I'm not a robot

The Homebrew Channel The Homebrew Channel is a fanmade, unofficial channel for Wii that wasn't made by Nintendo and neither supported by them. This channel is a freeware program that can be used to launch fanmade and unofficial games and programs, as well as programs that can bypass the regional lockout or use normal DVDs (for program running; movies will not work on Wii console made after a certain year because DVD commands were removed). Other programs can load full games from a USB device, or launch normal disc games with cheats. The channel was originally accessed by downloading a modified save file from The Legend of Zelda: Twilight Princess and playing the file. By talking to an NPC that loads Epona's custom name (this name contained a small program that activated the softmod) in the game, it sideloaded the channel to the Wii's memory. However, System Menu 4.0 blocked the Twilight Hack. It was replaced with bannerbomb, which works on System Menu versions 3.2 to 4.2; LetterBomb, which works on System Menu 4.3; Smash Stack, which works on all System Menu versions, but requires a disc of Super Smash Bros. Brawl; FlashHax, which requires the Internet Channel; str2hax, which doesn't require a game or SD Card at all; and BlueBomb, which requires Linux to install, but works on the Wii Mini. Trivia[] Downloading the channel used to use an invisible bug called the Trucha Bug. It would also void your Wii's warranty. The revolutionary Nintendo Wii - Wii U chat about everything Wii in this section! You must log in or register to post here. Usb Loader USB Loaders allow you to rip your own discs to an external USB hard drive and then run them from there. This will minimise load times, generally improve performance and means you can switch which Wii game you want to play without leaving your couch. We highly recommend Configurable USB Loader (known as Cfg for short) as it has the most features and the best customisability of the many USB Loaders available. Other loaders can be found here. Configurable USB Loader does not require a hard drive, but it is recommended for installing games. If you just want to use it for region free, then choose SD when you are given the option. UPDATE The new version of d2x allows you to bypass IOS reload. That means the handful of games that didn't work before (Metroid Prime Trilogy, Sam and Max, CSI: Deadly Intent, House of the Dead, etc.) now work perfectly. What you should install first What you need SD or SDHC Card USB Drive (Recommended for installing games but not required and not required for launching discs) Preparing your hard drive You will install your games onto a partition of the hard drive (or an SD/SDHC card). As of the v62 series, that partition can be formatted as WBFS, FAT32, NTFS or EXT. If you want to use the Dolphin emulator, you should use NTFS, but otherwise it is recommended that you use FAT32. If you want to play GCN games with DIOS MIOS, you must choose FAT32. The final choice is up to you. The following sections will provide some info about each format type and why you might want to use it or not use it, as well as information on how to prepare your drive for that format if you do want to use it. WBFS This is a format type created specifically for Wii games, however it is no longer recommended. It is not compatible with GCN games. There are slight instabilities when deleting games on drives of this format and you cannot use the partition to store other files (i.e., it can only store Wii games). There is one minor benefit in WBFS that it supports drives with a sector size of 4k. These drives are very rare, but other format types may not work on these drives. If you do want to format to WBFS for some reason, you can use the GParted tool to prepare your drive for formatting to WBFS with Cfg. FAT32 This is the most compatible format type and is required if you want to install GCN games. It can store any Wii games and you can store other files on the same partition if you like. This format type is supported by all operating systems. The only real negative is that it has a file size limit of 4GB. This won't affect games as they are automatically split, but perhaps it might affect other files you want to save on the same partition Your Wii games need to be installed to either a FAT partition or a WBFS partition on the drive. Most external drives come formatted as FAT32 and do not need to be reformatted for use with the loader. If you wish to format a drive to FAT32, this tool is recommended if you are using Windows (the partitioning application that comes with Windows won't create a FAT32 partition of a large enoguh size). GParted or any other partitioning application can also be used. NTFS NTFS is a Windows drive format standard and Windows probably formatted your drive this way if you use it. It allows for large files and is quite fast. Unfortunately, other OSes do not have full compatibility for this format and it is not currently compatible with GCN games. This is the choice you want to make if you want to rip games for use with the Dolphin emulator as well as play them from the hard drive. Also, Cfg has some problems with case sensitivity when using NTFS drives. If using an NTFS drive, you need to add the following options to config.txt or meta.xml. See the Configurable Options page for information on how to do this. ntfs_write = 1 fat_split_size = 0 If you want to use the Dolphin emulator, you should also add the following option to the same file to get Cfg to write games as .iso files instead of .wbfs. Note that the games will fill more space on the drive, but Dolphin does not currently accept .wbfs input, so it is necessary. You can format a drive to NTFS using most partitioning applications or Windows. EXT This format covers ext2, ext3 and ext4 formats. These are the formats most commonly used for Linux systems. These formats have the same benefits as NTFS. EXT support is currently read-only, so there is no way to write games to the drive except via your PC, making it a poor choice. It is also incompatible with GCN games. Note that ext support is very new (started in December 