

WiiU Title Formats

Overview

WiiU titles come in a variety of formats, this is a list of most common to least common formats and its pros and cons

RAW

- Otherwise known as Loadline, Unpacked or CCM (Code Content Meta)
- Contains the literal raw files for the game
- Pros
 - Excellent for Cemu and other Emulators
 - Handy for direct file modding or investigation
- Cons
 - Due to how Updates are stored in a WUP, some files are not unpacked. This is only important if you are re-packing a RAW format update into a WUP

WUP

- This is a **WiiU Package**
- Known within this Wiki as "Encrypted NUS Content"
- The content files are encrypted with AES-CBC (128 bit)
 - *[Details about the encryption here]*
- Files included in a WUP are
 - tmd or title.tmd
 - This is the titles metadata
 - ctk or title.tik
 - This is the installation "ticket". it also contains the encrypted "title key" for the title
 - ctk or title.cert
 - This is the certificate
 - *.h3
 - These contain hashes for the app files
 - They only exist when the app file is over a certain size.
 - They share filenames with the app files
 - (no extension) or *.app
 - These files contain the raw files in encrypted binary
 - Pros
 - Probably the best archival format due to it being installable to WiiUs AND being easily unpacked into RAW files
 - Cons

- Due to the encryption it does not compress well

WUD

- This is a **WiiU Disc** image
- It is a 1:1 disc dump of the game
- Will be about 25GB in size

WUX

- A compressed WUD

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