



User Guide

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Install XBMC4Gamers

[Github Link](#)

Prerequisites and Installation Recommendations

1. A softmodded, modchipped or TSOP flashed Original Xbox
2. An ethernet cable and a router with internet access.
3. Rocky5s Extras Disc – [Download Link](#)

(This is a link to the prebuilt ISO for the extras disc ready to burn – no building required)

You can also put the Extras Disc ISO and the included Attacher XBE into a folder and place the folder in your Applications folder on your Xbox to use the Extras Disc from your HDD.

Softmod Installation

Use the extras disc option to install as a dashboard to E:\. If you have an older softmod like SID etc then update your softmod via Rocky5s Extras Disc Advanced Menu first. Select Upgrade Old Softmod. Refer to the softmodding tool Github page for information regarding updating an older version of Rocky5s softmodding tool via the Extras Disc.

[Softmodding Tool Github](#)

Hard Mod (TSOP or Modchip) Installation

Use Rocky5s Extras Disc to install the dashboard to E:\.

Manual Installation via FTP (Softmod or Hard Mod)

XBMC4Gamers latest build installed from Github, pre-built version.

[Prebuilt Dashboard Files](#)

Tip - FTP XBMC4Gamers to the root of E:\ DO NOT put XBMC4Gamers on the C:\.

If you want to give XBMC4Gamers a test drive FTP it over and boot to it via the file explorer in the dash you are currently using (select the default.xbe inside the XBMC4Gamers folder to boot.) You can fully set up the dashboard and make it default later if it does not boot as default right away.

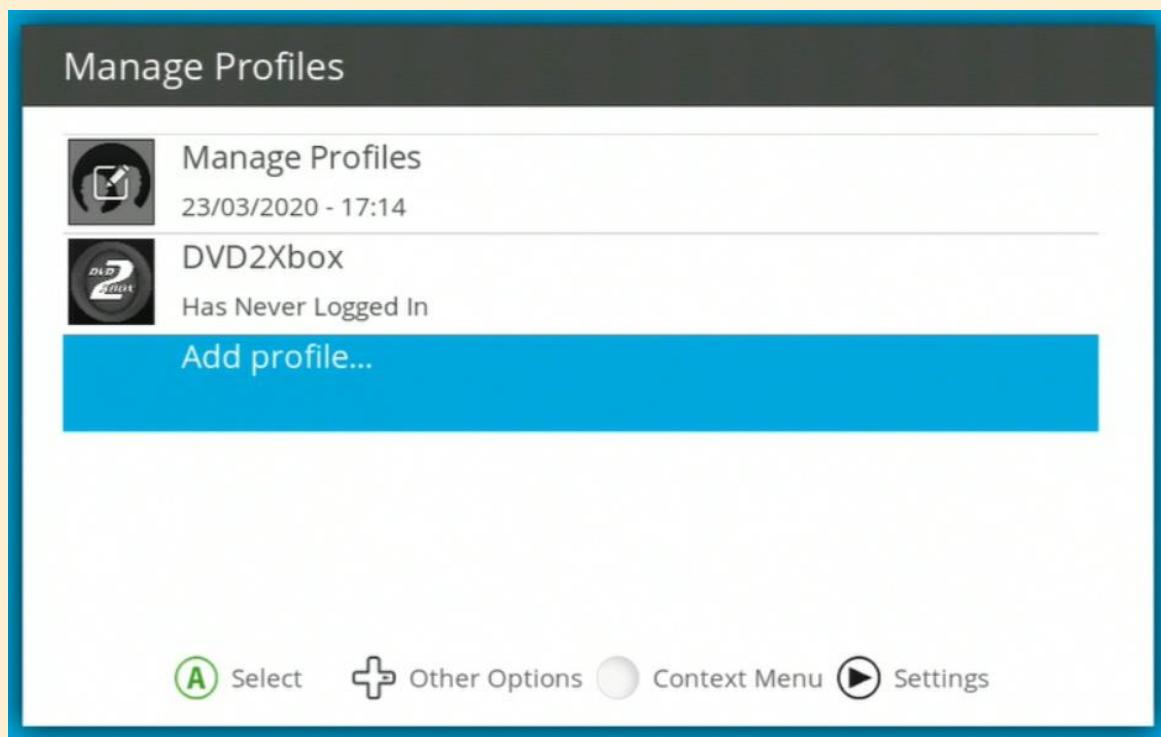
Disclaimer:

Rocky5 does not in any way condone piracy or the selling of pirated software. All game examples in this guide have been created using dummy default.xbe files to showcase the artwork and game cover views. XBMC4Gamers is a custom dashboard for the Original Xbox but above all is a pet project and a hobby. Its original foundation was Open Source XBMC4Xbox 3.5.3 but it has gone through many source edits and custom Python scripts to get it to what it is today. Thank you to the original XBMC team and Buzz for maintaining XBMC for all those years.

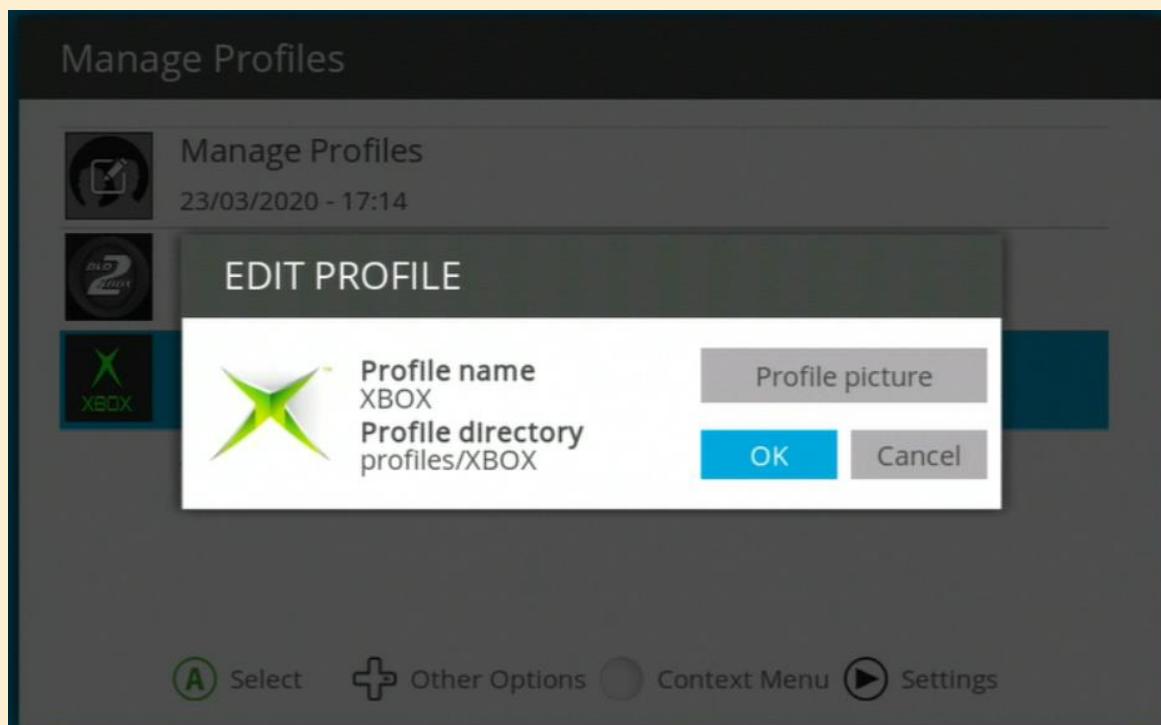


Creating a Profile

On first boot you will be asked to Create a Profile. Select Add profile...