2010) and there may be bugs. You can format a drive to an ext format using most partitioning applications or Linux. What to download Configurable USB Loader v70 or later from this page, although the latest download links are listed below. Configurable USB Loader releases come in two varieties, .zip and .dol. If the latest version is a .dol version, also download the latest "release" version from the same page which will always be a .zip. v70 .zip can be downloaded directly from here. The v70 .dol can be downloaded directly from here. If you want to download and play GCN games, v70r37 or later of Configurable USB Loader Mod from this page Installation procedure Unzip the Configurable USB Loader .zip file and copy the contents of Cfg_USB_Loader##/inSDRoot to sd:/ where ## is the version number. You may be asked if you want to merge the directories. Answer yes. After this step, you should have a folder called sd:/usb-loader which contains some files and subdirectories and another folder called sd:/apps/USBLoader that contains boot.dol and some other files. On a Mac, you might need to copy the contents of the directories separately. You want to merge the apps folder in the .zip with the one on your SD card, not replace it. If you downloaded a .dol file as well (the mod version if you downloaded both types), rename the file to boot.dol and replace sd:/apps/USBLoader/boot.dol with the renamed file. Edit meta.xml to use your chosen IOS using the instructions in the next section OPTIONAL STEP: If your drive is formatted as FAT32 or NTFS, move the sd:/usb-loader and all of its contents to the USB drive's root directory (so you will have usb:/usb-loader instead). This directory is used for game box images and so on and they will load faster if you perform this step. Ensure you move the files and not just copy them. Delete the folder on the SD card afterwards if you copy instead of moving. This step can also be performed at any future time by just moving the folder across if you want to try it out on the SD card first. Start the Homebrew Channel and run Configurable USB Loader. If you get an IOS249 is a stub message, then redo the meta.xml steps, perhaps choosing a different method. You may be asked to select device and partition Select your device as either SD (if you don't have a drive) or USB if you do Select your partition from the list that you want to use Select other options and ensure IOS is set to 247, 248 or 224, depending on what you chose in meta.xml Confirm the screen to start the loader Once you are at the GUI, point at the bottom part of the screen to bring up the menu bar and select Settings Select System in the next dialog Select Save Settings to save your choice of device and partition. Push B to return to the GUI and start enjoying Configurable USB Loader Meta.xml steps These steps need to be performed to make Configurable USB Loader try to launch IOS248 or IOS224 at startup. If you do not perform these steps, you will get an IOS249 is a stub message when trying to use the loader. There are several options that you can use. Perform only one of these bulleted sets of steps (your choice): Download a pre-configured meta.xml for IOS248: Download the pre-configured meta.xml (right-click the link then choose Save Link As or a similar option). Replace sd:/apps/USBLoader/meta.xml with the downloaded one. On a Windows machine, you can use the Configurator, included in the Cfg zip package you downloaded: To start the Configurator, execute the CfgLoaderConfigurator app which will be located in sd:/usb-loader if you followed the above instructions. Alternatively, extract the usb-loader directory in the zip file to your hard drive to get a copy of the Configurator. Select the Global Options 3 tab. Select either 248 or 224-mload from the ios drop-down box depending on your preferred choice of IOS (248 is recommended). Ensure the check box to the left of the ios box is now checked (it should have done so when you selected the ios option). Select the Meta Arguments tab. Click the Global Options 3 check box to make it checked Click the Read meta.xml button and select sd:/apps/USBLoader/meta.xml, then push OK. Click the Write meta.xml button and push OK to replace the existing file with the one with a new included option. On any machine, open sd:/apps/USBLoader/meta.xml in your favourite text editor and do the following: Find the line towards the end of the file. Depending on which ios you want to use as default (248 is recommended) add one of the lines below before : ios=248 ios=224-mload Save your changes to meta.xml. Configurable USB Loader is now ready to be used. Check the information below to see how to use it. Using the Loader Your drive MUST be connected in the USB slot closer to the outside edge of the Wii. The GUI has menu options that will appear if you select a game or point at the top or bottom of the screen. Push D-Pad Down to change the display mode of covers. Once you find your favourite one, save settings via Settings…System…Save Settings and it will be default at startup. Push the + button to install a game from your Wii's Disc Drive to the USB drive. Push the - button to access a menu that lets you delete games from the drive or run discs. Use A to play or 1 to enter the options menu of an installed game In the GUI, you can change options after pushing A You can download covers for all your installed games at once in the options menu. Select the download all covers option and push D-pad right. Read README-CFG.txt in the zip file to see how to configure Configurable USB Loader to suit your needs or go to the Configurable Options page for simpler instructions. As stated in the installation instructions, the /usb-loader folder can be present on either the SD card or the USB drive (as long as the drive is formatted as FAT32 or NTFS). It will work faster on the USB drive, so it is suggested you move the folder to there if it works on your drive. ++Using the Loader Without a Hard Drive Select SD if asked during startup. If not asked, add the line device=SDHC to settings.cfg (see Configurable Options page for help doing this). Push - to access