



## xFlasher 360 User Guide



**Version:** 1.1

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# Introduction

## About the xFlasher

- Twice as fast as the NAND-X
- An all-in-one design compatible with every Xbox 360 motherboard
- Easily toggle between SPI and eMMC mode with the flip of a switch
- Reads/writes 4GB NANDs in 5 seconds
- Reads/writes 16MB NANDs in under 50 seconds; 512MB in under 4 minutes
- No more single use 4GB QSB's
- Native integration with the J-Runner with Extras software
- Flashing compatibility for all Xilinx based glitch chips including the Ace V3, Coolrunner, Matrix, etc.
- Native Windows x64 drivers, no more hassling with unsigned drivers

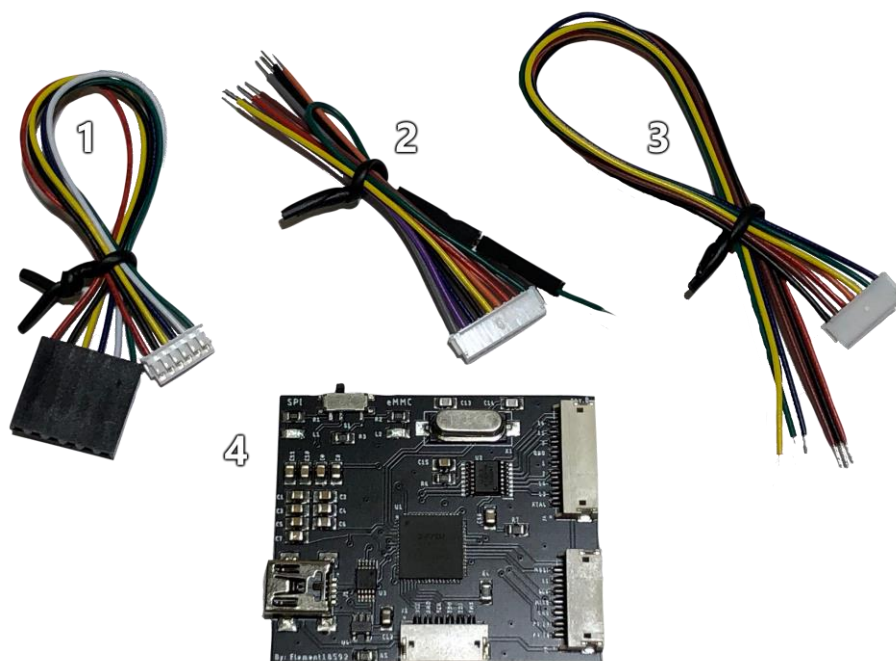
## System Requirements

- Microsoft Windows Vista Service Pack 2 or later
- USB 2.0 Compliant PC

## What's Included in the Box

The xFlasher 360 includes the following items in the package:

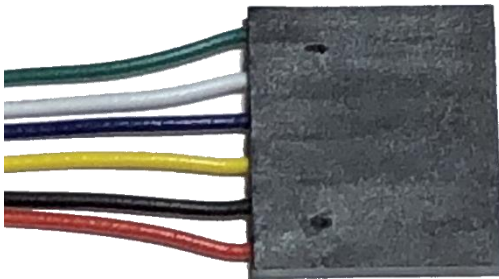
- **1.)** JTAG Cable
- **2.)** eMMC Cable
- **3.)** SPI Cable
- **4.)** xFlasher 360



# Pinouts

## JTAG Cable Pinout

The following cable should be used when programming various glitch chips.

