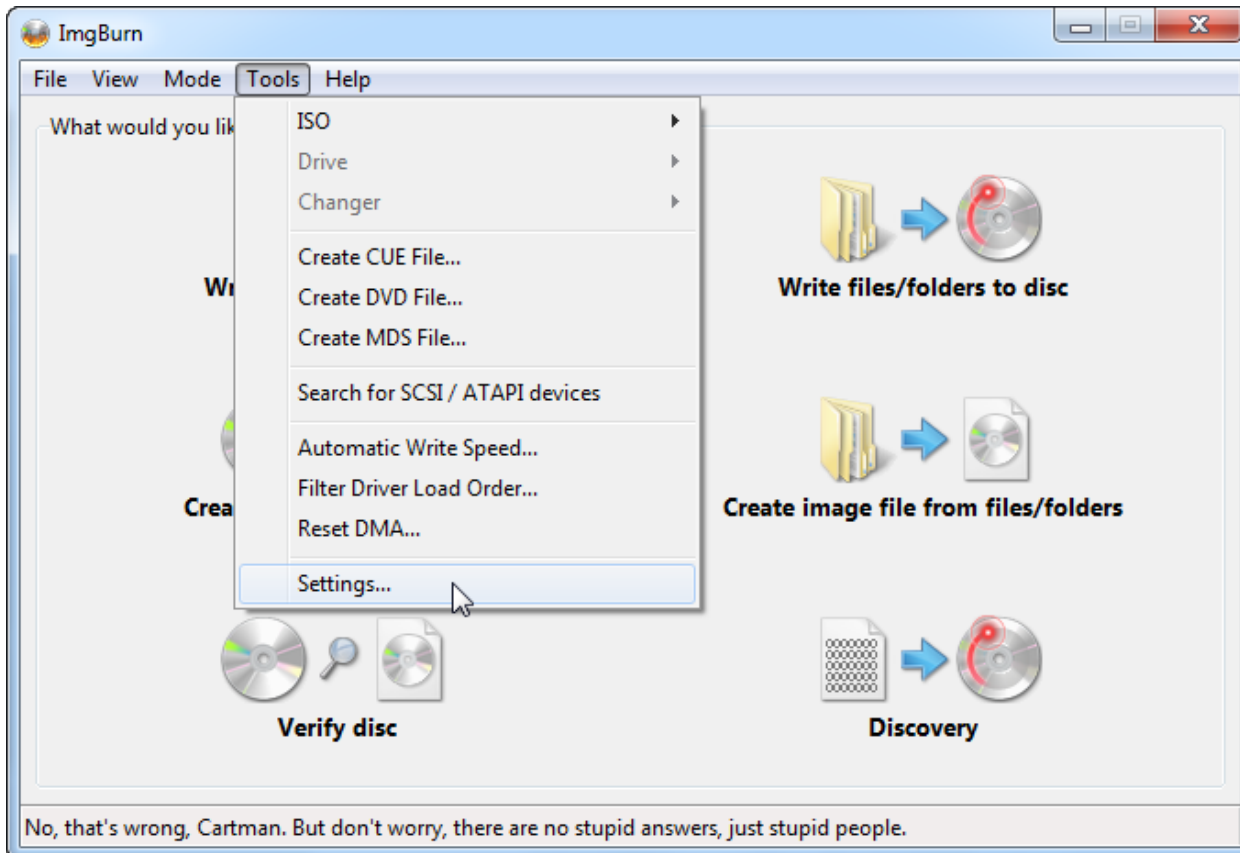


## How to burn your XGD3 backups

- XGD3 backups must be made with latest version of XBC and O800 v3.0