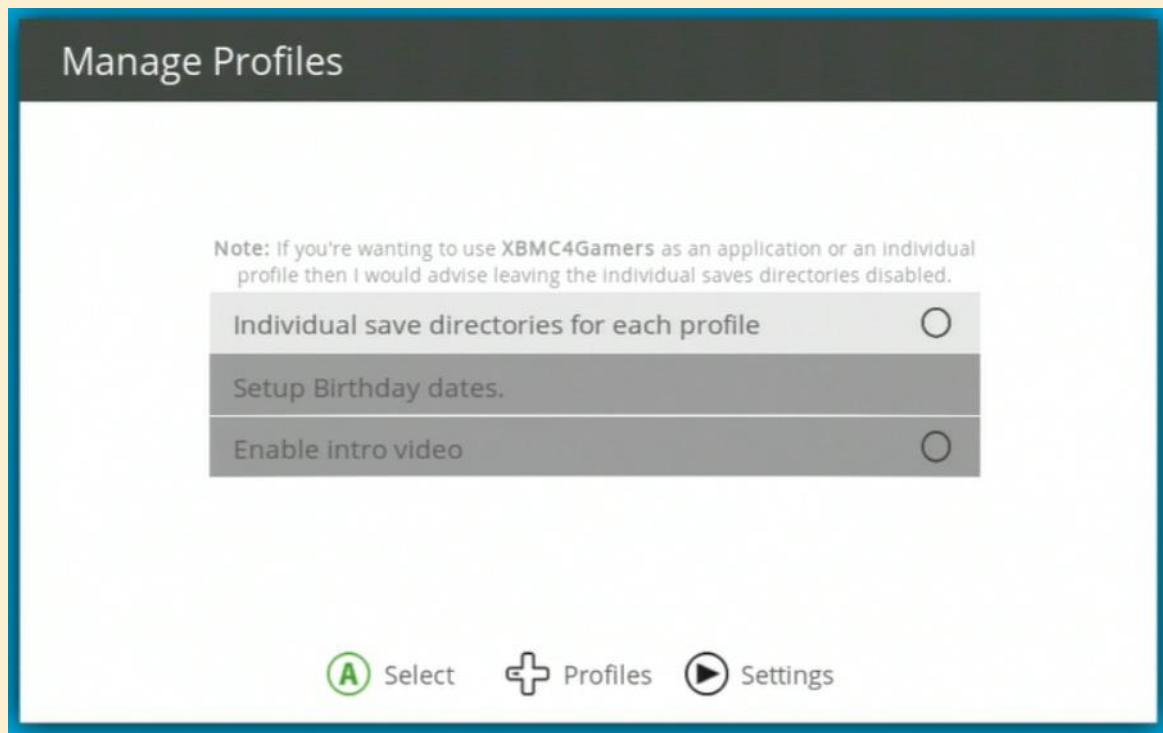


Create a name for your profile and select an image. If the image is not square then it will be squashed. You can see here we have named the profile 'XBOX' and selected an image for the profile picture.





Press Right on the D-Pad to enter the Other Options menu. This menu is self explanatory. If you set up your birthday you will get a nice surprise from Rocky5 to help you celebrate the day. Press Left on the D-Pad to return to the Profile screen.



While making a profile you will be asked to calibrate your display. If you need to access this again at the Profile screen press Start to enter the Settings menu. Here you can calibrate your screen to your television. Refer to the Screen Calibration section of this guide for details on how to do this correctly.

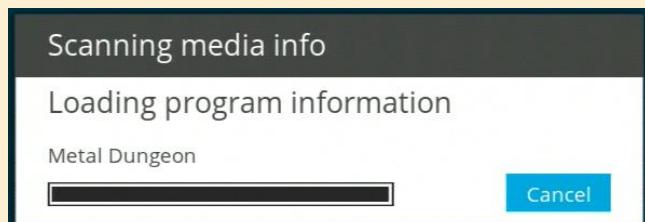
If you need to edit a profile, for example delete a profile you can do this from the Manage Profiles menu here. You will need to ensure that Auto Login has been disabled to boot to the Profile Select screen at a later time. When you are done setting up your profile select your profile to boot into it. You will see a message telling you that your Xbox needs to restart and it will be automatically restarted to lock in your changes.



First Load of Xbox Games

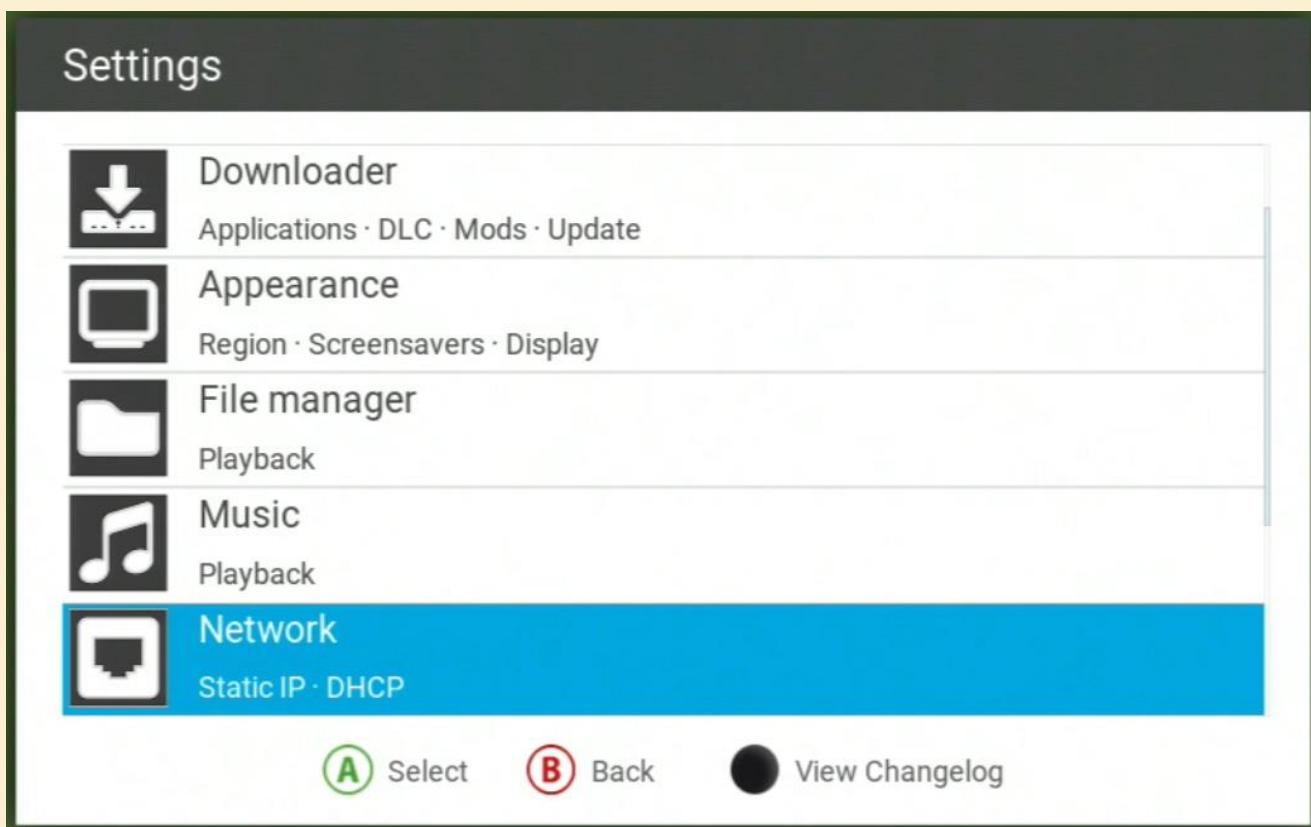
When XBMC4Gamers restarts it will load in to your Games section by default and you will see a scanning dialogue. This will be slow the first time but quicker after that. Refer to the 'Configuration and Artwork Installation' of this guide for more information about enabling Fast Game Parsing so you won't see this game scanning dialogue every time. To note, your Xbox games should be in F:\Games and/or G:\Games.

The first load may take several minutes so just be patient, it only happens once.



Check Network Connection (DHCP)

XBMC4Gamers is default set to DHCP. This means that you just need to plug in a network cable before booting up your Xbox and it will be assigned an IP address from your router. This will be required to get internet access for the built in downloader menu. To check this navigate to Settings → Network → Assignment. If you have internet connection then you will have an IP address details populated here also. See the example below. If you do not then check your cabling and router.





The screenshot shows a menu titled "Network". On the left is a vertical sidebar with the title "Network". The main area displays network configuration options:

- Assignment	Automatic (DHCP)
- IP address	192.168.2.111
- Netmask	255.255.255.0
- Default gateway	192.168.2.1
- DNS server	8.8.8.8
- DNS suffix	
Internet connection bandwidth limitation	Off

At the bottom are two buttons: Select and Back.

After making a profile press the Black Button and go to Settings → Downloader.

Note: On the Black Button context menu you can see if your Xbox has been assigned an IP address.

The screenshot shows a menu titled "Options". On the left is a vertical sidebar with the following items:

- CUSTOM BUTTON
- FAVOURITES
- GAME SAVES
- SETTINGS
- RESTART
- REBOOT
- SHUTDOWN

The main area displays system information:

NETWORK
192.168.2.122
Busy

PROFILE NAME
XBOX

DRIVE SPACE
C: 323 MB Free
E: 2031 MB Free
F: 11586 MB Free
G: 15593 MB Free

SYSTEM INFORMATION
Free memory: 86MB
CPU temperature: 55°C
MB temperature: 47°C

At the bottom are two buttons: Select and Back.