the menu, this will take you to the Main Menu where you can choose to boot the disc in the drive. After selecting to Boot Disc, you can push 1 to set options, allowing you to configure various video patches and so on. You can make the boot method faster by adding "button_- = boot_disc" to config.txt. This will make the - button go directly to the disc launch menu. Configuring Configurable USB Loader The Configurable Options page details all the things you can do to configure your loader. It also provides the Configurator application that allows you to set the options in a GUI interface. README-CFG.txt in the Cfg Loader zip file also contains a description of all the options and features. One suggested option is write_playlog=1. This will make it so that your Wii logs all played games and their times played to the Wii Message Board, just as if you had played the game from the disc. See the Configurable Options page for more info on how to set that option into config.txt. Updating Configurable USB Loader With v35a6 and later, this can be done with your Wii online, or you can upgrade manually. Note that if you have never done the meta.xml steps above, you need to do so. Online installation Start Configurable USB Loader and push 1 twice to get to the Global Options screen. Select Search for updates and push right on the D-pad. A selection of versions will come up. Choose the one you want to install and push A. The new version will download and install over the currently running version. Don't worry about meta.xml here, your changes will be preserved. When complete, push any button to return to USB Loader. Exit and restart the loader to try the new version. Manual installation Download new version Replace sd:/apps/USBLoader/boot.dol with the .dol file of the latest version (rename if necessary). For .zip releases, boot.dol is located in inSDRoot/USBLoader/boot.dol from the zip file. For .dol releases, the dol file you downloaded is the file you need to rename. My game doesn't work! USB Loader is not compatible with all games. E.g., games that reload the IOS will fail (see Problem Category 1 here) If you get an error mentioning 002, ensure you installed the latest version of Configurable USB Loader. Also ensure you have d2x installed, which replaces the obsolete IOS249. FAQ I am getting a message similar to "IOS249 is a stub, please reinstall it." What do I do to fix this? Check the meta.xml steps of the tutorial have been completed. Also, ensure you have installed d2x into the 248 slot as per the new instructions there. What are the difference between the 222 (e.g., cfg55-222.dol) and the 249 (e.g. cfg55.dol) versions? The first IOS that is loaded is IOS222 instead of IOS249 (this is before config.txt is read) The ios option has a default of 222-mload instead of 249 Can I use this to play imported games from another region? Yes. Many will play normally, but if you have trouble, use the options menu to force video mode. Can I install my GameCube games to the drive and play them? Yes. You need a mod version of Cfg (such as linked above) and DIOS MIOS. Can I make a channel for Configurable USB Loader instead of loading via HBC? Yes. You need a Forwarder channel. USB Loader is giving me an error about the drive when I start up. Follow the instructions for "Preparing your hard drive" above Every second game I play seems to crash during loading. What's wrong? Upgrade to the latest verion of d2x and Cfg, making sure you perform the meta.xml steps. How do I get Wii Sports Resort working? Upgrade to the latest verion of d2x and Cfg, making sure you perform the meta.xml steps. Super Smash Bros. Brawl, Metroid Prime Trilogy or Metroid: Other M keeps crashing. Upgrade to the latest verion of d2x and Cfg, making sure you perform the meta.xml steps. Also, if you installed the game using an old IOS, remove the game and reinstall it. My instruments don't work in Rock Band/Guitar Hero/Other music game. Use IOS247 or Hermes' IOS222/223 for these games. You can change and save the IOS in the game's settings within Cfg. New Super Mario Bros. Wii doesn't work. Install v48b of Configurable USB Loader or later. Prince of Persia: The Forgotten Sands doesn't work. Install v57b7 of Configurable USB Loader or later and set "Clear Patches" for the game to On or All. I want to move games from a WBFS partition to a FAT partition Use the WBFS to FAT transfer method. What Next? I could not find a place to post this thread so i thought this is the best option. As the title suggests the nintendo switch is now hacked to play homebrew and backups. You have 2 choices both are soft mods 1. option one is called Atmosphere 2. option 2 is using team xecuter products which you will have to pay for. My personal choice after studying both options was to go for the team xecuter product which is called the sx pro you can also purchase a cheaper option called the sx gear. The reason i went with team executer was they have a massive dev team updating the software on a regular basis and they also have a long history of providing excellent support. Most switches are able to be hacked however consoles produced after July 2018 have been patched so at the the moment you cannot install cfw on these consoles. To check if your console can be hacked you will find info on the team executor website so now you know if you would like to hack your console do some research to decide which is the best option for you. If you have any questions i will gladly answer them Hello do you have any reputable links were to buy the sx pro in the uk? Thanks Go to the team executer website you will find one there. Which is the best way to hack the switch, is there a simple guide on how to do it anywhere? What about games, can they just be downloaded or do you have to buy them and create copies? I don't have a switch, but I'm thinking of buying one if I can get all the games free. Which is the best way to hack the switch, is there a simple guide on how to do it anywhere? What about games, can they just be downloaded or do you have to buy them and create copies? You have to buy a switch which is currently hackable they are