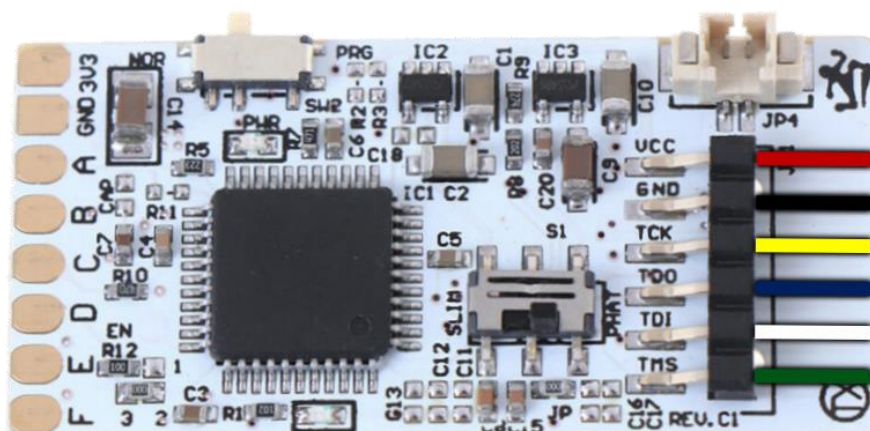


Cable Color	Usage
Green	TMS
White	TDI
Blue	TDO
Yellow	TCK
Black	GND
Red	VCC

## X360ACE V3 Pinout Example:



## Coolrunner Pinout Example:



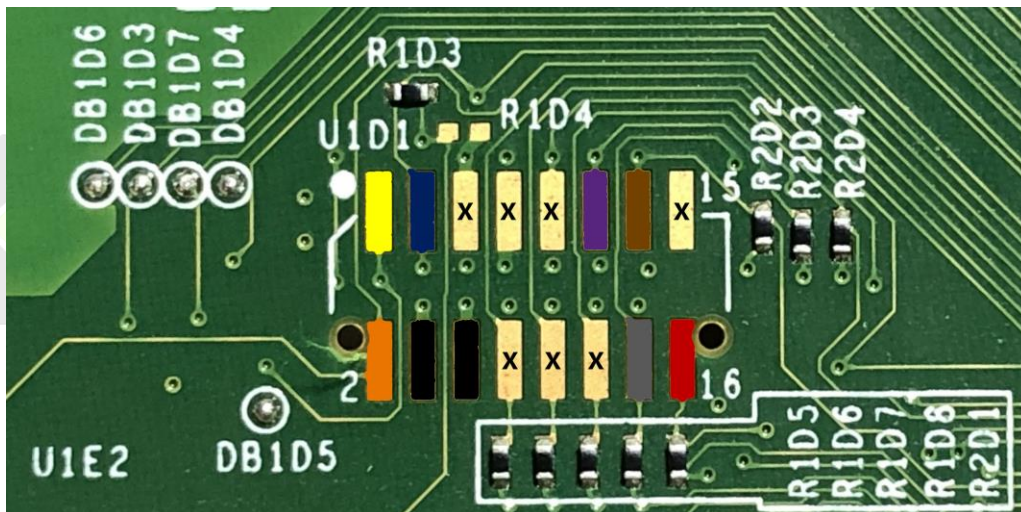


## 4GB eMMC Cable Pinout

The following cable should be used when programming consoles that have a 4GB NAND chip. **NOTE:** Before powering on the console, disconnect the cable from the programmer and from the crystal on the board.