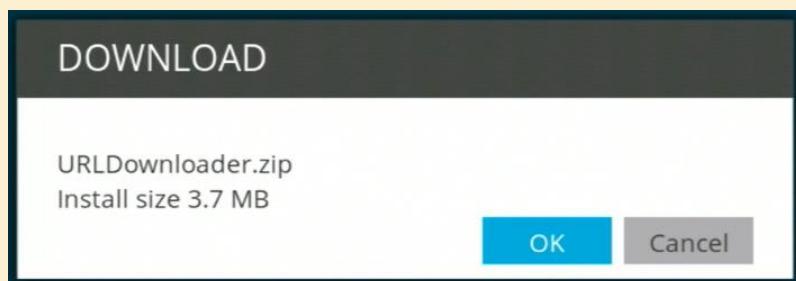
Settings

- Skin settings
Toggles · Scripts · Startup playlist
- Downloader
Applications · DLC · Mods · Update
- Appearance
Region · Screensavers · Display
- File manager
Playback
- Music
Playback

Select Back View Changelog

Update URL Download

Any time you go to the Downloader and are prompted to update the URL Downloader select OK. This is required. If the download menu has been updated on the server then this will need to be updated so you can see the contents of the downloader menu and be able to download things. There is no issue when this pops up, it only takes a few seconds and you must do it.



Update the Dashboard

Update Dashboard to the stable or test build. The stable version on the Downloader menu may be newer than the version you install from the Extras Disk depending when you burned the disk. The test build, if there is one, will have the latest features. Please report any bugs if you find any so they can be fixed. If you have issues please try not to reboot and FTP in if you can and take a copy of the xbmc.log file from the XBMC4Gamers folder. Without this it can be difficult to determine the reason for a crash if there ever is one.

On the Downloader menu under the updates tab you will find the dashboard updates. Select the one you want and it will update. The entire update process is automatic so just relax and be patient.



Downloader

The screenshot shows the XBMC4Gamers Downloader interface. On the left, a vertical menu lists categories: APPLICATIONS, ARTWORK, DASHBOARDS, DLC, EMULATORS, HOMEBREW, MODS, OTHER, THEMES, and UPDATES. The 'MODS' category is currently selected, indicated by a white background. In the center, a download progress window titled 'URLDOWNLOADER' is displayed. It shows the file size as 'FILE SIZE: 3MB' and the update message 'UPDATE THE URLDOWNLOADER TO THE LATEST VERSION. THIS WILL ALSO UPDATE THE DOWNLOAD LIST.' Below this, it says 'DOWNLOAD: XBMC4GAMERS TEST BUILD V1.3.051' with a file size of 'FILE SIZE: 39MB'. A large 'DOWNLOAD' button is centered. At the bottom of the window, there are 'Yes' and 'No' buttons. To the right of the download window, three small circular icons with arrows are stacked vertically. At the bottom of the screen, a navigation bar includes buttons for 'Select', 'Back', 'Screenshot', and 'Reload Skin'.

When the update downloads you will be taken to the Stage 2 progress dialogue.

The screenshot shows the 'Stage 2 of 2' progress dialogue. The title 'Stage 2 of 2' is at the top. Below it, two status items are shown: 'Download complete' with a checkmark icon and 'Updating dashboard' with a progress bar indicating 75%. To the right, there is a small image of a dark Xbox console. At the bottom, a message states 'Your console will reload XBMC4Gamers when complete.' and a progress bar shows '75%' completion.

The update may take some time so be patient.



When your Xbox restarts you will see the change log.

File: Changes.txt

13/06/2020

1) New look, redone basically all dialogs and menus.
(some aren't done yet or won't be done)

2) Optimized and organised the texture.xpr
(should make it easier to theme)

3) Sorted the string.po files so now you can translate it easily as it only includes strings used.

4) New xbe file with a few fixes.

5) Removed the DVD2Xbox profile and skin, upgrading to this version will leave it intact.
(only effects new users)

6) Updated screenshot.py script to save as png.

7) Moved the option to rip games to the skin settings > scripts menu

8) New XBE to fixed intros for good now, should be no issues at all.
(note if no network is present there is a 5 to 6 second pause before the first window, could not resolve this.)

9) Optimised the textures and scripts so hopefully less ram usage and faster script running.

10) Fixed the new view options showing when highlighting the scroll bar.

11) Added the version to the options (black button)

12) Removed the update check on startup and added it as a button on the login screen (start button) or in the skin settings.

13) New night mode, enable it in the skin settings menu.
(only available for the profiles skin)

14) Fixed a few issues with the night theme.

15) New loading animation (busy dialog)

16) Now if Auto login is enabled for a profile if you press the DStick in it will bring up the Options menu.

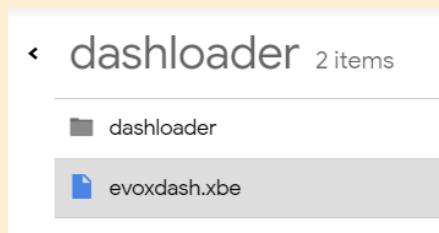
Here you can see all of the incremental changes between revisions for the XBMC4Gamers project. You can view the change log at any time by pressing the Black Button while in the Settings menu.

Setting XBMC4Gamers as the Default Dash

If you use the Extras Disc to install XBMC4Gamers it will install the dashloader for you and it will default boot XBMC4Gamers unless your bios is not set to boot evoxdash.xbe first. If you are hard modded and have used the manual install by FTP method you can download the zip file below. Place the evoxdash.xbe and dashloader folder on C:\ replacing your existing evoxdash.xbe. Rename your existing one if you want to back it up. If you make a mistake you can boot up the Extras Disc again to gain FTP access to resolve the issue. Really the Extras Disc is the easiest way to do install.

Dashloader Manual Files

Extract the dashloader.zip to find the evoxdash.xbe and dashloader folder as shown below.





Dashloader Default Boot Path Order

The dashloader (evoxdash.xbe) boots these paths in this order from top to bottom by default. If you do not use the dashloader folder and config files the dashloader will still work on its own like this. You do not need any other folders and files on your C:\ partition. You will have an MS Dash setup on C:\ if you install it later from the downloader.

If you are softmodded (Rocky5 Softmod) DO NOT change things on your C:\ partition, these files will not be here – Use the Dashloader Customiser Application to change your booting options.

The dashloader (evoxdash.xbe) on boot first checks for a mounted virtual disk and unmounts it. So if you are using ISO with the attacher.xbe a reboot will unmount your ISO and then look to boot the below paths in this order. This feature can be enabled and disabled in the Dashloader Customiser Application outlined in the next section.

- C:\XBMC-Emustation\default.xbe
- E:\XBMC-Emustation\default.xbe
- F:\XBMC-Emustation\default.xbe
- C:\XBMC4Gamers\default.xbe
- E:\XBMC4Gamers\default.xbe
- F:\XBMC4Gamers\default.xbe
- C:\XBMC4Xbox\default.xbe
- E:\XBMC4Xbox\default.xbe
- F:\XBMC4Xbox\default.xbe
- C:\XBMC\default.xbe
- E:\XBMC\default.xbe
- F:\XBMC\default.xbe
- C:\dashboard\default.xbe
- E:\dashboard\default.xbe
- F:\dashboard\default.xbe
- C:\dash\default.xbe
- E:\dash\default.xbe
- F:\dash\default.xbe
- E:\default.xbe
- E:\dashboard.xbe
- C:\evoxdash.xbe
- E:\evoxdash.xbe
- C:\XBMC.xbe
- E:\XBMC.xbe

Customising Dashloader Boot Paths (Hard Mod Only)

You can set custom dash loading with the config files in the dashloader folder. For example, open the A_Button_Dash.cfg in a text editor and enter the path of a dashboard here. When you hold the A button while booting it will boot the path in this config file. The path you put in Custom_Dash.cfg will override the dashloader default paths outlined on the next page if you want a default dash location that is not on listed in the dashloader. It is advised to place a recovery dash on C:\, for example UnleashX and set the path to this in the Custom_Recovery.cfg file. If you ever somehow wipe your E:\ partition hold 'Y+White' on boot to boot your recovery dashboard.

Note: Use the Dashloader Customiser Application (below) – it's way simpler but that's how the configs work.

A_Button_Dash.cfg	Custom_Recovery.cfg
B_Button_Dash.cfg	Start_Button_Dash.cfg
Back_Button_Dash.cfg	White_Button_Dash.cfg
Black_Button_Dash.cfg	X_Button_Dash.cfg
Custom_Dash.cfg	Y_Button_Dash.cfg

Dashloader Customiser Application (Softmod or Hard Mod)

The recommended method to take control of your boot paths is to use the Dashloader Customiser application from the built in Downloader menu or install from the Extras Disc. You will need to be using Rocky5s dashloader to use this. For example, you need his evoxdash.xbe and dashloader folder on C. With this Dashloader Customiser Application you can assign any default.xbe to the buttons of your Xbox controller. Hold the respective button on boot to boot to that location, whether it be XBMC-Emustation, Ninja, UnleashX, an Emulator or your favourite game.