selling for upto £400.00 1. The easiest way is with sxox you can also boot dual CFW 2. You can download games and updates plus the DLC for free 3. sxos has dual nand Not a good idea to play online however, there is a work around. Got the 2 kids 9 and 5 switches for christmas, they will come in handy for holidays etc but at the mo the little one just wants to watch YouTube with her screen time saying that she loves the dance game on it . The elder lad just wants to play xbox so was a fecking waste of money lol, if I can get the games cheap/free I might do this to the little ones console as she has no notion of playing online and I'll maybe just have to bring it with me on the nightshift lol Got the 2 kids 9 and 5 switches for christmas, they will come in handy for holidays etc but at the mo the little one just wants to watch YouTube with her screen time saying that she loves the dance game on it . The elder lad just wants to play xbox so was a fecking waste of money lol, if I can get the games cheap/free I might do this to the little ones console as she has no notion of playing online and I'll maybe just have to bring it with me on the nightshift lol I doubt they will be hackable anything produced after June last year cannot be done I find this to be the best yet (i won't answer questions on this) It's up to you guys to have a good read try Google he is your friend :) Atmosphere is the only cfw which works on all firmware versions at the moment I doubt they will be hackable anything produced after June last year cannot be done they were bought second hand with 6 games each. so possibly pre june. if so will i have to roll back updates or anything ? I will do a detailed guide at some point on how to use atmosphere and where to get all the games and updates etc. Using sx pro is simple no guide really required. Done mine with sxos but updated to switch firmware 8.0.1. So I've used atmosphere. It works well upto now Very easy to do as long as aeroplane mode stays on and you put the switch into sleep mode instead of letting it die lol I will revert back to sxos as soon as 8.0.1 support is there for it Done mine with sxos but updated to switch firmware 8.0.1. So I've used atmosphere. It works well upto now Very easy to do as long as aeroplane mode stays on and you put the switch into sleep mode instead of letting it die lol I will revert back to sxos as soon as 8.0.1 support is there for it TX are getting very slow with updates just lately soon as atmosphere realse emunand I think they are going to loose custom. If you have a patched console with firmware less than 6.20 this is now hackable Can't believe how good this all works. I see loads having problems I don't know how they get so many problems. Not had one yet. And if you look hard enough there is some good google share drives of games all scence realease to I don't bother with google share drives i use a forum to get the games and use jd downloader and i can download a 16 gig game in just over an hour. Atmosphere and sxos now support latest firmware. Should do a guide on here for it all. Very easy to do once you have checked your serial number to see if it's patched or not. Sx said there due to release a few more exciting things in the months to come aswell ! Just a point atmosphere and all the free custom firmwares only support NSP files. I would advise all users to use emunand and backup your original nand. If anyone would like to know the best place to get games pm me. quite alot of the time you can get them early. Page 2 Is online play available yet with backups,i have a switch what is compatable to be hacked but not being able to play games online put me off reading the tutorial any further.That was a while ago I have one for sale with sxos, Nintendo keep asking Ebay to remove the listing, but I'm not sure how to upload pics to this forum anymore as tiny pic is down? Is online play available yet with backups,i have a switch what is compatable to be hacked but not being able to play games online put me off reading the tutorial any further.That was a while ago You can play some games through xlink Kai online and a few other sources. Ok so I have no idea which, is the better way to go with this.. do I try and go sxos or try to use emunand. And what version of firmware will these work with? Ok so I have no idea which, is the better way to go with this.. do I try and go sxos or try to use emunand. And what version of firmware will these work with? THE SXOX currently works with all firmwares. yes always use emunand. Ordered myself a sx pro.. hopefully be here in a few days.. I'm like a kid again lol... Is it still an offline game experience though? I know it was before as there was a risk of a ban, just wondering if they found a work around. Also what's the best site to pick the games up on? Ordered myself a sx pro.. hopefully be here in a few days.. I'm like a kid again lol... Is it still an offline game experience though? I know it was before as there was a risk of a ban, just wondering if they found a work around. Also what's the best site to pick the games up on? There is a workaround you can use xlink kai. There are a few others aswell. It only works on certain games. You can plug a USB harddrive on the dock aswell. And just keep favourite games for handheld. Always check before you do any updates. Not sure if I can tell you on a open forum where to get games. But PM me I will send you the link. You can play some games through xlink Kai online and a few other sources. I remember useing that with the old psp when they shut all the servers down,i saw alot of the old consoles still use it aswell,ill wait untill something better for online play comes along myself,hope something like what they done for the wiiu or 3ds There is a workaround you can use xlink kai. There are a few others aswell. It only works on certain games. You can plug a USB harddrive on the dock aswell. And just keep favourite games for handheld. Always check before you do any updates. Not sure if I can tell you on a open forum where to get games. But PM me I will send you the link. By using the HDD on the dock do you mean store the