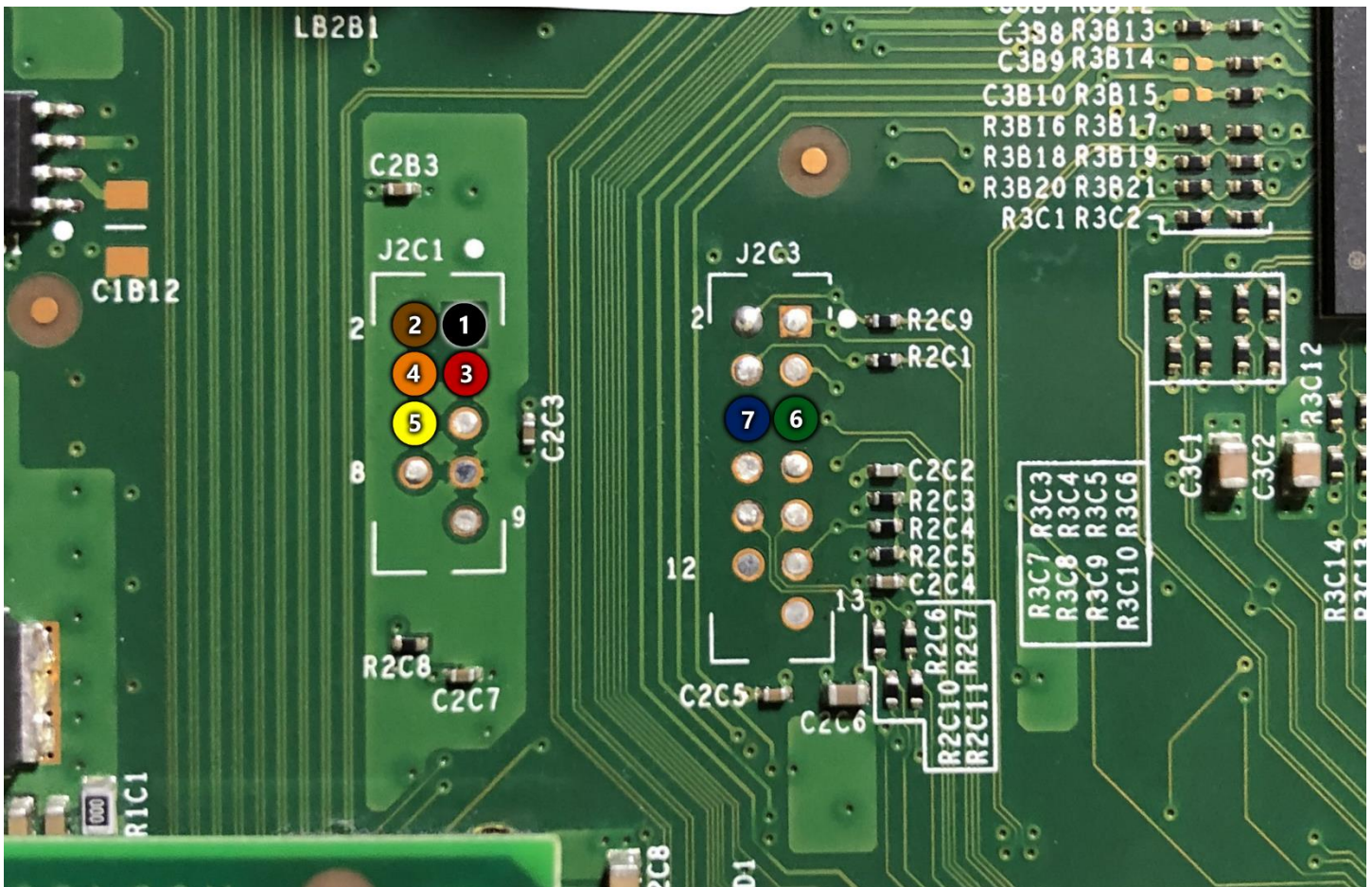


Cable Color	Usage
Grey	U1D1 Pad 14
Purple	U1D1 Pad 11
Blue	U1D1 Pad 3
Black	GND
Yellow	U1D1 Pad 1
Orange	U1D1 Pad 2
Red	U1D1 Pad 16
Brown	U1D1 Pad 13
Green	Y3D1 Crystal





<b>Cable Color</b>	<b>Usage (Phat/Slim)</b>
<b>1 - Black</b>	<b>J1D2/J2C1 Pad 1</b>
<b>2 - Brown</b>	<b>J1D2/J2C1 Pad 2</b>
<b>3 - Red</b>	<b>J1D2/J2C1 Pad 3</b>
<b>4 - Orange</b>	<b>J1D2/J2C1 Pad 4</b>
<b>5 - Yellow</b>	<b>J1D2/J2C1 Pad 6</b>
<b>6 - Green</b>	<b>J2B1/J2C3 Pad 5</b>
<b>7 - Blue</b>	<b>J2B1/J2C3 Pad 6</b>



## Driver Installation

The following steps need to be performed to install the driver required to use xFlasher 360:

