP
disable SSL peer verification the same way -insecurehttp does. Useful for clients of DiskImages such as asr(8) which don't support a similar command line option.

ERRORS

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DiskImages uses many frameworks and can encounter many error codes. In general, it tries to turn these error numbers into localized strings for the user. For background, intro(2) is a good explanation of our primary error domain: the BSD errno values. For debugging, -verbose should generally provide enough information to figure out what has gone wrong. The following is a list of interesting errors that hdiutil can encounter:

[ENXIO]	Device not configured. This error is returned explicitly by DiskImages when its kernel driver or framework helper cannot be contacted. It also often shows up when a device has been removed while I/O is still active. One common case of the helper not being found is when Foundation's Distributed Objects RPC mechanism cannot be configured. D.O. doesn't work under dead Mach bootstrap contexts such as can exist in a reattached screen(1) session. Root users can take advantage of StartupItemContext(8) (in /usr/libexec) to access the startup item Mach bootstrap context.
[EINVAL]	Invalid argument. This error is used in many contexts and is often a clue that hdiutil's arguments are subtly non-sensical (e.g. an invalid layout name passed to create -layout).
[EFBIG]	File too large. DiskImages uses this error explicitly when attempting to access a disk image over HTTP that is too large. This error is also returned when an old-style disk image is too large.
[EAUTH]	Authentication failed. This error is returned by the libcurl library when the user is not authorized to access the security peer. This error is also returned by the -cacert option when the certificate is not trusted by the peers.
[EBUSY]	Resource busy. This error is returned when a resource cannot be accessed because it is busy. This error is also returned when a volume is busy.
[EAGAIN]	Resource temporarily unavailable. This error is returned by DiskImages when it is unable to access a resource to prevent a disk image from being created. This error is also returned by the return code of the hdiutil command when the operation cannot be obtained.
EACCES vs. EPERM	EACCES is returned when a user does not have permission to perform an operation. EPERM is returned when a user does not have permission to perform an operation that is not allowed by the system. EPERM is also returned when a user does not have permission to perform an operation that is not allowed by the system.

USING PERSISTENT SPARSE IMAGES

As of macOS 10.5, a more reliable, efficient, and scalable sparse format, UDSP (Unified Sparse Bundle), is recommended for persistent sparse images as long as a backing bundle (directory) is acceptable. macOS 10.5 also introduced F_FULLFSYNC over AFP (on client and server), allowing proper journal flushes for HFS+J-bearing images. Critical data should never be stored in sparse disk images on file servers that don't support F_FULLFSYNC.

SPARSE (UDSP) images and shadow files were designed for intermediate use when creating other images (e.g. UDZO) when final image sizes are unknown. As of macOS 10.3.2, partially-updated SPARSE images are properly handled and are thus safe for persistent storage. SPARSE images are not recommended for persistent storage on versions of macOS earlier than 10.3.2 and should be avoided in favor of SPARSEBUNDLE images or UDRW images and resize.

If more space is needed than is referenced by the hosted filesystem, hdiutil resize or diskutil(8) resize can help to grow or shrink the filesystem in an image. compact reclaims unused space in sparse images. Though they request that hosted HFS+ filesystems use a special "front first" allocation policy, beware that sparse images can enhance the effects of any fragmentation in the hosted filesystem.

To prevent errors when a filesystem inside of a sparse image has more free space than the volume holding the sparse image, HFS volumes inside sparse images will report an amount of free space slightly less than the amount of free space on the volume on which image resides. The image filesystem currently only behaves this way as a result of a direct attach action and will not behave this way if, for example, the filesystem is unmounted and remounted.

/dev Entry Access

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Since any `/dev` entry can be treated as a raw disk image, it is worth noting which devices can be accessed when and how. `/dev/rdisk` nodes are character-special devices, but are "raw" in the BSD sense and force block-aligned I/O. They are closer to the physical disk than the buffer cache. `/dev/disk` nodes, on the other hand, are buffered block-special devices and are used primarily by the kernel's filesystem code.

It is not possible to read from a `/dev/disk` node while a filesystem is mounted from it, but anyone with read access to the appropriate `/dev/rdisk` node can use `hdiutil` verbs such as `fsid` or `pmap` with it. The DiskImages framework will attempt to use `authopen(1)` to open any device which it can't open (due to `EACCES`) for reading with `open(2)`. This might cause apparent hangs while trying to access `/dev` entries while logged in remotely (an authorization panel is waiting on console).