downloaded games on it just instead of the SD. Card, sorry if I'm being an idiot but I am new to this lol. By using the HDD on the dock do you mean store the downloaded games on it just instead of the SD. Card, sorry if I'm being an idiot but I am new to this lol. u need sd aswell. u can use external hdd i have 500gb one and runs fine if you need any info or links just pm me ill send u them all So what's the difference between an xci and an nsp? The format the game has been ripped in. Xci is what u put on hdd and sxos picks it up and u have a list. Nsp is where games or dlc, game updates which install to sd mate. I like to have games in nsp and xci so if ur on go u don't need hdd but if it stays at home hdd would be best mate I'll send some pic 2more of mine mate So from what you've said if I download some nsps and have them on the SD card they will be good to go anytime. And if I use xcis on the HDD they will appear in a list format when I'm using it on the dock That'd be good mate to see some pics.. I won't be going online like but is there greater chance of detection with either format or is it generally the same? Yep u got it I'll sort pictures 2mora I'm off 2 bed now They think xci is safer from detection, but I still wouldn't go online XCI are the same as if you insert a cartridge to play your games. NSP are the same as if you downloaded the games from nintendo store All updates for games are in NSP format. Plus all DLC are in NSP format. Not a good idea to play online however, you will be instantly banned if you use NSP format online. By using the HDD on the dock do you mean store the downloaded games on it just instead of the SD. Card, sorry if I'm being an idiot but I am new to this lol. Yes you can. i bought a 1tb usb drive and put most of the games on there. But you do need a sd card for CFW. minimum i would say 125 gig. you need to run emunand which is 30 gig and backup your nand about 30 gig. then a bit of space for some games. However, you can store your backup nand on your pc if you like. Last edited: Aug 27, 2019 Hi, Grandson has Switch so ordered the sxpro dongle what software do I need for this guys. Checked the switch ID and its not patched, so good to go. What is minimum size sd card I need for it. got a usb hard drive to use for his games, just need to get software sorted for it. TIA guys / gals Hi, Grandson has Switch so ordered the sxpro dongle what software do I need for this guys. Checked the switch ID and its not patched, so good to go. What is minimum size sd card I need for it. got a usb hard drive to use for his games, just need to get software sorted for it. TIA guys / gals I would say 125 gig sd card minimum. Page 3 You need to put the sxos software on the sd card. Plus you need to create a emunand. You also need to backup your nand. I would advise you store your nand backup on your pc Any games you want to play in handheld mode need to go on the sd card. cheers mike123, problem I have got is that I have the licence on root as well as SXOS_beta_v2.8 boot.dat file, 128g sandisk card formatted to exfat. AutoRCM is on when I auto inject the payload hold vol+ down it it comes up with splash screen I press boot to boot to CFW it then just boots to OFW. What am I doing wrong guys, been on it since yesterday cannot get a definitive answer as to what is supposed to be on card. I am doing another another nand backup as I did one last night saved to pc. getting same results as fat32 card. original Firmware is 8.1.0 TIA guys / gals What happens when u goto the picture tile Yes what happens when u enter pic folder though?? Cfw looks like ofw exactly the same in fact it changes the pic folder go to it Ok it looks like OFW but if you go into the gallery menu you will see your games It is a good idea to create a emunand. If you are going to have RCM switched on do not let the battery go flat. grandsons got two games fortnite and mariokart deluxe 8 when I click on that it says "insert the game card". so is this the Ofw. @mike123 I will do mate, just want to get it right for his birthday. as far as i can tell its still Ofw that its working on. cheers guys If you are in sxos firmware you will see the TX logo etc in the top right hand corner. there is a detailed guide on the TX website. Are you sure it is a hackable switch. If you are in sxos firmware you will see the TX logo etc in the top right hand corner. he is the manual have a good read. make sure the dongle is fully charged. Team Xecuter SX. Are you sure it is a hackable switch. Yes mate its hackable checked with a couple of sites with the serial. its not the pro ie dongle its just the sx os software I have on, sorry should have mentioned that in my first post. would that make a difference, I don't think so cause you can use with and without dongle. cheers guys Look in the picture gallery it's the only plus u will see if its hacked no were else Console looks exactly the same hacked or unpacked u need to enter pic gallery then sxos logo will show if working Console looks exactly the same hacked or unpacked u need to enter pic gallery then sxos logo will show if working No it dose't if you are in CFW with SXOS there is a big TX logo in the top right hand corner. it will also tell you which CFW you are using. Only in pic gallery it shows this , well mine does everything else is exactly as in ofw Page 4 that's the way it is guys. cheers If you are not using a dongle. 1. download tegra rcm 2. download payload file The above steps to your pc 3. open up tegra 4. browse where you stored payload file 5. press inject payload You should now see options to boot into CFW Make sure your licence is on your sd card plus the boot file. When sing tegra make sure you have the switch connected to your pc with the usb cable. If you are not using a dongle. 