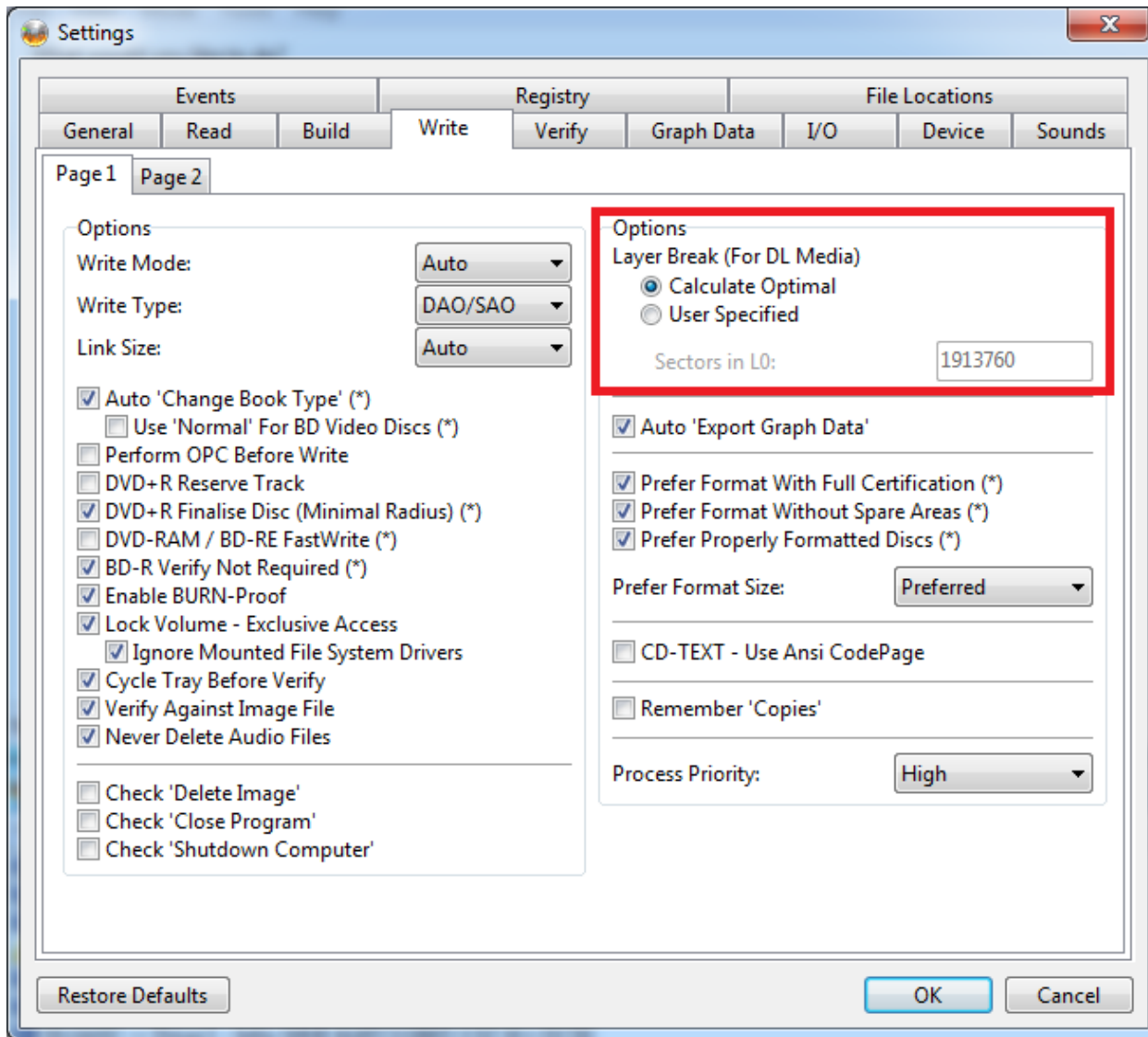
First ensure you run the latest [ImgBurn](#) (2.5.5.0 was the time of writing)