See below for a preview of the Dashloader Customiser Application.

- Holding X on boot will boot the Action Replay Application
- Holding A on boot will boot the Artwork Installer Application

Setting a Custom Dash path allows you to set a default boot location that is not a path listed in the dashloader paths on the previous page.

Setting a Custom Recovery Dash allows you to set an emergency dashboard. This example is set to UnleashX on E:\ but it would be advisable to have your recovery dashboard on C:\ in the highly unlikely event you delete the contents of your E:\ partition.

If you need to you can calibrate your screen here by pressing Y. Press Start to save changes and exit when you are happy.



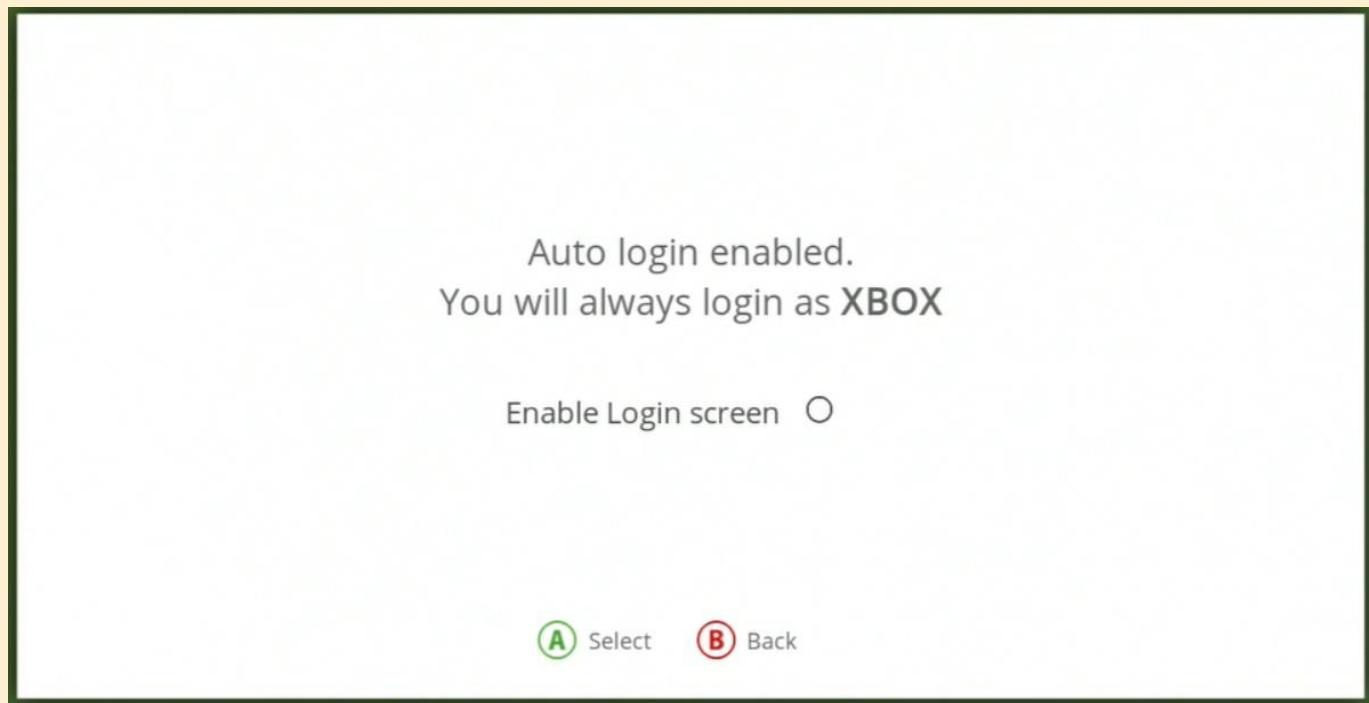
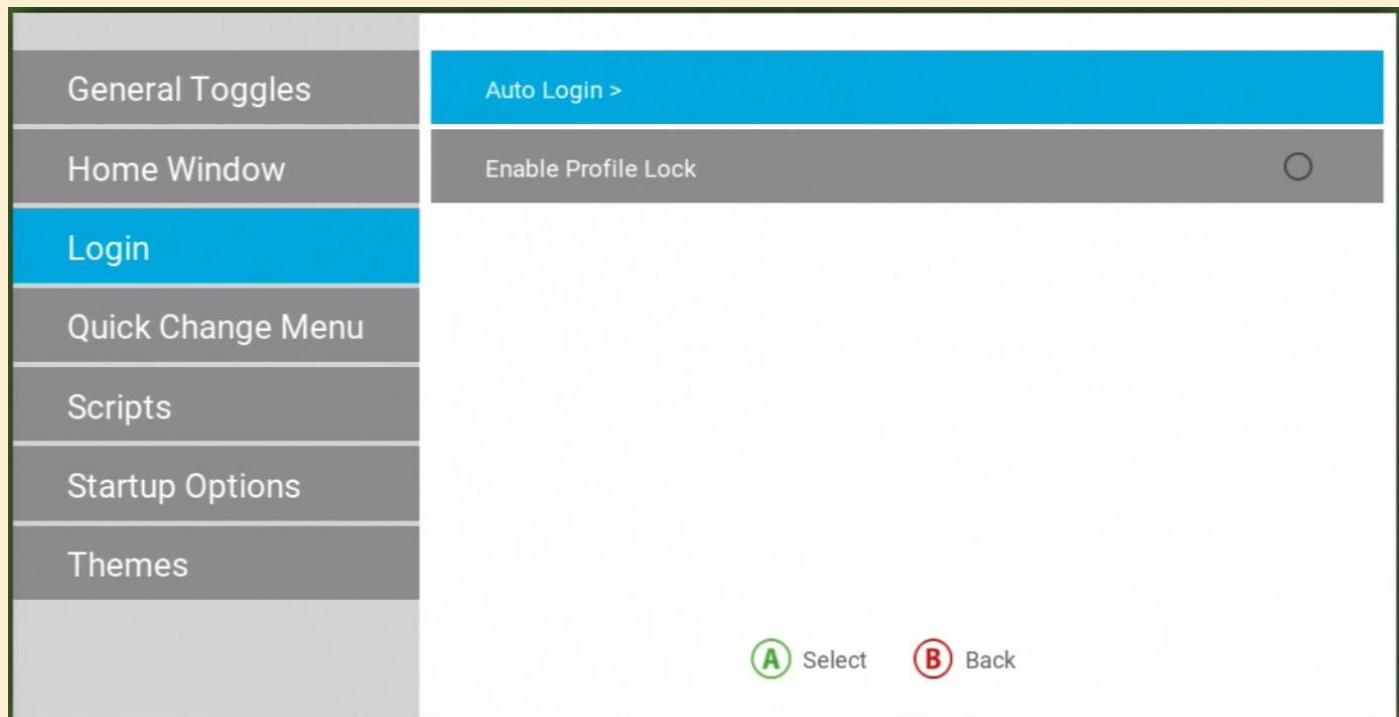
See the troubleshooting section at the end of this guide for some more information about default booting.