1. download tegra rcm 2. download payload file The above steps to your pc 3. open up tegra 4. browse where you stored payload file 5. press inject payload Make sure your licence is on your sd card plus the boot file. When sing tegra make sure you have the switch connected to your pc with the usb cable. that's what I have been doing bud, tried with fat32 and exfat, trying different cards as well, still same. got to go out, for an hour or so. thanks anyways guys not giving up tho lol go into the blue album section and you should see you are in cfw. sorry userlee you were correct I bloody give up lol, I have said the same thing about 5 times that's the only place u will find if it's worked thanks very much guys, much appreciated. you are in CFW. YOU JUST HAVE NOT PUT ANY GAMES ON YOUR SD CARD Yes make sure you get the software updates as well. Yay the SX pro arrived today was a long wait.. Gonna give it a go later tonight. Any definite Di's and any definate don'ts before I start messing? Note: have the bootfile downloaded and the 256gb card formatted to fat32 already Don't apply the latest software update 9.0 otherwise it will not work. I would format your sd card to exfat and use games in xci format. If you have already updated to 9.0 you will have to wait for TX to do a update. Before you do anything take a backup of your nand and create a emmunand if your console is not banned from online play. Download some games to test. Ok so popped the switch into airplane mode..got the SX pro to boot took the backup of the nand, transferred it to my PC for safe keeping. Proceeded to run "create emunand" I chose hidden partion on micro SD, went out left it to run.. few hours later came back and said completed successfully. So backed out and tried to enable the emunand and just stays like this. Am I being daft and missing something obvious. Appreciate you getting me this far quick google figured it out, havent registered the sxos yet, apparently this needs done first lol Page 5 Yes make sure you register your licence. No need to put in areoplane just pick stealth mode in options. Only reason I have in aeroplane mode is incase the wee girl decides to try and download a game update or something... Getting the games is a nightmare like, popup overload . Also been using xci files atm because the switch I'm using isn't banned and heard these are harder to detect..I got a xci game download that had like multiple xci parts in zip folders and I just crumbled Is it ok to play games you have the cartridge for on the CFW? If not I might rip them and put them on the SD. It's melting my head a bit... Also looking for games suitable for my 6year old daughter, any recommendations Games suitable for 6 year old All Mario games 1-2 switch overcooked 2 pokemon games (if she likes them) Lego incredibles Kirby star allies Penny punching princess That should be enough to keep her going Games suitable for 6 year old All Mario games 1-2 switch overcooked 2 pokemon games (if she likes them) Lego incredibles Kirby star allies Penny punching princess That should be enough to keep her going Cool she has a few Mario games and the 1-2 switch on game card, will look to getting the others cheers mate. Is it ok to load an original game on the CFW? Or best to stick to ofw with those? More cause I was thinking of putting the switch in auto RCM and the wee girl likes to swap about her real games too. you can run original games on cfw if you want. If you are always going to use cfw turn on rcm mode but don't let the battery drain. Good idea get a USB hard rive and you can connect it to the dock. Saves filling up sd card. Seen this on another forum regarding stealth mode. Quick reminder to use incognito and only incognito if you dont want to get banned. Any other solution works by blocking servers/IP addresses that can change at any given time and suddenly you're not blocking anything anymore because the list of blocked servers is now outdated. Apparently this incognito the only thing that will actually block you from being detected now. I know not to believe everything I read but was posted 01/10/19 just wondering if there's any truth in it Yes take caution sxos stealth mode isn't working on the latest sxos for 9.0. Turn wifi off for now Yeah seen this.. not a great day for trying to set up the hgb shop Heard it's just a rumour all should be good, only a problem if you try to enter the real eshop If you get new version of switch guessing won't be hackable. Seen older versions on eBay and other places and man insane prices. There are those who are greedy as anything. if you find a new switch u can find a serial number checker and see if its low, I think its 4.10 firmware, and that's hackable. But cant update past 4.10. Using a new hack if you find a new switch u can find a serial number checker and see if its low, I think its 4.10 firmware, and that's hackable. But cant update past 4.10. Using a new hack The trouble is you won't be able to play the new games Think there is a app to alter firmware needed by games There is you can only tell it to ignore firmware to certain point as games will eventually require a higher SDK I thought with hacked switch you can play all games including new ones. That not the case then? Seems similar to ps4 situation in a way. All new models coming out now Can't be hacked don't think. The newer models of the switch are patched so need low firmware. The older switches are unpatched I'm on latest 9.0.1 running sxos and can play all games upto now. I was selling mine but cant justify it, kids are playing on it more and more They reckon there close to hacking the switch lite to. Time will tell. Heard of people finding switches cheap on flea bay because people have broke them, but all they have done is get it stuck in recovery mode and cant fathom out how to get back into the system. If you use auto rcm it can drain the battery quicker and once it dies it gets stuck in recovery mode (black screen on boot up) so they presume it's dead. But it just needs a major charge up then a payload pushing we were talking about the patched switches there was a temporary hack on the lower firmware's. we were talking about the patched switches there was a temporary hack on the lower firmware's. Yes the patched ones need low firmware and are hackable if on lower firmware think its 4.10. The newer models of the switch are patched so need low firmware. The older switches are unpatched I'm on latest 9.0.1 running sxos and can play