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Cfg loader wii channel

By Raikkonen94, February 13, 2011 12,792 14 0 Responses: 174 Views: 96,768 Responses: 33 Views: 37,450 Cheatsheet hack your old Wii back to life!_____Summary: Many articles have already been written on Homebrew, but I wanted to introduce a brief cheatsheet of steps to get there! In many parts I give you key points, but not step by step. You should plan a few hours to get Homebrew installed. Worth it!_____Step 1: PrepWii HomebrewLetterBomb HackNeed: SD Card (at least 1 GB)Walkthrough: _Preparing_the_SD_Card 2: LetterbombUse Letterbomb get a new Bootloader! Go to regionOn the Wii, go to: Wii Options > Wii Settings > Page 2 > Internet > Console Information. Enter the MAC address in the boxes at please.hackmii.comMake to make sure that HackMii installer comes with downloadCut red wire to download file .zip and unzip it_____Step 3: ExecuteCopy private folder and boot.elf on the SD card (may also be SDHC) Insert the SD card into the wii and go to the Wii MessageboardYou need to see a red envelope looks like the one on the please.hackmii.com. Click on it, and BOOM!_____Step 4: Installing Homebrew ChannelYy have to be presented with one of the screens below; If you have a new Wii you will be able to install BootMii as IOS. Select Continue. Go to: Homebrew Channel > Install Homebrew Channel. Install channel > YesMessage finished and returns you to the original menu._____Step 5: Homebrew Browser After you get Homebrew up, upload 'Homebrew Browser'Find 'SNES' Emulator._____Step 6: ROMSGet used to move the SD card from your Wii to your computer. This is how you load roms / Games._____Step 7: Tweak menu! Check wii system version ex: 4.3UChoose and download mym menu files NUS and MyMenu //sites.google.com/site/completesg/downloads/MyMenuPack.zip_____Step 8: NUS DownloaderRun NUS Downloader. At the bottom, check pack -> Wad. Also, check Create decrypted content. Navigating with the NUS database to: System > System menu > 4.3U (or your version)Start nus and let finish._____Step 9: Generate MenuGo to the NUS directory (add-ons -> open the NUSD directory), go to titles, then 0000000100000002 > finally the version you just downloaded. You'll see a lot .app here. The one you need to find is different for each system menu:(Mine was 97.app)Copy to desktop_____Step 10: MymenuRun MymenuBrowse to two files and create a CSM. MYM > . CSMCopy MyMenuify's SD Card 'Apps' folder:On SD Card > Create CSM folder, add CSM filesInsert and boot to HomebrewLoad MyMenuify > Point to the new CSM > Install itNote:I CSMCopy MyMenuify's SD Card 'Apps' folder:On SD Card > Create CSM folder, add CSM filesInsert and boot to HomebrewLoad MyMenuify > Point to the new CSM > Install itNote:I CSMCopy MyMenuify's SD Card 'Apps' folder:On SD Card > Create CSM folder, add CSM filesInsert and boot to HomebrewLoad MyMenuify > Point to the new CSM > Install itNote:I CSM actually had some problems. Every time I opened MyMenuify via Homebrew, the screen went black. I went back to the D2X Homebrew app, and reran instructions for that. > 56 > 248d2xv6 > 57 > 247M. I redid 247, 248 and added 249, 250A i finally went to MyMenufiy and it worked. Blech. I wish I could better._____Step 11: Games! How to load backedup / iso games on Wiid2x-cios-installerI have this 'd2x-cios-installer' installed on 248, 249, 250But I'm not sure what it does for me.. Note: d2x replaces the now outdated IOS249It has the main reason why you want to install d2x is for IOS reload blocking. It makes virtually all games compatible with newer versions of Configurable USB Loader //gwht.wikidot.com/ioses-explained_____Step 12: WADWad ManagerMake make sure to create/use the folder 'WAD' on the SD card (No WADS) DIOSMIOS wad ran smoothly (although still not sure what it did). I assume it teaches the Wii to play .iso/backedup games. YAWMM too.. Quite cool_____Step 13: WiiBackupManagerThis tool was essential. It's a Windows program. You download and run .exe on WindowsThose will be a usb format (mine worked best as WBFS) - for Wii Backup (When I tried FAT32 first, it did not seem to find in the Wii) Then it will transfer the iso file via usb. It will also program keep/manager all your Wii backups (even