

copying after download ps4



Why Does The PS5 Still Have The Dreaded 'Copying' Phase?

If you've owned a PS4 over the past generation, you are well versed in the infamous "copying" phase of downloading games, patches or hotfixes. You may download a 500 MB update in seconds, but the "copying" component takes much, much longer to implement, delaying your actual gameplay from anywhere from ten minutes to a full hour.

When the PS5 arrived with its fancy new hyper custom SSD, the assumption was the copying would no longer be a thing. And yet, it remains, as I've discovered with my time using the console so far, and I remain a bit confused as to why this is still a thing.

PlayStation does this "copying" mechanic with certain downloads because when it gets a new patch, it essentially copies the entire game while adding the patch, in an effort to prevent file corruption. This usually means the larger the game, the longer the copying phase takes.

Adding an SSD speeds up copying, but does not eliminate it. I put an SSD in my PS4 which did make it go faster, but even here and now with the PS5 and its boasted-about custom SSD, copying still remains. Fundamentally, Sony doesn't seem to have changed the way it downloads and applies patches, even if the process is now faster with the new hard drive. Reportedly Mark Cerny pretty much said outright that the PS5 would no longer have copying, unless his comments were misinterpreted.

But here we are.

Yesterday I had a familiar experience with Destiny 2, where I had to download a tiny hotfix, and then I reached the copying phase. The end result? After about a 15 second download, it took 23 full minutes to copy and allow me to start playing. This did not feel very "next gen," I have to say.

[C#] Binding image to memorystream, how does it not create a memory leak?

Maybe the method I am using is one of bad practice. I'm going to assume there is a better way of doing it. I have an image bound to a byte array (that will be designated by a byte array in a database but that is outside of the scope of this topic). The thing is it creates a memory stream but I can not close the memory stream and properly dispose of it because the image will no longer show since the memorystream will become unreadable/unusable.

Why does "copying" after downloading an update take so long?

I just downloaded the new 200mb Overwatch update in like 15 seconds and now its been copying that same update for over 10 mins. Is this normal behavior?

Iirc it's checking the downloaded data and only changing what should be changed to update the game.

Years ago, ps4 would download the entire update and update the game. So if a game had a 1gb update, then a 10mb update came out your download would be over a gb.

Now ps4 checks what You need, then only downloads that, then installs what you need.

PS4's memory storage issues are unacceptable.

Seriously, how is Sony not doing anything about this? The whole thing is cumbersome beyond words. No matter how many threads get made about this, it's still not enough to convey just how infuriatingly bad this system is.

Trying to install Until Dawn since it's free for this month. Tells me I have to free up an extra 1.28GB in storage to do so. I have now deleted over 20GB and it still won't let me download the game. Sitting at over 75GB free.

I know one more thread will result in nothing, but I really just had to vent.

How has this not been addressed almost 4 years after the system has launched?

Don Draper's Hat.

Member.

keltickennedy.

Member.

AkelisRain.

Member.

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Member.

Yeah I had this problem too. 50GB free space, trying to download FFX HD (31GB). Doesn't work.

Now I got a 1TB external HDD anyway.

Commanche Raisin Toast.

Member.

It's a strange problem considering some people have the issue and some don't, and then sometimes people have the issue, but after upgrading their hdd, the issue doesn't occur anymore.

I had the problem on the first 1TB drive I put in, but once I upgraded to a newer 2TB drive I could get all the way up to within 15GB of maxing out and it wouldn't give me issues, despite getting the problem with 80GB free on the old drive.

Ordered a 2TB to put in my Pro fresh out of the box and haven't had the issue either. I don't get it.

JoeLT.

Member.

MarcusAurelius32.

Member.

Donos.

Member.

That's some strange problem i have never experienced. Did you try rebuilding your database?

So if you are experiencing an issue with your Playstation 4's memory or a Software update the you can simply run the Rebuild Database, with the following instructions.

Firstly power off your console, using either the power button or by removing the power source. To turn on the PS4 into Safe mode, Press and Hold down the power button on the front of the PS4, until the console beeps twice (once immediately, then another after a few seconds of holding) Connect your Dual Shock remote via USB cable. Press the PS button on the controller to pair devices.

The console will now be in Safe Mode.

PS4 Safe mode Rebuild.

Go to option "5. Rebuild Database" and press X "The database will be rebuilt, it might take a few hours to rebuild the database" will be displayed, Select OK. The screen will go blank whilst the Database is being rebuilt and this could take a few hours depending on the amount of saved content. When the Rebuild has finished the console will return to the sign in screen.

The rebuild is now complete. None of your installed games or features will be affected, but inside your Database and memory will now be a lot cleaner.

Software to batch resize png images?

Hi everyone. I've tried a couple of applications the last couple of days with no luck, so I figured I would ask on here.

Does anyone know of a software that can batch resize thousands of *.png images without degrading the quality, and keeping transparencies, etc.?

I have about 2,000 files that I have to resize into 5 different sizes and REALLY don't want to do that by hand. The applications I've tried either didn't allow me to set specific sizes, or didn't preserve the transparencies, etc. I would prefer something that was free if possible.

I really appreciate any suggestions anyone might have. I REALLY don't want to resize all of these files manually.