all games upto now. I was selling mine but cant justify it, kids are playing on it more and more Very hard to get old switches though which is unpatched which allows you to play all games including new ones. Those who have old version are ripping people off with their prices online. Page 6 Very hard to get old switches though which is unpatched which allows you to play all games including new ones. Those who have old version are ripping people off with their prices online. You can still get the older switches. I oftern get them for people. If you goto CEX you can normally find one there But I'm guessing the best older switch which is unpatched which can play all new games even now is rare to get? Still have my beloved ps3 lol But I'm guessing the best older switch which is unpatched which can play all new games even now is rare to get? Still have my beloved ps3 lol You can still get them. I got two last week for family members I tend to buy off people who don't realise what they have. They have even hacked the SXOS software I am led to beleive I like the cex idea, do you ask them in the shop "soo mate what happens to be the serial? " Lol Or maybe you could find ones like these and contact the seller and ask for the serial? Like Mike says some people won't have a clue what they have Yes look on flea bay seen loads reasonable priced with hackable firmware If you spend some time in CEX you will always find one for around £220 Yes look on flea bay seen loads reasonable priced with hackable firmware The trick is you dont want people to know they are hackable. I can confirm TX have introduced a update that fixes issues with stealth mode. Hadn't been on so hadn't seen.. now aware that 3.0 is released.. but the site seems to be down ramping up security.. nice No were being blocked by isps on viewing it lol Oh ffs... Have a VPN handy anyway Have you tried using incognito in chrome. No just used the vpn I already had on the laptop Just updated myself I also have a VPN. I can confirm incognito will not work. However, according to TX there was no problem with stealth mode. Page 7 I have been haveing a look through some tutorials for the switch and im going to use atmosphere and then tinfoil to install games,Can NSP file type games be deleted from the sd card when installed ? Also if i use XCI file type games do i need to leave them on the sd card when installed?, So the XCI file type will use twice as much space. Stick with nsp with ATmosphere, install the nsp then delete the nsp installation file Xci are good for sxos as it plays them in the fly with no install from hdd, atmosphere dont support that Nice one i started downloading a few games what are xci,ill delete them and get Nsp,i thought both formats where like the 3ds and wiiu where you could install the game then delete it from the the sd card to free up space. If you download a xci game you can convert it to nsp on your PC and vice versa. Nsp to XCI. Which ever CFW you use make sure you use a emmunand. I seen theses a new format now that's like a compressed nsp which takes up less space too Last edited: Oct 12, 2019 Im curious those who have hacked switch how do games look and play compared to Xbox one abd ps4? Xbox one will never be hacked it seems and also seems ps4 won't go past 5.05 hacked firmware. There is a all in one pack on the Homebrew gang discord to download, i noticed it yesterday,Anyone had a play about with it? it goes on about the .NSZ format. edit. the new file type is for storage when the game is installed on the switch it will decompress to its normal size. Last edited: Oct 12, 2019 Im curious those who have hacked switch how do games look and play compared to Xbox one abd ps4? Xbox one will never be hacked it seems and also seems ps4 won't go past 5.05 hacked firmware. Not bad, witcher 3 as just been released it looks very good for handheld console Not bad, witcher 3 as just been released it looks very good for handheld console Im guessing its not as powerful as the other two main consoles? One thing switch has which makes it popular for gaming is its fully hacked unlike the other two. No wear near as much powerful. But the hackability is what draws me to it, kids always asking for games. No wear near as much powerful. But the hackability is what draws me to it, kids always asking for games. Ye didn't think was as powerful. But I agree being fully hacked which other two aren't is a big plus. Aren't there new models of switches like the lite believe? Can this be hacked? Ye didn't think was as powerful. But I agree being fully hacked which other two aren't is a big plus. Aren't there new models of switches like the lite believe? Can this be hacked? Only certain models of the switch are fully hack-able. Ye didn't think was as powerful. But I agree being fully hacked which other two aren't is a big plus. Aren't there new models of switches like the lite believe? Can this be hacked? Apparently they have found a exploit in the lite and it's close to being hacked, but not sure how true it is Hi I have some nsp games but they will not install. I get a message telling me that they have no titles .Do I have to get these separately or should they be included with the game. I am using sxos with a sx pro dongle. New to this and confused lol. Goto the installer option and install each game. It was when I tried with sx installer that I got the message install failed no title id. I was copying the files from pc to sd card then trying to use sx installer after inserting the sd card into the switch Dont use sx installer it is rubbish. just use the standard installer. Hi, Can you advise which installer is standard as I don't have any other software on the switch except sxos. I could not find a site with xci format games but can get nsp, which is why I use the dongle and thought that it would be easier with less software. The site that I am using does not seem to give any choice of format. I have stated fresh that many times it is a wonder that my sd card is not corrupt lol. The installer in the pictures menu meta.xml Configurable USB Loader 70r78 20150430000000 oggzee, usptactical, gannon, Clipper, ... Play