Configuration and Artwork Installation

Enable Auto Login

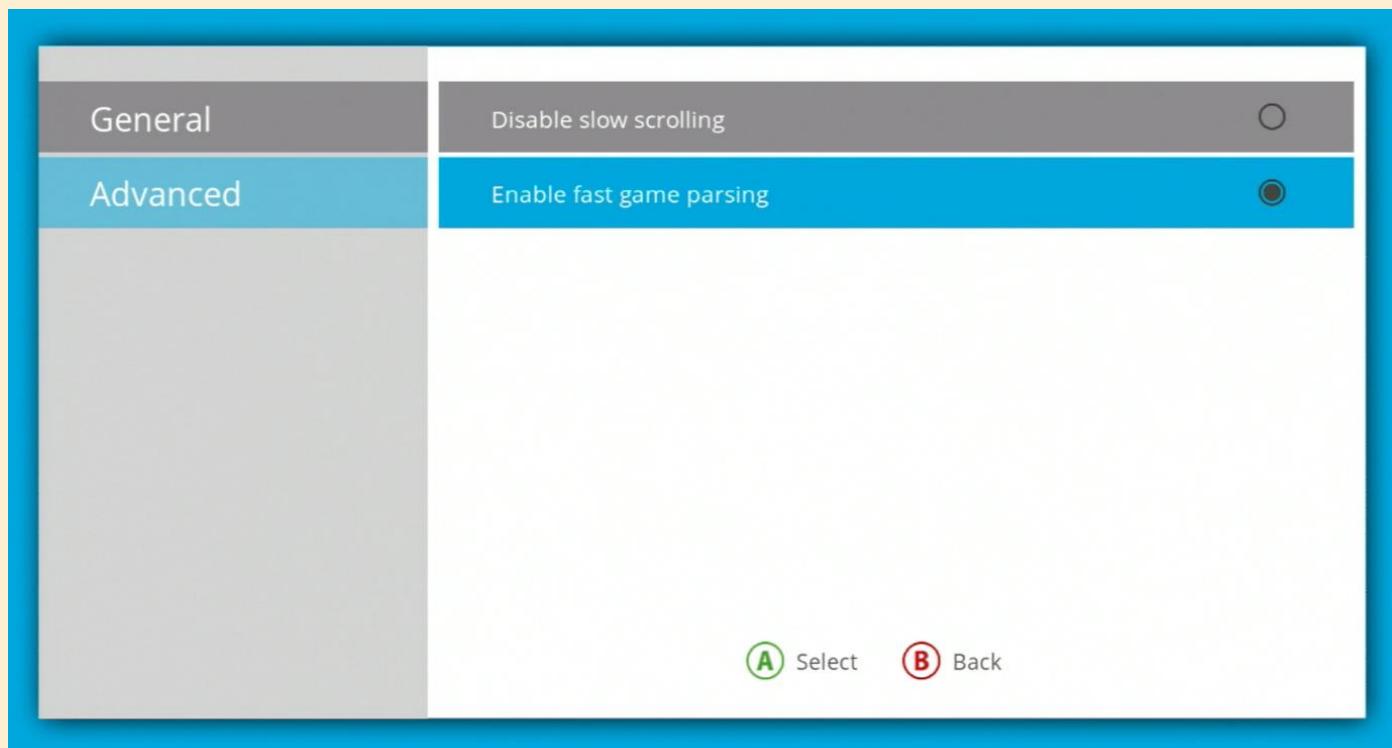
On your first boot after you have made your profile you can disable the profile select screen by enabling Auto Login from Settings





Fast Game Parsing

This is disabled by default on a fresh install so the user can see the initial first scan of the Xbox games in F:\Games and G:\Games. The first scan can take a while so disabling this will enable the scanning dialogue on entering the Games menu. After the first scan press the black button, go to settings → Programs → Advanced → Enable fast game parsing. This will shorten the scanning time entering the Games menu considerably.



Applicable Resolutions

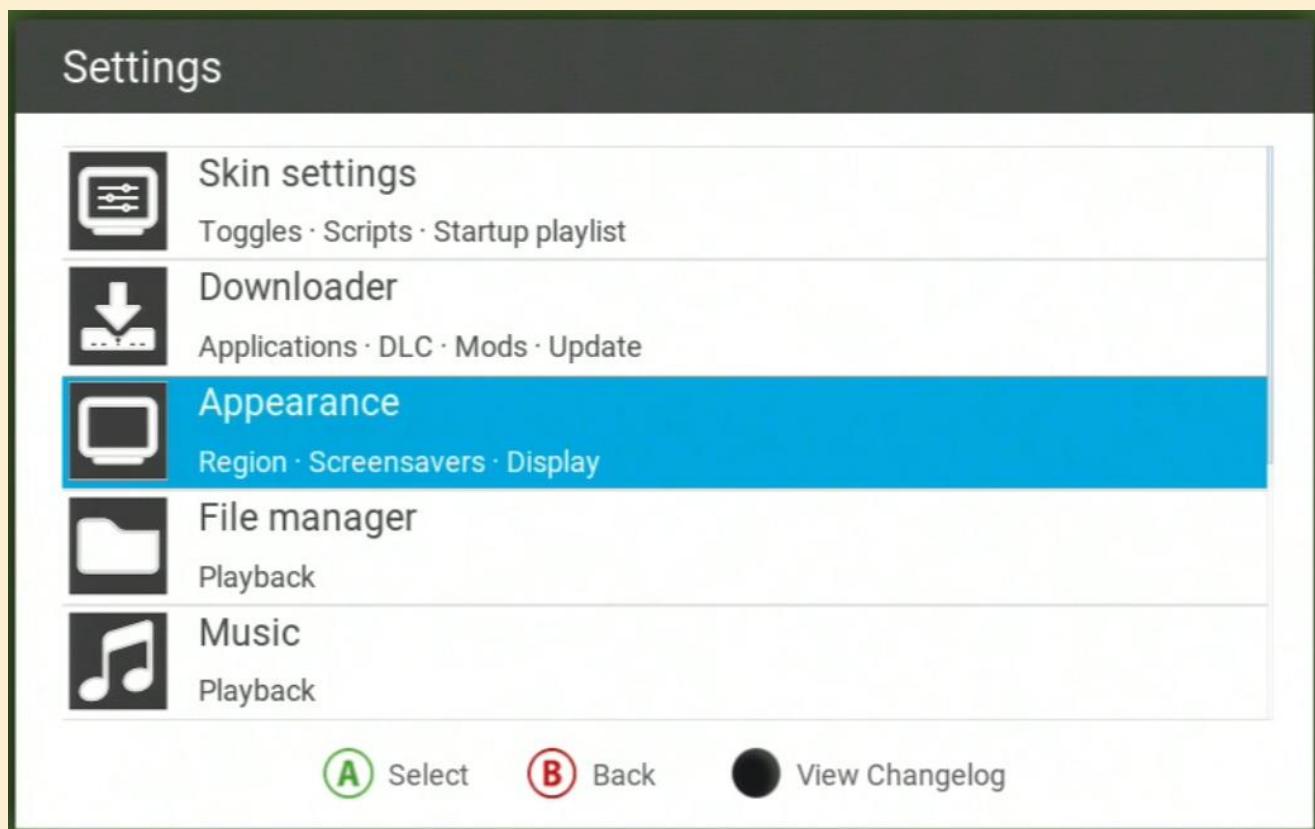
There is a check on boot for 1080i in XBMC4Gamers and if you have not disabled it then it will automatically be disabled and you will be prompted that your Xbox will restart.

The reason for this auto disabling of 1080i is that the artwork and dashboard are finely balanced and tuned in harmony with one another. 1080i is very resource hungry and will cause the Xbox to run out of Ram and crash or stop loading game artwork. This may also happen if you use other artwork that is not optimised correctly or if you use a background image at the same time as using fanart. If you make your own artwork align it with the existing artwork for quality and size and ideally create it with Rocky5s artwork building tools which will generate all of the view types from a flat 2D front and back scan.

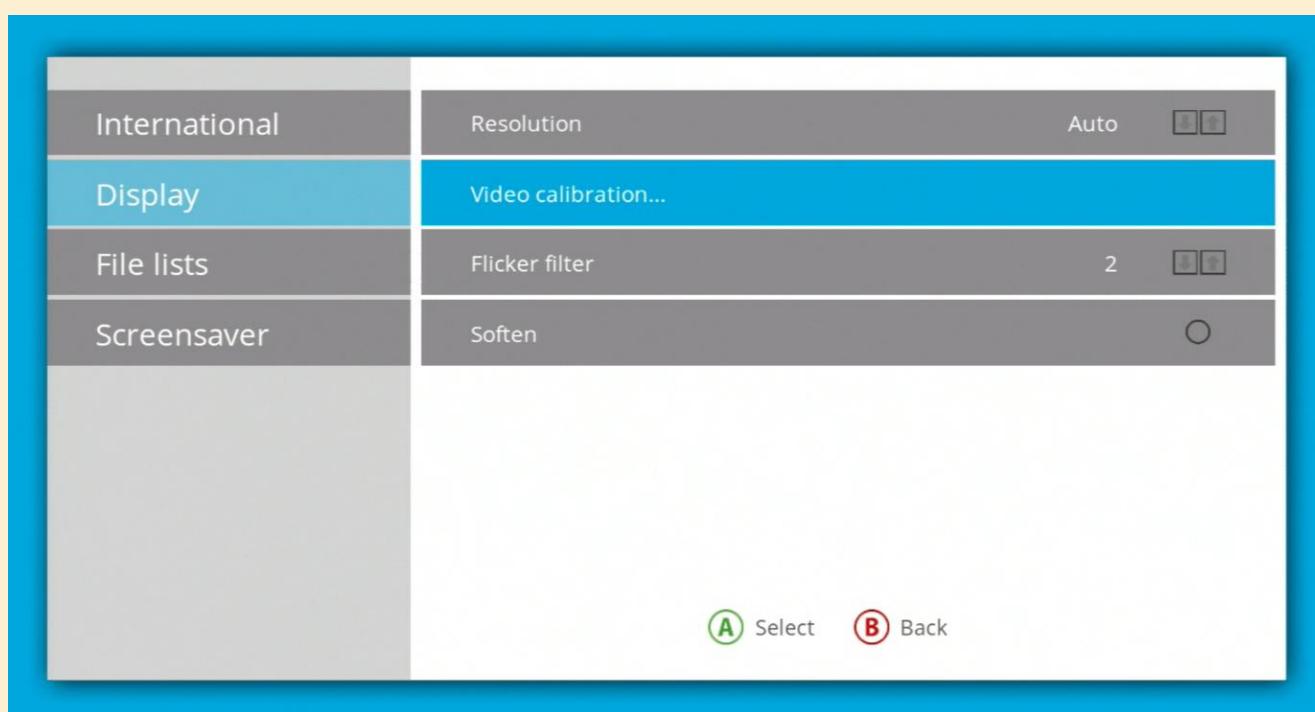


Screen Calibration

Go to Settings → Appearance → Display → Video Calibration.

