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1. Introduction

1.1. Overview

Welcome, you're browsing FlashBoot user manual for version 1.3 of the program.

FlashBoot is a tool to make USB disks bootable. Its primary focus is USB Flash disks, but other types of USB devices are supported too. Making disk bootable means reformatting of target media (that's optional) and transferring system files to it. Different types of systems are supported: DOS kernel (MS-DOS, PC-DOS and FreeDOS), SysLinux-based disks, Windows NT/2000/XP bootloader, Linux kernel, any other user-supplied bootloader.

You may create blank bootable USB flash with minimal set of system files and then manually tune it for your needs, or convert a full-featured bootable CD-ROM or floppy disk to bootable USB Flash keeping all functionality. FlashBoot is able to write its output to a physical disk or to image file. So you may create customized flash disk manually or with another tool and use FlashBoot to create image out of it and redistribute it in local network or online.

1.2. Advantages of USB Flash disks

Why do you need to use bootable USB flash disks?

FlashBoot is a tool to create bootable USB disks, USB Flash Memory keys and cards mainly. What are the benefits of such devices for you? Let's see: unlike the most bootable medias, bootable USB Flash keys are very handy: compared to floppies, they have much bigger size, speed and reliability, compared to CD-ROMs, they are random write access devices, so you can backup your data to the same media where you booted from, without need to reformat (reburn) the entire media. Again, the cost per megabyte for them continues to cut down, which is not the case for CD-ROMs and floppies.

And the most important thing is that you can use bootable USB Flash Disk almost everywhere, on any PC that has USB port. Are you going to repair your PC at your work without CD-ROMs, floppies or other media? No problems anymore. Or you have a laptop but without a CD-ROM drive? Even if with a CD-ROM drive, you can't work with it for a long time: boot device is accessed quite often, and battery power is obviously not enough to supply laser for a long time. Perhaps you are home user with a desktop PC. And you are ready to repair it with your favorite bootable CD-ROM, OK. But what if CD-ROM drive fails? Will you be able to boot or to get your backup data back?

With bootable USB Flash Memory key, you may boot every PC with USB ports, regardless of non-present or broken devices, because there's no need for any extra devices. You don't have a media size limit of 700 or 800 MB anymore, and buy a big or a small disk depending on your needs. Just after boot, on every PC, you may save your files to the same device from which you booted, or restore them back. There's no need to reformat (reburn) the boot disk, you just copy files and folders, and there's no need for extra hardware for such operations. Of course you may do some things you can't do under your OS: copy/modify system files (they are busy when OS is running), reinstall OS, repartition your main hard disk etc.

1.3. Why use FlashBoot

FlashBoot is designed to be compatible with all types of hardware. It is not binded to Transend, Kingston, HP or to any other particular manufacturer of USB Flash or other types of USB disks.

FlashBoot is designed to be compatible with all types of media. It is not binded to any fixed media size or disk geometry, specific for some particular kind of devices.

FlashBoot is designed to be compatible with all BIOSes. Some of them rely on so-called superfloppy format (called also USB-ZIP format, originally introduced by external ZIP drives), some of them support only partitioned disks (called also USB-HDD format, originally introduced by external USB HDD disks), others work OK with both ones. You can choose disk format in FlashBoot if you enable reformat option.

Even more, you can use FlashBoot to avoid such incompatibilities for existing USB disks, i.e. to convert disk format of existing disk, maybe created manually or by third-party software.

FlashBoot is a tool with wide feature list, for example there are no other tools currently available to convert bootable floppies or CD-ROMs to USB Flash disks, or to duplicate USB flash disks. You get all the features "in one box" if you use FlashBoot.

1.4. System requirements

Minimal system requirements to use FlashBoot:

- Windows 2000 or XP (you may run it under NT 4.0, but since this OS does not support USB, you will be able to make image files only, but not writing to real device)
- 32 Mb of RAM
- 10 Mb of disk space
- Proper version of BIOS that supports booting from USB devices (you can verify this with trial version of FlashBoot).

Please note that Windows 98/Me is not supported, but support for these versions of Windows is planned in future.