Now go to Tools → Settings



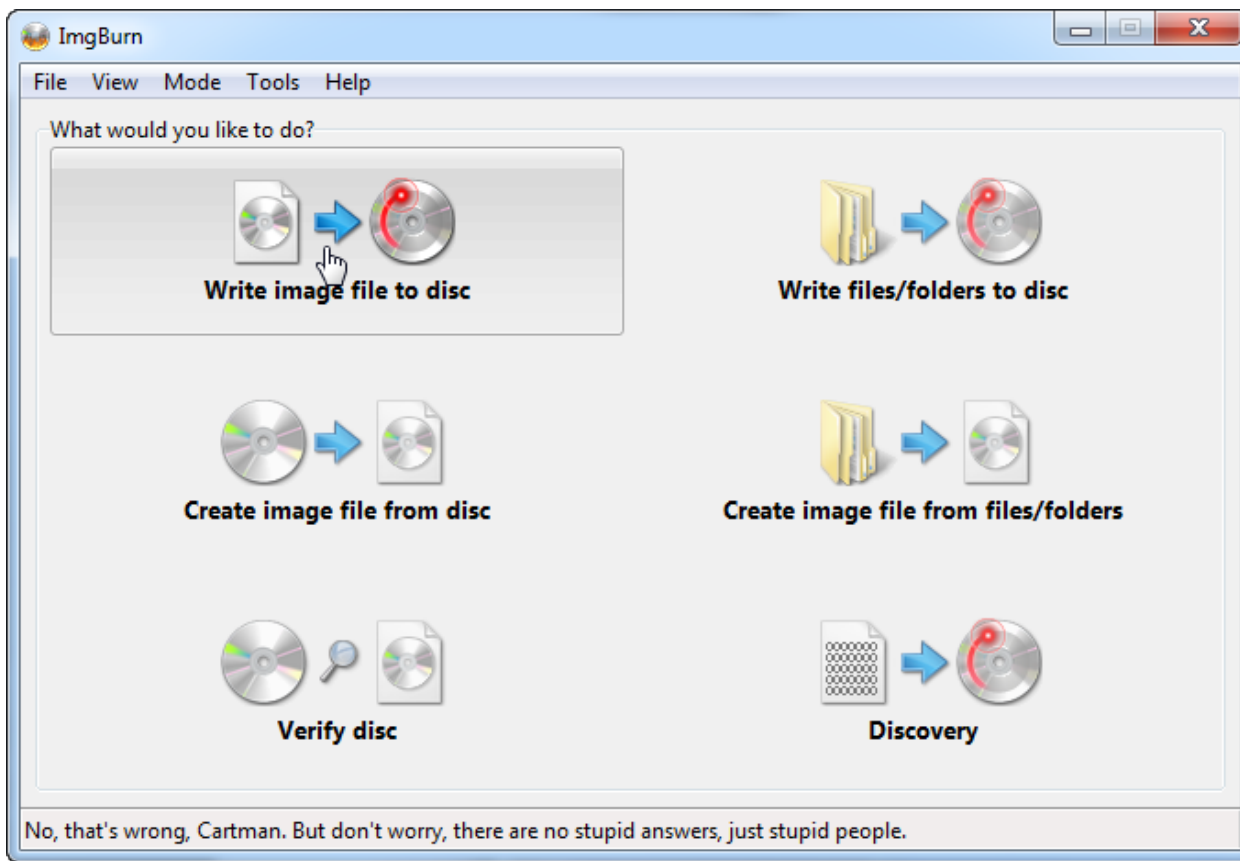
This guide's purpose is solely to show how to create back-ups only from your original games. Do not misuse it.