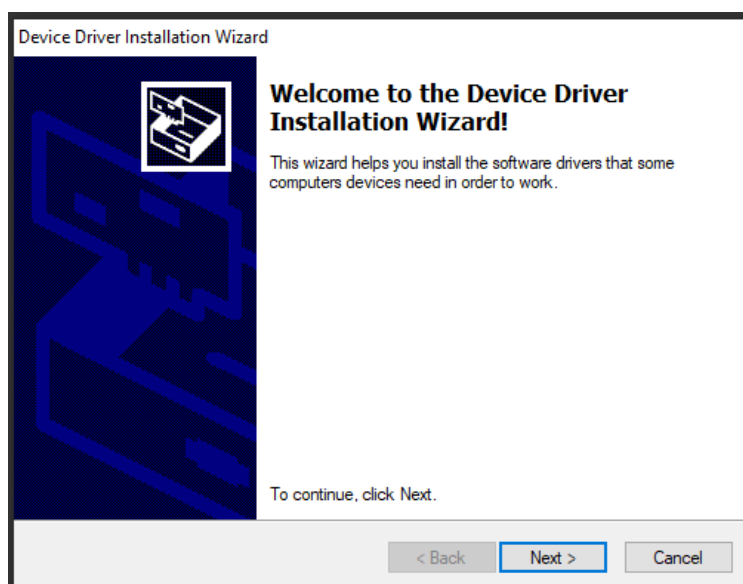
1. Download the latest driver installer.
2. Navigate to the downloads location and execute **xFlasher-Drivers.exe**

Name	Date modified	Type	Size
xFlasher-Drivers.exe	6/23/2021 2:44 PM	Application	2,626 KB
success.jpg	2/24/2015 10:00 PM	JPG File	50 KB

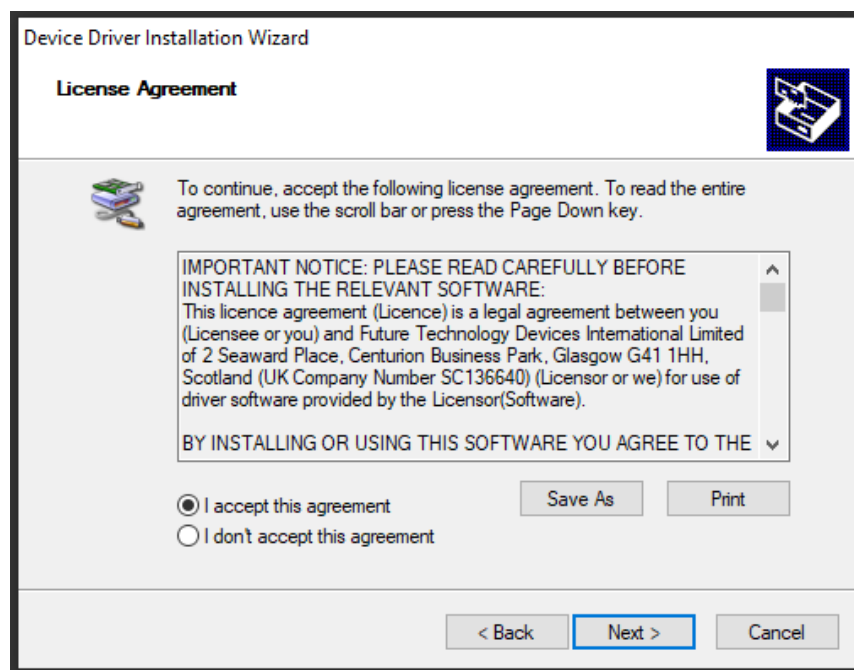
3. The installation wizard will launch. On the first page, click the **Extract** button. The wizard will copy some files to a temporary directory and then the **Device Driver Installation Wizard** will launch.