games from USB drive Play Wii and GameCube Backups from USB hard drive. Official Project Page: MOD Project Page: Official Support Thread: Thread: . Download the newest version of Configurable USB Loader from the project page (look under binaries). It will be a single .dol file.2. Create a new folder on your SD card inside the apps folder called usbloader_cfgPlace the dol you just downloaded in this folder and rename it to boot.dol.3. Save the icon.png from above in this folder as well.4. Create a new file named meta.xml here as well and copy the meta.xml from above into it, then save.5. Run the loader with the Homebrew Channel. I decided to make a tutorial about how to setup your USB HDD to play Wii BackUps (Soft modded Wii) after successfully modding my Wii (4.3e) by using the following tutorial: This is more of a follow through of the thread above, going to throw everything that I have learnt whilst softmodding my wii in this thread. The two loaders that I'll be referring to are uLoader and CFG USB Loader (there are many more loaders out there but i prefer CFG). Both of these loaders are able to make your Wii play your BackUp games. I prefer the CFG USB Loader over the uLoader, and I will explain as I'm writing this tutorial. Now you might be familiar of the .iso format. Its a format that you will likely end up with when making backup of media such as DVD's and Games. The thing with the original wii game discs is that not all disk space is used, and because of this, the remainder of the disc is filled with unnecessary garbage. Nobody wants to waste any disk space when it comes to backups which is where the .wbfs format comes into play. There is a program called WBFS manager and Wii Backup manager. Both of these awesome apps are able to get rid of this garbadge from the .iso's and leave you with just the game itself. So an .ISO of a file size 4.3GB can be easily reduced to as little as 1.6GB (.wbfs). Now how much its reduced by depends on how much garbadge nintendo has put onto the disc. WBFS Manager: With this Backup manager you will have to mark a partition with .wbfs file system. This file system cannot be read by Windows, but just the soft modded nintendo Wii. So you will have to mark a partition on your USB HDD to go forward with this one. This manager is best used to prep your USB HDD for the use of "uLoader" Wii Backup Manager (my choice): Or there is the WiiBackup manager. This is the upgraded version of the previous WBFS manager. This app will allow you to store your .wbfs games onto a Fat32 or NTFS hard drive. Now this probably makes more sense, maybe you dont have much backups and so dont want to dedicate a HDD to a filesystem that is useless to you other than on the Wii, well now you dont have to with this loader. I will now show how both of these loaders work and will give abit of advice/tips at the end: How to prepare your USB HDD with WBFS manager for use with uLoader (.wbfs file format) Download the WBFS manager from here (32bit X86 ONLY - You will need the most up-to-date Microsoft .net framework to run this application.): WBFS Manager for 32bit(86) - Downloads - TechKings Here is a quick overview of WBFS Manager 3.0: (Warning be careful that you chose the correct drive, you dont want to format the wrong drive to .wbfs, there will be no way out but to reformat the wrong drive again for it to function and as a result lose all your data on there) If your drive does not show up then simply click on Refresh Drive List. Information about your Wii HDD is at the bottom. (This is what i'll be calling the HDD that you'll be using for Wii backups in this thread) If you have a .wbfs file format on your Wii HDD and you want the original ISO back, then just select the .ISO in WBFS Manager and click on Extract iso and then save. Once you have selected the CORRECT drive (Wii HDD), click on format and then press Yes (read the warning). Great! Now you have succesfully formatted your Wii HDD to ...yes the .wbfs file system :) I've added the relevant info in the screenshot to keep this one nice and simple. ..and if you try to access your drive in My Computer, you will find that you wont be able to as Windows doesn't recognize this file system. (formatting will make you lose all your .wbfs Wii Backups) *Now that you have done this, your drive is ready! Simply just plug it into the USB port that is near to the edge of your Wii for this to work) Then select uLoader on your Wii's main menu and it should detect the Wii HDD and your games will show up." How to prepare your USB HDD with Wii Backup Manager for use with CFG USB Loader (FAT32 or NTFS): Wii BackUp Manager 0.3.8 - Downloads - TechKings You will need the most up-to-date Microsoft .net framework to run this application.) Here's a quick overview: The files tab will allow you to load your .iso file into the program ready for processing/transferring. The Drive 1 and Drive 2 both refer to your Wii HDD's. I'll be just looking at 1 drive as i'm sure most of you will be using 1 Wii HDD, right? ISO .images are split into 4GB parts if you use the fat32 file system. On the Drive 1 tab, select the drive letter for your HDD, in my case its drive F:/ The program will detect that its a valid drive letter and will create a wbfs folder in the root of your Wii HDD for you. (notice here your not changing the file system, you can either use a fat32 or NTFS Wii HDD) Under the Files tab, click on Add | Files, then locate your .ISO. (The file I have loaded is a wbfs file, this is because I have no .iso's to convert at the moment, so just pretend I loaded a .iso file :)) Once you have loaded and checked the tick box of the appropriate iso, you have two options here, either you can convert the .iso to WBFS by doing Transfer | WBFS or if your backup is already a .wbfs file then you can simply transfer it to your Wii HDD by Transfer | Drive 1. (If you already have a .wbfs file format then I guess you can use Windows Explorer to transfer the file? Yes, your right, but a naming structing is used, otherwise the games wont show in CFG USB Loader, so just use this loader to do it everything correctly. I will post