Go to Write tab and ensure Layer Break is set to Calculate Optimal



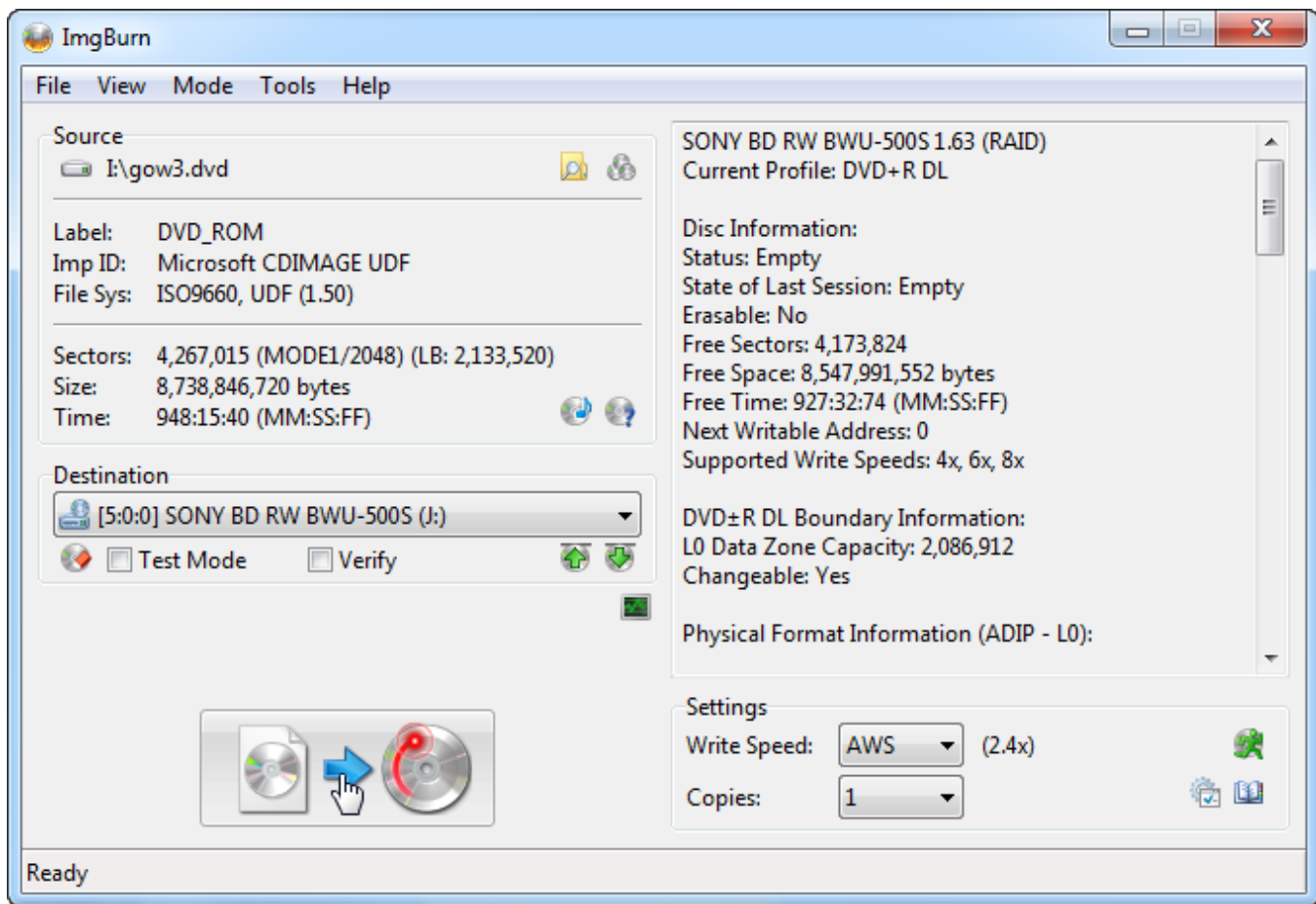
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So on the startup screen again, press **Write image file to disc**

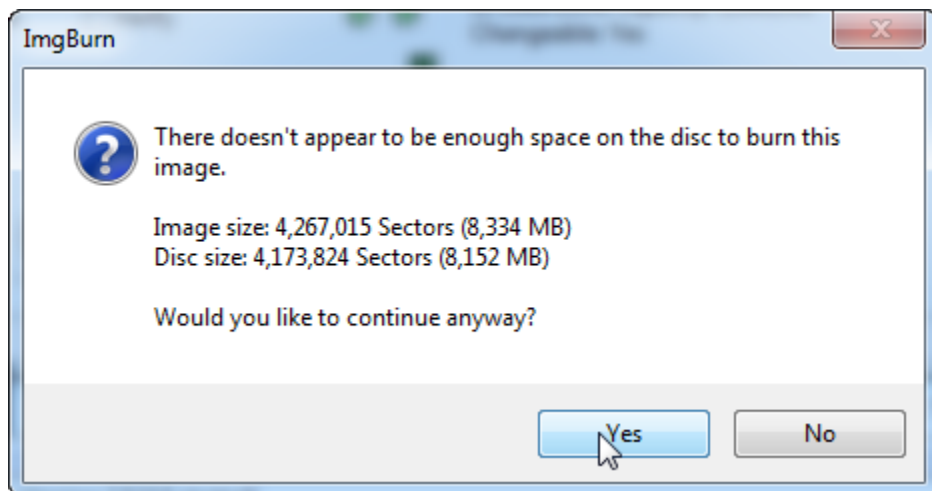


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Choose your .dvd file in source and press **Write**