1.5. Features

1.5.1. Schemas

The following types of USB bootable disk creation schemas are supported:

- convert BartPE bootable CD-ROM to bootable USB disk
- install DOS kernel files only (you may get the files from installed Windows 9x, from Windows 9x setup folder, or use built-in FreeDOS)
- convert floppy disk to USB Flash disk (a diskette or an image file may be used)
- convert a bootable CD-ROM to USB Flash disk (again images are supported). There are some technical difficulties with supporting any type of CD-ROM here, see details below. But there should be no troubles with the most real file cases. You may convert Knoppix and EBCD, for instance.
- create Windows NT/2000/XP password recovery disk
- create disk with NT/2000/XP bootloader. It would be useful when you have mistakenly configured it, and boot.ini file was left on unreachable disk (NTFS).
- duplicate USB flash disk. Just creates a copy of existing disk USB flash disk, different sizes of source and destination medias are OK.

Types of convertible CD-ROMs include so-called 1.44-floppy emulation bootable CD-ROMs and no-emulation CD-ROMs based on ISOLinux.

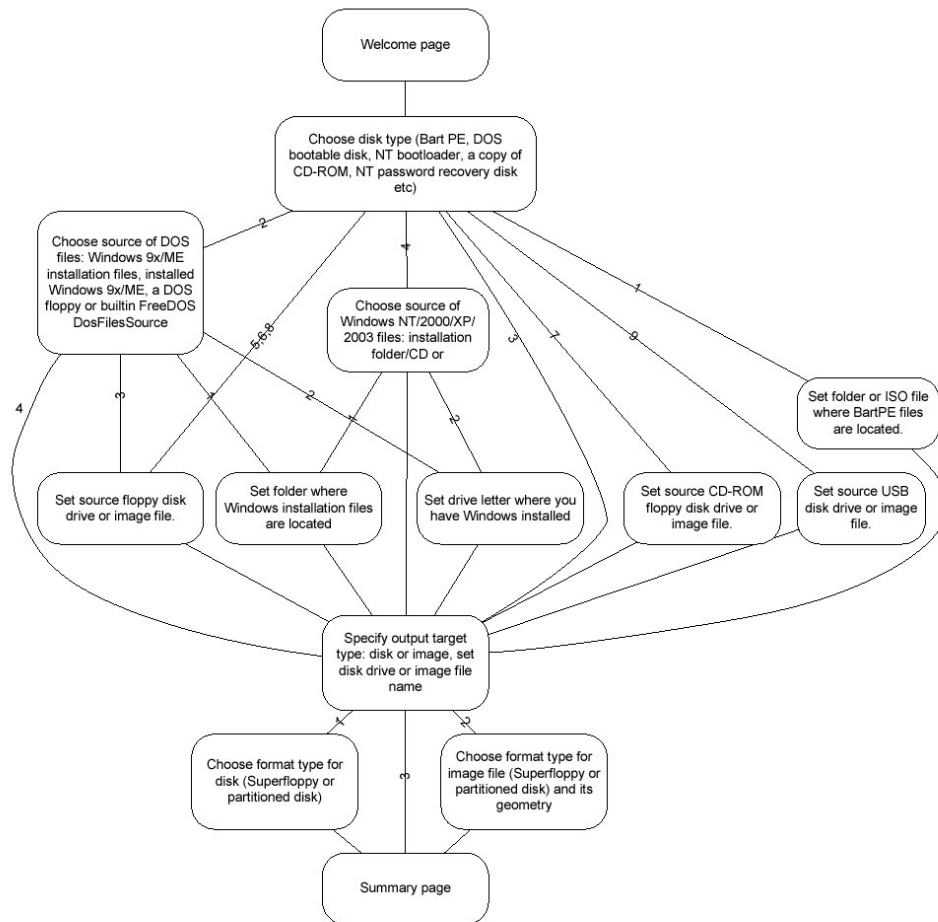
1.5.2. Input/Output types

You may supply an existing physical disk or an image file for FlashBoot for every FlashBoot option that requires any external data to be read before creation of the bootable disk.

FlashBoot is able to write its output (raw disk data) to a physical disk or to an image file. If you wish to use an image file then you must supply exact disk size and other parameters, co-called disk geometry.