those not yet on 14: USB GamesConfigurable USBLoader (CFG)This installed just from the crash folder boot.dol in the applications folder SDTweak USBLoader (CFG) meta.xml look like this (especially look at the last two lines): amp;lt;?xml version=1.0 encoding=UTF-8 encoding=UTF-8 version=1><name>Configurable USB Loader</name><version>70 (release)</version><release_date>20110707000000</release_date><coder>oggzee, usptactical, gannon, clipper,... </coder> <short_description>Play from USB Drive</short_description><long_description>Play Wii Backup from USB Hard DriveWaninkoko cIOS 249 is required! Hermes cIOS 222/223 is supported. USE AT YOUR OWN RISK!</long_description> <arguments><arg>ios=248</arg></arguments>_____Step 15: CFGConsole Channel\Forwarder for USB Loader (CFG) 75487/Downloaded 'USBLoaderCFG — UCXF — IOS58 v12 Glass.wad'Put it in the SD\WAD folderLoaded Homebrew\YAWMM and ran the .wadNice! It allowed me to save my preferences for USB LoaderSo it does not ask questions every time it loads, and save disc-cover graphics._____Step 16: Disc CoversClick to disk from cfg, and there is a button called 'Manage Select 'update covers missing' and will download covers. Sorry, and cool._____Step 17: Current GamesMy best ROMs were NES/SNES/Wii/Gameboy I recommend not tying the mess with Gamecube.Sorry, you're on your own to find ROMS online! have fun!!! CFG USB Loader is one of three (main) loaders for nintendo wii, Loader is nothing but an application that allows you to run ISO (backup) games downloaded from the Internet from internal storage devices (SD card) and external (External HD or PenDrive), CFG USB Loader is a good loader, leaves nothing to be required in compatibility with other existing, has some interesting features, an example is integration with Nintendont, Dios Mios and Decentralization (Loaders Nintendo Game Cube). I really like this loader (it was the first loader I used on the Nintendo Wii), this version is very stable and offers a variety of visual settings (themes) for all tastes, with it you will have your games (backups) Nintendo Game Cube along with those of Nintendo Wii and nicer interface, modern and functional, download and test all the advantages of a USB CFG Loader on a Nintendo Wii. Mandatory: Nintendo Wii must be unlocked by software to use this application, ie have a Homebrew Channel (see how to install in the console in this tutorial here). Installation channel: CFG USB Loader already comes with an application called USBLoaderCFG - UCXF - IOS58 v12 Glass (both with any of the three versions you choose) which is designed to install the channel (also known as .wad, channel or forward) on the Nintendo Wii,this in the Channel folder of the file that you downloaded at the end of the post and unzipped (preferably with 7-zip), this channel should be placed in the Channel folder at the root of your SD card (if this folder does not exist in the root directory of your SD card to create or place the application channel USBLoaderCFG - UCXF - IOS58 v12 Glass at the root of the SD card) and install with Pimp My Wii (do not know how to install Pimp My Wii from read in this tutorial here) or install Wad Manager. Installation: After downloading the CFG USB Loader at the end of the post and unzipped (preferably with a 7-zip), look for a folder called USBLoader (which is inside a folder called apps), copy this folder to the application folder, which is in the root of your SD card, and the folder usb-loader, which is next to the folder 啊apps (in the root of the folder you downloaded and unzipped), copy to the root directory of your SD card (not aware of the system folders Nintendo Wii from read in this tutorial here). Official site: news review 70.78.11 (second developer). – GC: if nintendont_config_mode = arg is set nintendont configuration is passed through the command line argument - GC: added minimum nitnendont version before game load - GC : added option to update Nintendont as a plugin, if update_nintendont = 1 is set - Offal: added UStealth support - Internal: fixed plugins update URLs - Usability: fixed restart and output behavior - Usability: WFC patching options questions or suggestions, leave your comment. If this post was useful to you, make sure you press like it