

Replacing Switch SD card

Migration to bigger SD card

No tool under Linux can extend ExFAT filesystem. Files have to be copied.

Replicate partition layout from old SD card to new card. Disk Destroyer can be used to initialize the partition with same IDs etc. by copying some data over. There is no point in DD'ing all the data as we can't resize the filesystem afterwards. Alternatively `sfdisk -d` can be used to dump the partition table for old SD card and restore it to the new one.

Make sure that `fdisk -l` shows same details for both SD cards: new and the original.

On new SD card delete the partition and create new. Observe the starting sector number - use same as the original partition (it is not the suggested default value in my case).

Check the output of `blkid` to see the *UUID* of the original SD card filesystem.

Format new partition and set ID to be the same as original `mkfs.exfat -i <UUID> <new SD card p1>`. ID can also be set later with `tune.exfat -I 0x<UUID in hex> <new SD card p1>`.

Check again with `blkid` to see if *UUIDs* are matching. If they are not, the new card will "work" in Switch but no game will start, complaining to go back to Home screen and start it again.

Now mount both cards and copy file over to the new card.

After `umount`'ing you can put new card in Switch and it should work and you should have more space for games.

Revision #3

Created 2025-08-03 14:02:46 IST by hxd

Updated 2025-08-03 14:21:14 IST by hxd