FlashBoot outputs FAT16 disks / images. FAT32 is not supported. Extension to FAT32 would limit program functionality significantly, since not every DOS version is able to boot from FAT32, there are problems with copying boot disks based on older SysLinux versions and many more.

1.6. Wizard passing diagram



1.7. Trial version limitations

FlashBoot is a shareware program, it means that there exists a trial version available for public evaluation (with limited functionality) and commercial version (with full functionality) available to registered users.

Trial version has the following limitations:

- Created bootable disk is bootable only once, boot record is erased during first boot
- You can use FlashBoot to transfer system to your USB flash disk no more than 4 times

It is recommended to try out the trial version before buying the full version to ensure that there are no hardware incompatibilities and product meets your particular needs.

1.8. How to buy

It is highly recommended to check out trial version before buying to verify against every possible hardware incompatibilities. Especially for incompatibilities with BIOSes, some of them are still not able to boot from USB devices properly.

The cost of full-featured version of FlashBoot is 19.95 euro, that's about 26 USD by current exchange rate.

Trial version may be upgraded to full version later by copying license file to FlashBoot folder, there's no need to download big files twice. License key file will be applicable to all future versions of FlashBoot with same major version number. That is, if you buy a license for version 1.0 of the product, it will be applicable to 1.1, 1.2 and all other 1.x versions.

FlashBoot registration process is performed by share-it software registration service.

1.9. Support & Feedback

Do you have any technical questions about FlashBoot?
Do you require a technical support?
Maybe you have a suggestion or a feature request?

Write to:

2. Common tasks

2.1. Overview

This section describes common usage cases of FlashBoot. Some of them may look trivial, but some others require you to run the Wizard more than once.

2.2. Convert BartPE CD-ROM

Bart's PE (Windows PE built from Windows 2000, XP or 2003) CD-ROM can be converted to USB Flash Disk using the following schema:

- 1) Transfer Standard MBR to USB Flash disk
- 2) Format as FAT16
- 3) Transfer Standard windows NT bootsector for FAT16 is to USB Flash disk
- 4) Copy to the root of your flash drive from BartPE output directory:
 - a) winbom.ini
 - b) \i386\setupldr.bin as ntldr
 - c) \i386\ntdetect.com
 - d) all directories
- 5) Rename i386 to minint

FlashBoot uses this schema to do the job. Please note that not all combinations of BIOSes / motherboards support booting BartPE from USB disk.

2.3. Create DOS bootable disk

There are 2 major options available:

1) You may create plain bootable disk with minimal set of system files required only for boot. MS-DOS, PC-DOS and FreeDOS are supported. If you choose to use MS-DOS or PC-DOS, you have to provide the source of DOS kernel files to FlashBoot. There are many different cases supported: bootable DOS floppy disk or floppy disk image, installed Windows 9x, Windows 9x setup files, etc. Later, you may extend this disk with your files manually.

To do this, run Wizard and choose "Create bootable flash disk with minimal set of DOS system files" option, then follow on-screen instructions.

2) You may duplicate existing floppy disk. In this case you get an exact copy of the floppy disk: all files are copied to USB disk, boot record is transferred and adjusted too, and also "A:" is replaced with "C:" in all *.BAT files and in the CONFIG.SYS file on the disk.

To do this, run Wizard and choose "Create bootable flash disk as a copy of DOS-based floppy disk" option, then follow on-screen instructions.

2.4. Create NT password recovery disk

FlashBoot will create a special Linux-powered bootable disk with help of which you can change Windows NT/2000/XP local account passwords.

Password recovery tool is a separate project, NT Password Offline & Registry Editor 1997-2004 Petter N Nagen. See [for more info](#).

License for NT Password Offline & Registry Editor forbids its redistribution with commercial software, so you have to download the separate package from home

page of this project to use it with FlashBoot. File which is required for FlashBoot is bootable CD-ROM image. Name of this file (at moment of writing this documentation) is **cd041205.iso**.

To do this, run Wizard and choose "Create password recovery disk for Windows NT/2000/XP" option.

2.5. Create NT boot loader disk

Windows NT loader program, usually C:\NTLDR, is copied to USB Flash disk and default configuration file (BOOT.INI) is created for it. It works for Windows 2000 and Windows XP/2003.