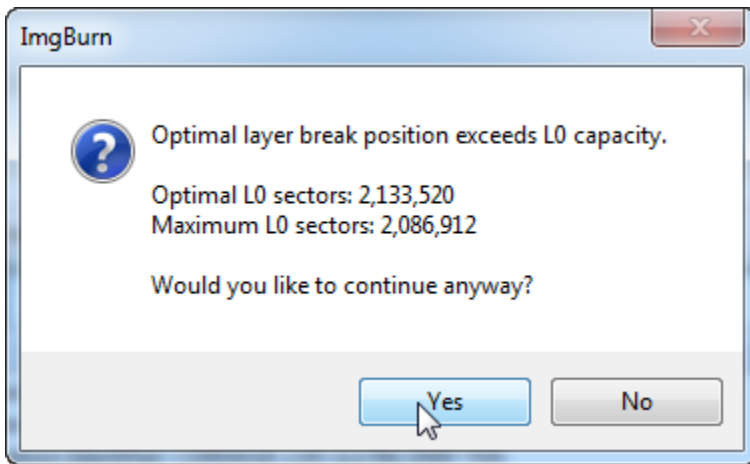


You'll get a message saying there isn't enough space, don't mind that and say **Yes**

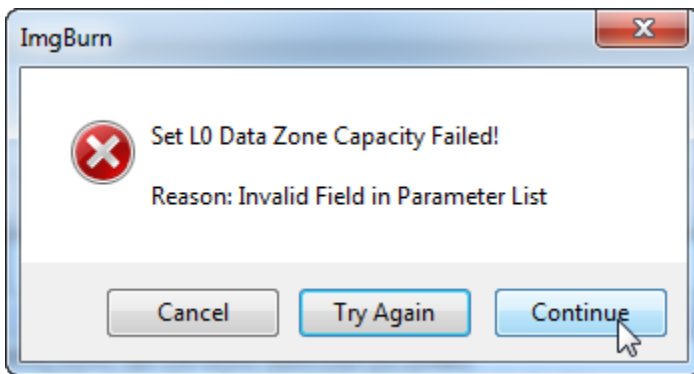


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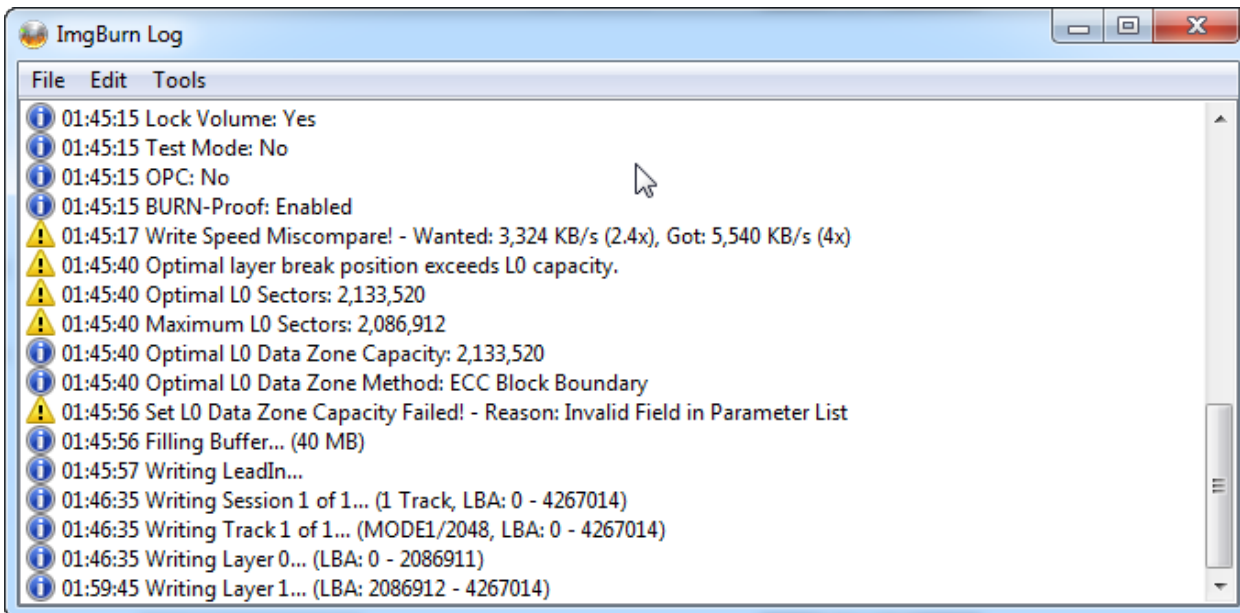
Also you'll get another message that Layer Break exceeds L0 capacity. Say **Yes**



Now you'll get an error, ignore that and just press **Continue** and let the writing process start.