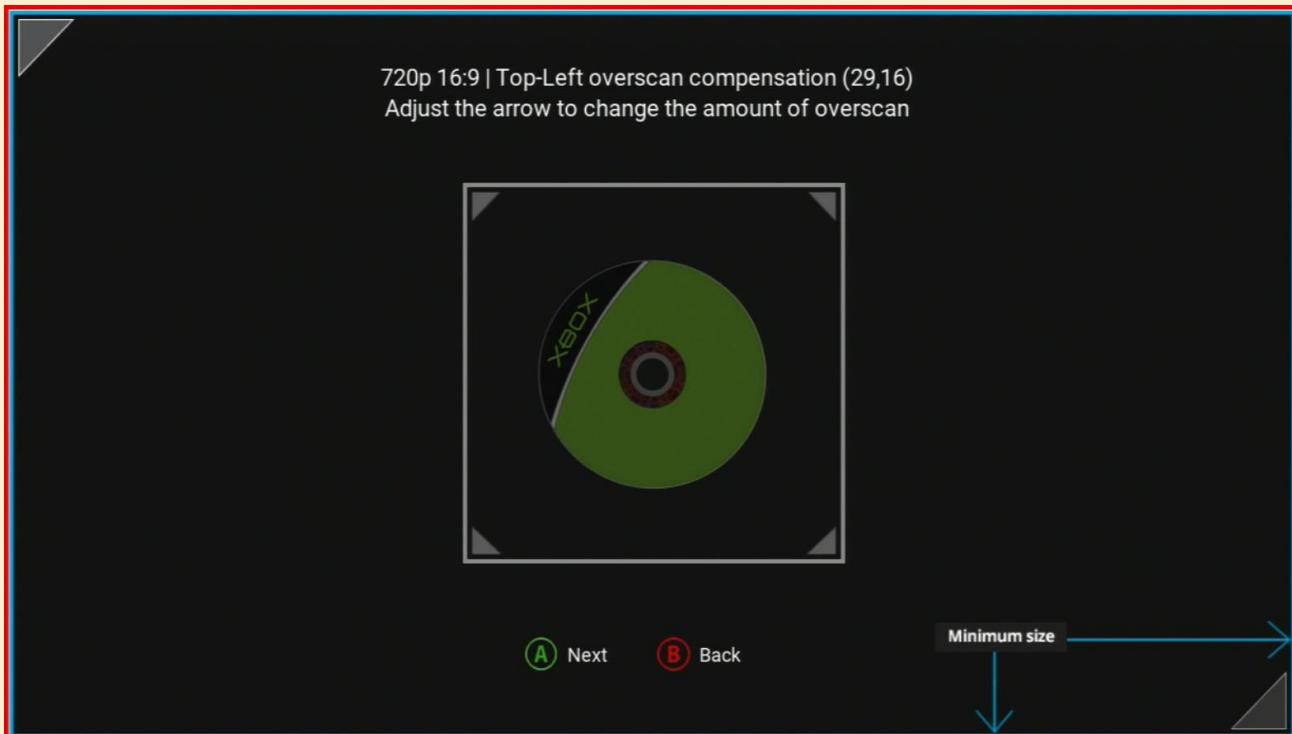


Select Display and Video Calibration

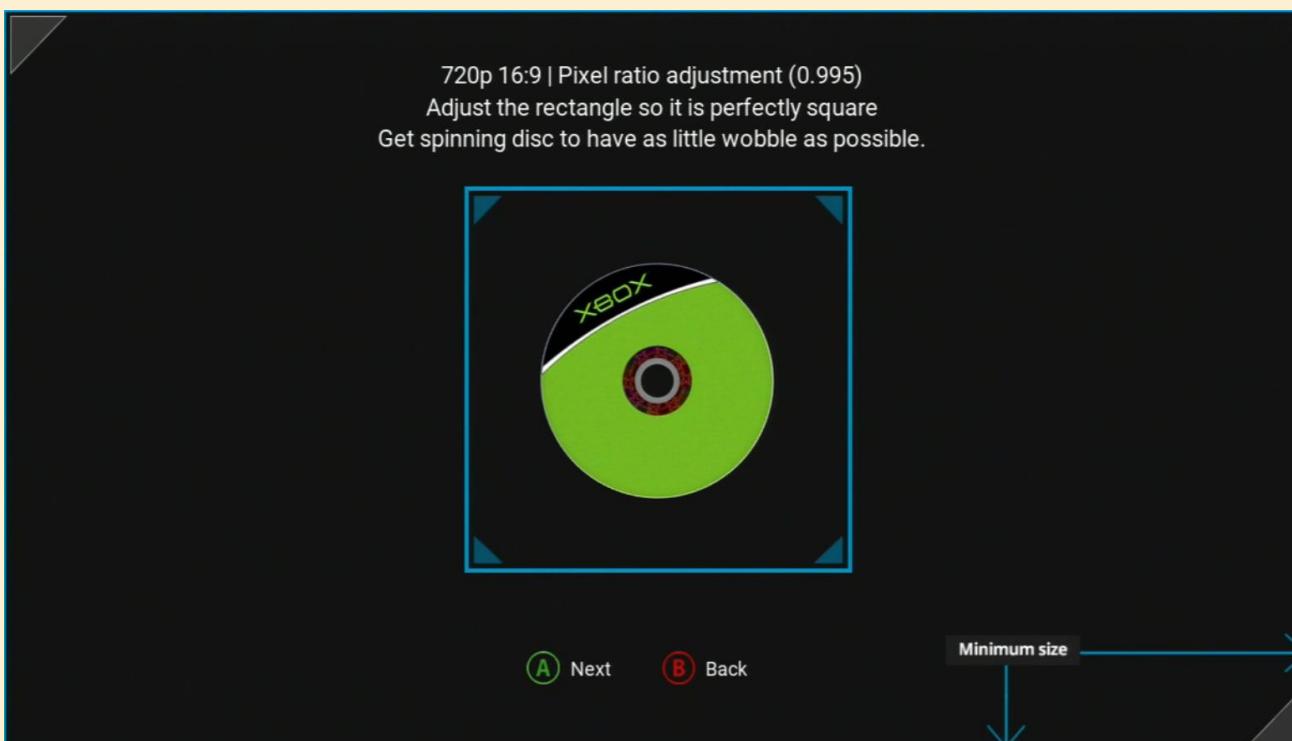




To correctly calibrate your display follow the on screen prompts and push the indicators in both corners to the edge of your viewable display. You want to move them as per the minimum size indication so that the edges meet the edge of your screen.



This step is important so that your disc view after installing the Xbox Artwork will look correct. Follow the on screen instructions so the disc is rotating correctly and does not look warped. Obviously it should look circular and not oval.