This option is extremely useful if you have erroneously changed your C:\BOOT.INI file and unable to boot Windows because it was left on NTFS volume (and thus, you're unable to edit it outside of Windows).

Using USB flash with standalone NT bootloader you may boot your Windows 2000/XP in such cases.

To do this, run Wizard and choose "Create password recovery disk for Windows NT/2000/XP" option.

2.6. Duplicate CD-ROM disk

One of the most powerful features of FlashBoot is a duplication of CD-ROM bootable disk to USB Flash disk.

But there are some technical difficulties to do this for arbitrary bootable CD-ROM disk, so there are some limitations for CD-ROM disk or image which you're going to convert to bootable USB disk. It must be either:

- a bootable CD-ROM with 1.44M floppy emulation boot mode (most of the bootable CDs, since some early BIOSes does not support any other type of bootable CD-ROM). For example,
- a bootable CD-ROM with no emulation boot mode, based on IsoLinux bootloader. That is useful for most Live Linux CD Distributions and installation disks, for example, uses this way to boot CD-ROMs.

That's all for now. Please note that support for more no emulation mode bootloaders (GRUB etc) is planned in the future.

To duplicate bootable CD-ROM disk to bootable USB disk, run Wizard and choose "Create bootable disk as a copy of bootable CD-ROM disk" option, then follow on-screen instructions.

2.7. Duplicate floppy disk

There are 3 possible ways to convert floppy disk or image to bootable USB Flash Disk.

1) Convert DOS floppy disk.

In this case you get an exact copy of the floppy disk: all files are copied to USB disk, boot record is transferred and adjusted too, and also "A:" is replaced with "C:" in all *.BAT files and in the CONFIG.SYS file on the disk.

To do this, run Wizard and choose "Create bootable flash disk as a copy of DOS-based floppy disk" option, then follow on-screen instructions.

2) Convert SysLinux floppy disk.

These ones are widely used as emergency boot disks with many Linux versions, and with small Linux distributions.

To do this, run Wizard and choose "Create bootable flash disk as a copy of SysLinux-

based floppy disk" option, then follow on-screen instructions.

3) Convert any floppy disk.

This is the most general case, you're able to convert BSD floppies, Linux ext2 LILO-based floppy disk, or very old IBM PC games on the floppy without any filesystem, or even disks listed under (1) and (2) cases in this help topic. The original floppy is stored as image file on target USB disk and is run with aid of SysLinux bootloader and Memdisk plugin for it.

Please note that it is not easy, and sometimes impossible to edit image file of the floppy disk, so it is recommended to use options (1) and (2) whenever possible, then you'll be able to tune created USB disk for your needs.

To convert bootable floppy disk to bootable USB disk as runner of floppy image file, run Wizard and choose "Create bootable flash disk as image runner for any floppy disk" option, then follow on-screen instructions.

SysLinux and MemDisk are by Peter H. Anvin, see for more info.

2.8. Convert USB disk format

Some BIOSes require that USB Flash or any other bootable USB device to be formatted as a big floppy disk, i.e. a disk without partition table and Master Boot Record (MBR). Others require USB Flash disk to be formatted same as HDD, i.e. with partition table and MBR. Some others support both options.

Some old (DOS) drivers for USB Flash disks support only superfloppy format.

FlashBoot support both types of format, if you choose to reformat the disk (note that reformatting may be avoided, in this case all files on the USB disk are kept intact, only a few system files required to boot the disk are added).

But if you have an existing USB disk created by any third-party tool or manually, and want to convert its format from superfloppy to partitioned disk and vice versa, you

may do it with FlashBoot.

To do this, you have to run FlashBoot twice.

First run: choose "Duplicate USB flash bootable disk", choose the drive and "write output to an image file" option on the next page. Geometry parameters and format type of image file does not matter actually, make sure only that size of output file is big enough to contain all required files.

Second run: choose "Duplicate USB flash bootable disk" again, but specify image file you've created during first run of FlashBoot as a source. Specify physical disk as output media on the next page and set format type accordingly (i.e. change it from supefloppy to partitioned disk or vice versa). Proceed to last page, wait for completion of disk copy process. That's all.

3. License Agreement

FlashBoot version 1.x software license agreement

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