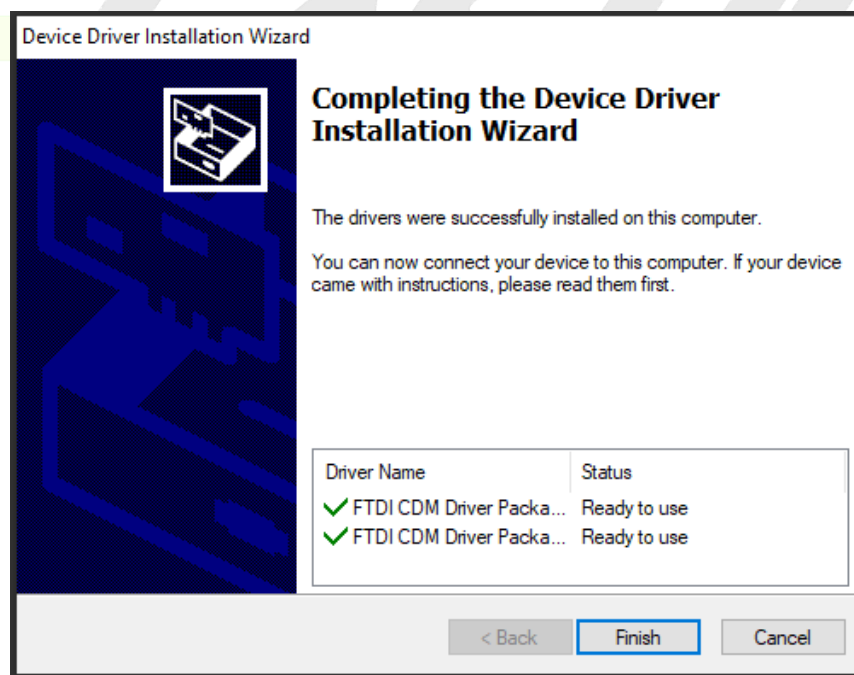
4. When the **Device Driver Installation Wizard** launches, click the **Next** button.



- On the next page, click **I accept this agreement** and then click the **Next** button.



- The wizard will now install the required drivers. Once this process is complete a status page showing driver names will appear. Simply click **Finish** to close the wizard.





## Operation

**NOTE:** Before powering on the console, disconnect the programming cable between the xFlasher and the console. If it is a 4GB eMMC NAND, disconnect the crystal on the board with the built-in break-away cable.

### 4GB eMMC NAND Usage

1. Solder the eMMC read/write cable to the motherboard
2. Connect power to the console
3. Connect the xFlasher to the eMMC read/write cable
4. Connect the xFlasher to PC via a USB cable

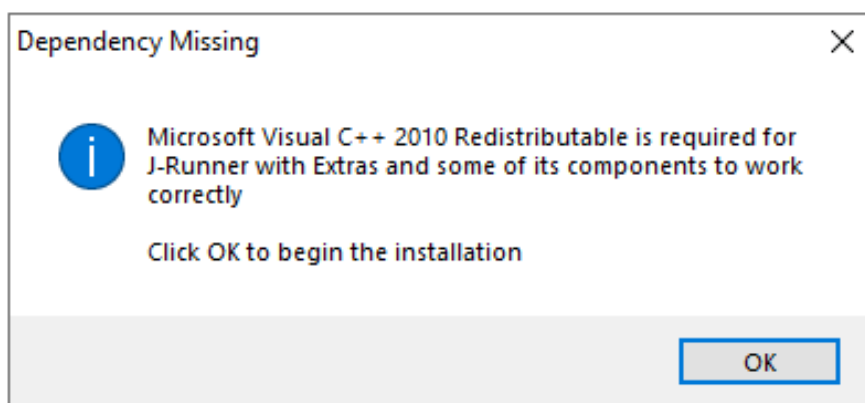
### 16/256/512MB NAND Usage

1. Solder the SPI read/write cable to the motherboard
2. Connect power to the console
3. Connect the xFlasher to the SPI read/write cable
4. Connect the xFlasher to PC via a USB cable