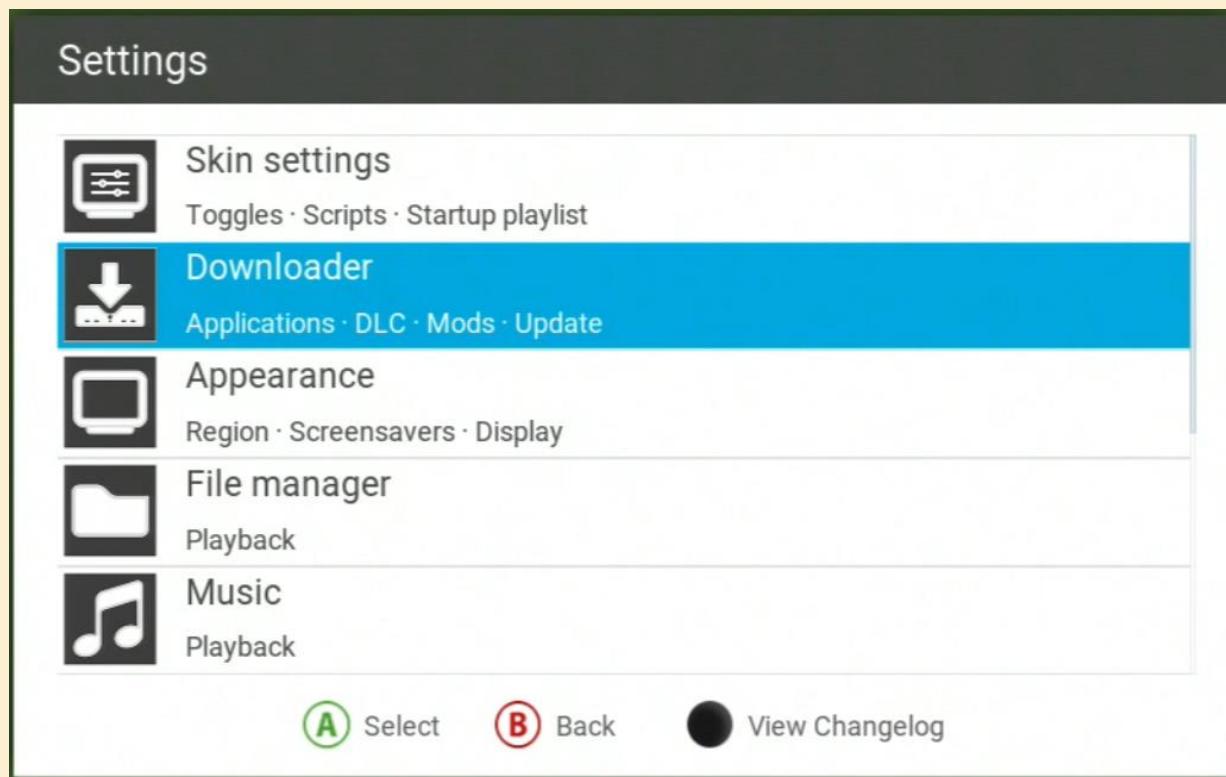


Downloader and Artwork (Artwork Installer Script Method)

Press the black button and go to Settings → Downloader → Artwork → Download: Xbox Artwork Installer VX.X. (Where X is the current revision)

You will now need to specify a location to download the Xbox Artwork Installer as it is now an Application.

The most logical place to install it is F:\Applications or G:\Applications as there should be more space than on E:\.



You need a minimum of 650mb free space in the location of your XBMC4Gamers Artwork Installer Application to proceed as the artwork for over 1000 games downloads here. You will see how much you need free stated on the download menu. This space is needed for the initial download and extraction. You will need more space for the install depending on the amount of games you have on your F:\ or G:\ partitions where your Games are. Do some rough maths and keep a few hundred mb free on each partition. The installer copies the artwork from the download location to each game folder.

The artwork is regularly worked on, updated, added to and refined so please read the description text on the Artwork Installer Application download as the download size may vary from what is stated in this guide.

See below for screenshots of the Artwork Installer Application tab on the XBMC4Gamers Downloader.



APPLICATIONS **ARTWORK** DASHBOARDS DLC EMULATORS HOMEBREW MODS OTHER UPDATES



XBOX ARTWORK INSTALLER
V1.9.2
ARTWORK

Xbox Artwork Installer v1.9.2

Download size: 626MB [DOWNLOAD](#)

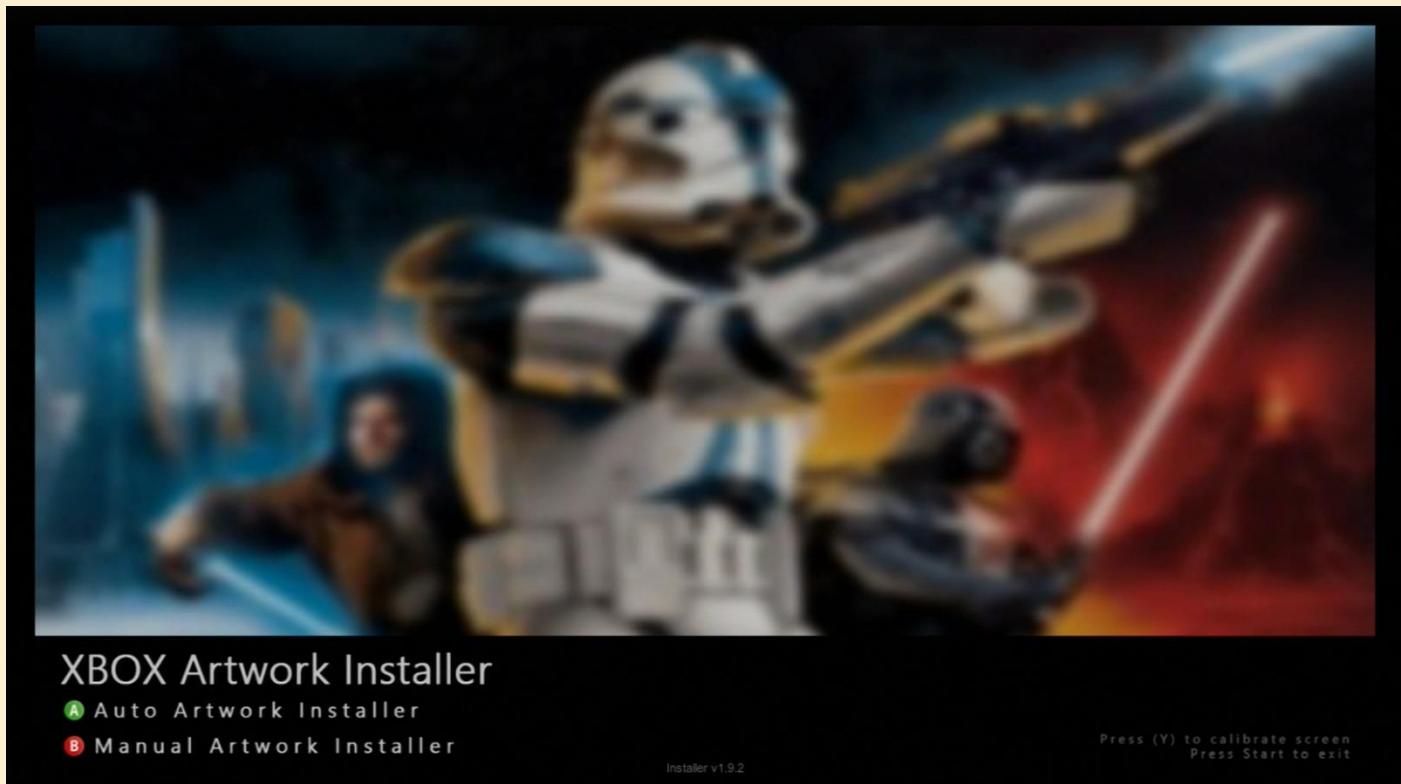
Description

Note this requires about 641MB of free space.
Here we have full artwork for 1126 Xbox games and some homebrew, I have made the installer as pain free as possible. So hope you enjoy.
XBMC4Gamers - Skin Settings > Scripts
XBMC-Emustation - Menu > Other Settings
For this version, I have redone every image and sharpened them up a tad so they look better on the TV. I also added two new images, fanart-blur.jpg and altSynopsis.jpg, alt synopsis is used in gamers synopsis view, fanart-blur is used as an alternative fanart background in v1.3 onwards of XBMC4Gamers.

(B) Back

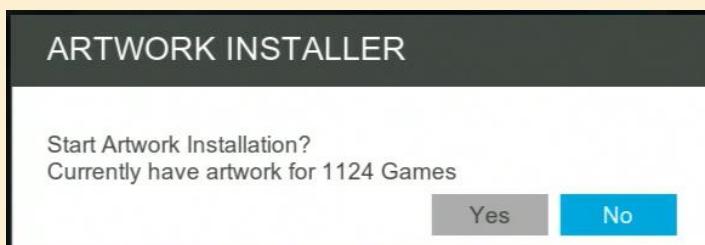


Xbox Artwork Installer Application

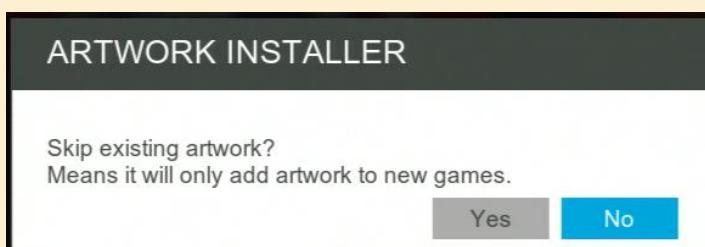


Press A for the Automatic Install first. Again, your games need to be F:\Games and/or G:\Games.