Generally, the `/dev/disk` node is preferred for imaging devices (e.g. `convert` or `create -srcdevice` operations), while `/dev/rdisk` is usable for the quick `pmap` or `fsid`. In particular, converting the blocks of a mounted journaled filesystem to a read-only image will prevent the volume in the image from mounting (the journal will be permanently dirty).

Compatibility

macOS 10.0 supported the disk images of Disk Copy 6 on Mac OS 9. macOS 10.1 added sparse, encrypted, and zlib-compressed images. These images will not be recognized on macOS 10.0 (or will attach read/write, possibly allowing for their destruction). As the sparse, shadow, and encrypted formats have evolved, switches have been added to facilitate the creation of images that are compatible with older OS versions (at the expense of the performance and reliability improvements offered by the format enhancements). In particular, sparse images should not be expected to attach on versions of macOS older than that which created them.

With macOS 10.2, the most common image formats went "in-kernel" (i.e. the DiskImages kernel extension served them without a helper process), image meta-data began being stored in the image, and Disk Copy.app "compressed" format became UDZO (breaking compatibility with older versions of Disk Copy). UDZO is a format which provides smaller images than the older formats.

In macOS 10.4.7, the resource fork was removed from disk images, and the resource fork structures. As a result, the `flatten` command was added to macOS 10.0. `flatten` can be used to convert a disk image to a format which does not use resource forks.

macOS 10.5 introduced sparse bundle images, which are a type of disk image that can be attached to and mounted. macOS 10.7 removed double-click mounting of disk images, and introduced the `hdiutil attach` command to attach and mount disk images.

History

Disk images were first invented to allow for the creation of disk images that could be stored on floppies are typically referred to as "disk images". Disk Copy 4.2 images were block-for-block copies of the source disk, with no notion of compression or encryption.

NDIF (New Disk Image Format) introduced compression and encryption, and allowed for images larger than a floppy disk. With NDIF and Apple Data Compression (ADC) -- which came later -- which were used to compress images that were stored on floppy disks. Disk Copy 4.2 images were block-for-block copies of the source disk, with no notion of compression or encryption.

UDIF (Universal Disk Image Format) introduced compression and encryption, and allowed for images larger than a floppy disk. With UDIF and Apple Data Compression (ADC) -- which came later -- which were used to compress images that were stored on floppy disks. Disk Copy 4.2 images were block-for-block copies of the source disk, with no notion of compression or encryption.

Raw disk images from other Operating Systems (e.g. .iso files) will be recognized as disk images and can be attached and mounted if macOS recognizes the filesystems. They can also be burned with `hdiutil burn`.

What's New

In macOS 10.12 Apple will provide an updated `hdutil` command able to work with the new file system.

macOS 10.7 added the ability to quickly render encrypted images inaccessible using the new `erasekeys` verb, which saves time versus securely overwriting the entire image.

In macOS 10.6, `pmap` was rewritten to use MediaKit's latest reporting routines so that it can properly support GPT partition maps. Also `-debug` now implies `-verbose` for all verbs.

macOS 10.5 changed the behavior of `attach` when run on an existing image or `/dev` node: if the image was attached but no volume was mounted, the volume would be mounted. Prior systems would return the `/dev` without mounting the volume. This change effectively removes the ability to create a second `/dev` node from an existing one.

Examples

Mount a Disk Image:

```
$ hdiutil attach /path/to/diskimage.dmg
```

Unmount a Disk Image:

```
$ hdiutil detach /dev/disk2s1
```

Create a Disk Image from a folders contents:

```
$ hdiutil create -volname "Volume Name" -srcfolder /path/to/folder -ov diskimage.dmg
```

Create an encrypted Disk Image from a folders contents:

```
$ hdiutil create -encryption -stdinpass -volname "Volume Name" -srcfolder /path/to/folder -ov encrypted.dmg
```

The required password can be piped into the hdiutil command:

```
echo -n SEcurePa$$w0rd | hdiutil...
```

Burn a Disk Image file (.iso, .img or .dmg) to a DVD:

```
$ hdiutil burn /path/to/image_file
```

“The beginning of wisdom is to call things by their right names” ~ Chinese Proverb

Related macOS commands

[asr](#) - Apple Software Restore.

[dd](#) - Convert and copy a file, clone disks

[diskutil](#) - Disk utilities - Format, Verify, R

[ditto](#) - Copy files and folders.

[authopen\(1\)](#), [hdid\(8\)](#), [ioreg\(8\)](#), [drutil\(1\)](#),

[DiskImageMounter.app](#).

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