## Programming Glitch Chips

**Note:** The xFlasher can ONLY program SVF timing files; these are included in J-Runner with Extras.

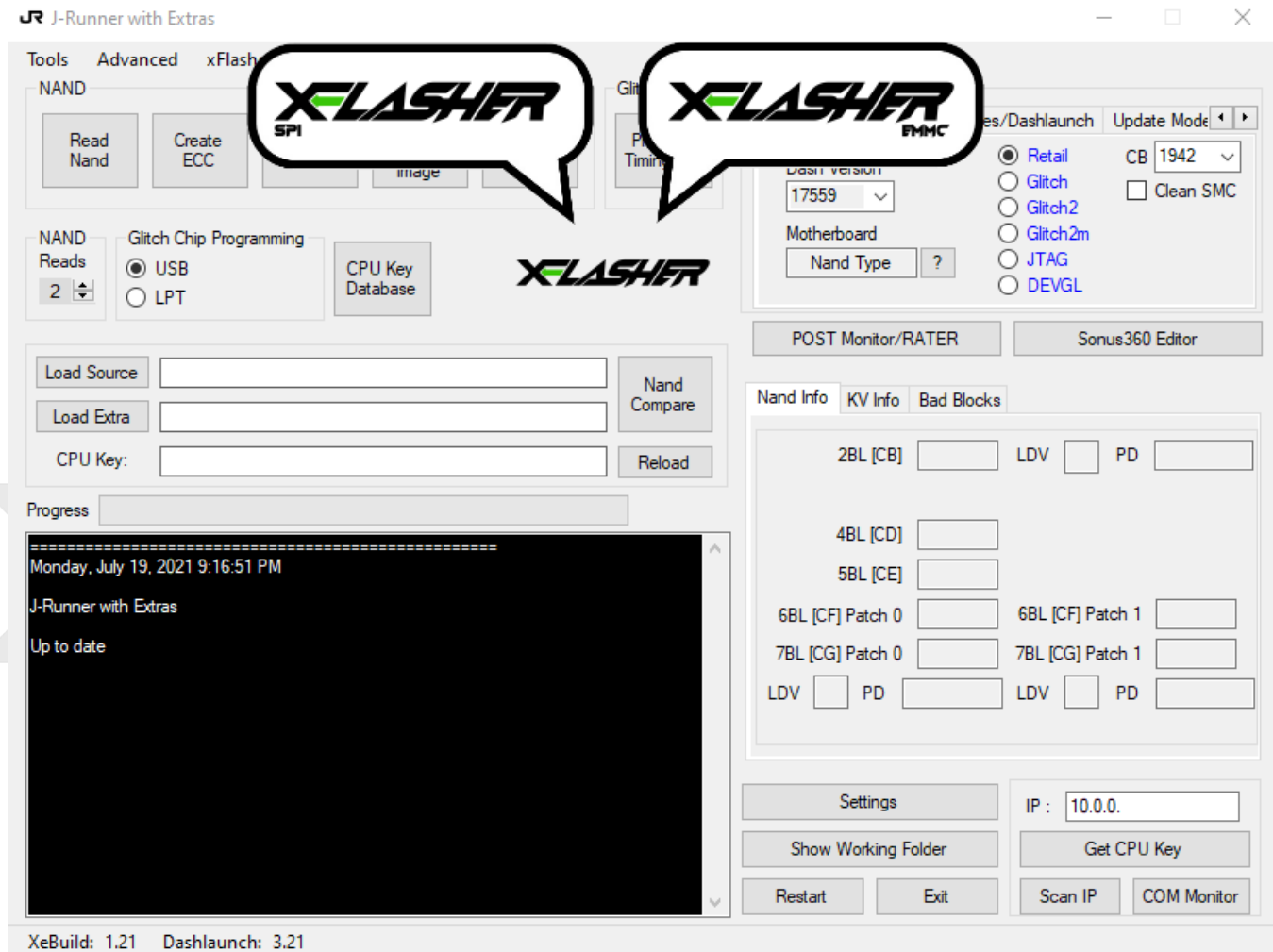
1. The Xbox 360 console must be plugged in but **NOT** powered on when programming the glitch chip.
2. When launching **J-Runner with Extras** for the first time on your PC, you may receive a prompt to install the required **Visual Studio Redistributable**. Click **OK** to begin the installation.



3. Before you can program a glitch chip, it is mandatory that the switch on the top of the xFlasher is set to the **SPI** mode.
4. Refer to the specifics for your console/glitch type for further instructions.

## Programming Console Nands

1. The Xbox 360 console must be plugged in but **NOT** powered on when programming the NAND.
2. Before you can program a console NAND, flip the switch on the top of the xFlasher to the desired mode (eMMC for 4GB NANDS, SPI for 16/256/512MB NANDS). The corresponding mode will appear in J-Runner with Extras on your PC as shown below.



3. Refer to the specifics for your console/exploit type for further instructions.

**Thank You for Purchasing**

**XFLASHER**

**We Hope You Enjoy Our  
Product!**