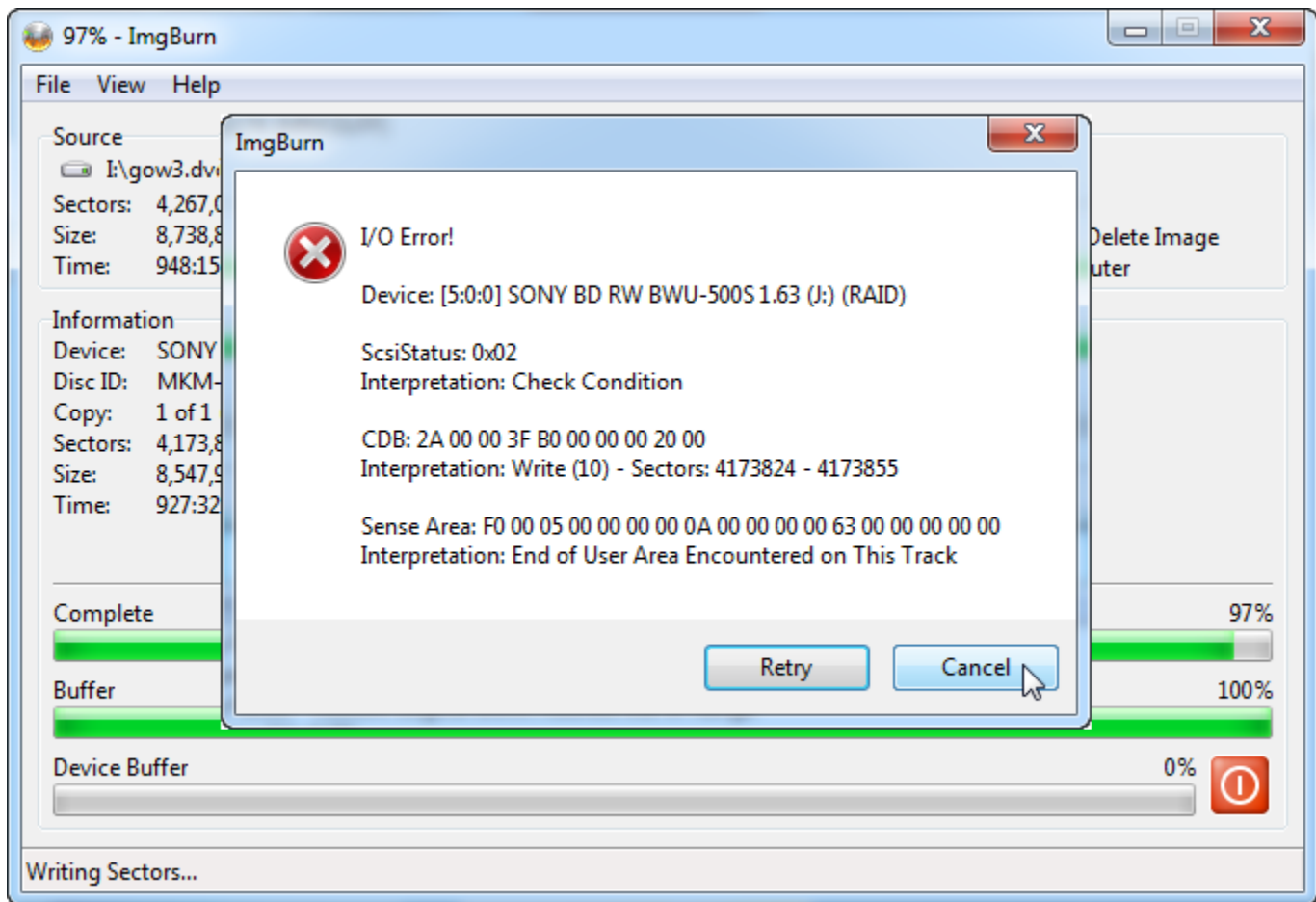


After some time you'll see that the layer changed at 2,086,912. That's normal 😊

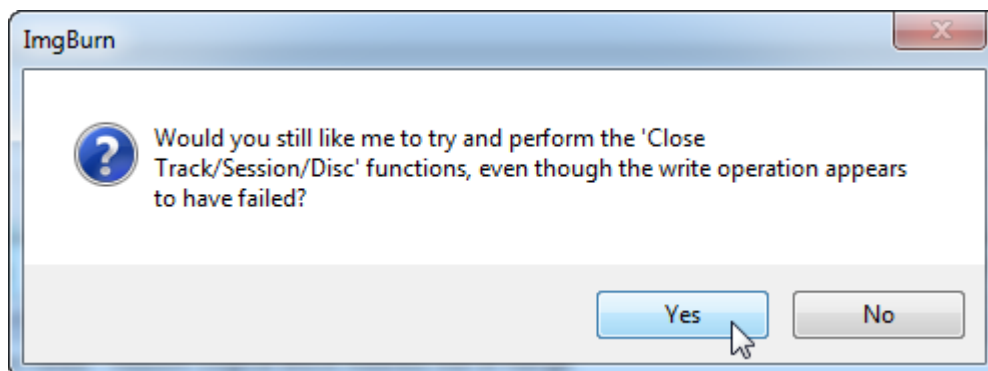


At 97% you'll get an error, ignore it as well by pressing **Cancel**

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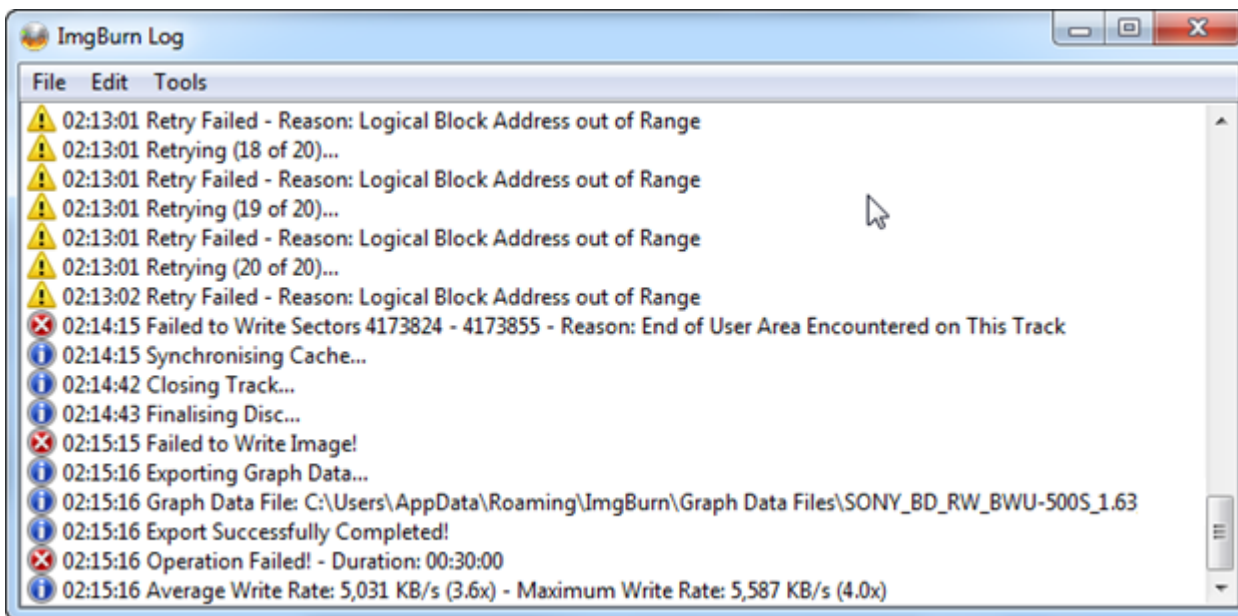


After the error you immediately get a message to close the disc, says **Yes** to that, let it finalize the disc.



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This is the log after the burning is completed.



**That's it!**

You finished burning, now you can store somewhere safe your original game 😊

**Thanks go to:**  
C4eva & Team Jungle

Team Xecuter

And everyone else involved in this process.

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