You are prompted to Start the Artwork installation

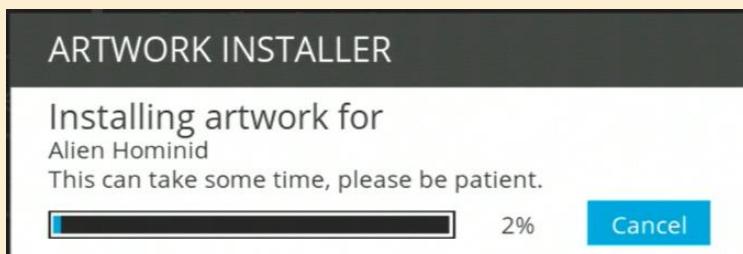


Select 'No' when prompted by the installer to 'Skip Existing Artwork?'. This will ensure you get the correct artwork from the downloader installed for your games. The option to skip existing artwork is useful if you have already installed the artwork via the installer script and then add new Xbox games to your setup. If you have used other lower quality resources/artwork packs previously be sure to allow the installer to overwrite the existing files. This artwork was extensively optimized and you will have issues if you use other artwork.





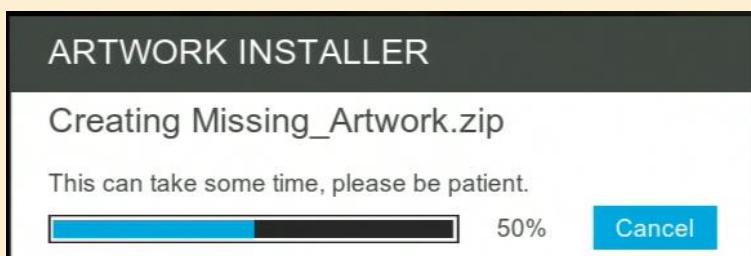
Be patient, over 800 games will take a half hour or more to have artwork installed depending on your Hard Drive speed. The installer is copying a lot of files to your game folders.



The artwork installer script looks in F:\Games and G:\Games for game folders containing a default.xbe. It uses the titleID from inside the default.xbe of each game to identify the game and know which artwork to copy to the game folder. The titleID is what your save folder in UDATA is called for that game. You can see games titleID within the dashboard after the artwork has been installed by viewing the synopsis for the game (Press Y on the game). See the troubleshooting section at the end of this guide for more information.

Missing Games

When the installer doesn't recognise a titleID from a default.xbe it will create a Missing_Artwork.zip file in the Xbox Artwork Installer Applications folder next to the default.xbe. Navigate to this and send it to us as this takes the information needed to be added to the script. This will mainly be PAL rips we do not have titleIDs for at this time. You will see the following message at the end of the installation process.



The rule of thumb for the Missing_Artwork.zip location is it will be wherever the default.xbe is:

- Run from Skin Settings/Scripts menu – It will be created in the XBMC4Gamers folder next to the dashboards default.xbe
- Run from the Xbox Artwork Installer (Recommended) – It will be created next to the applications default.xbe.

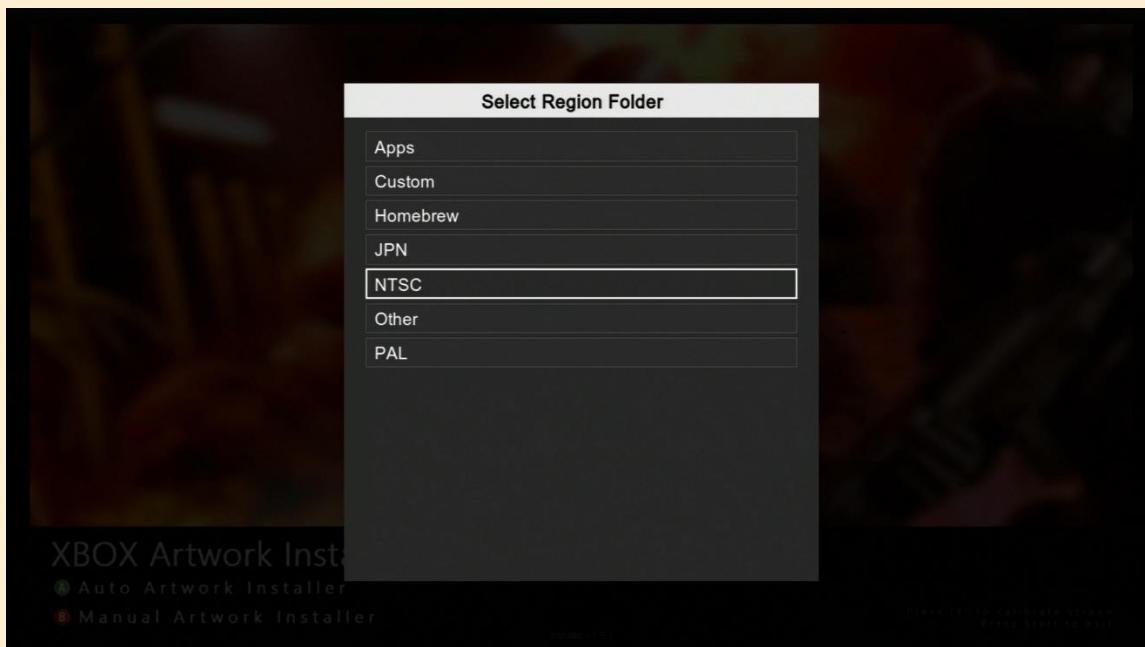
This Missing_Games.zip is a good indication that if you have issues that your game is ok even though it did not get artwork installed. If you did not get artwork and you do not have this file created you have another issue. Refer to the troubleshooting tips at the end of this guide.

Manual Install

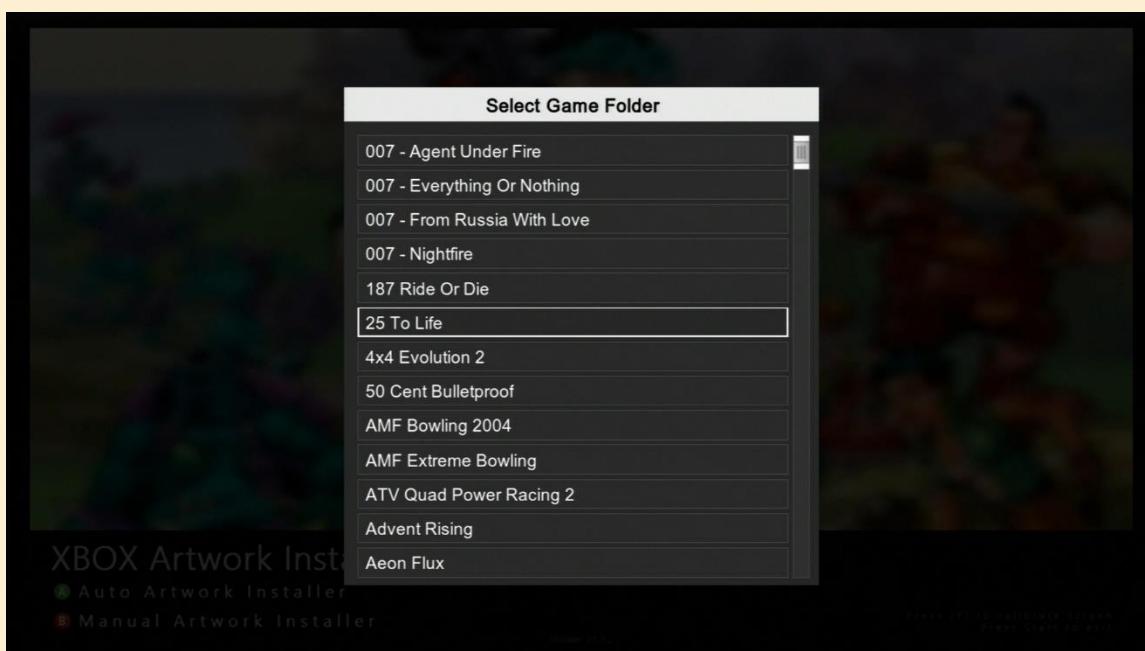
If the installer sees a duplicate titleID it will install the same artwork for both games, this happens a lot when people have the special edition of a game and the normal edition of the same game. Also if some artwork did not populate then you are perhaps using some PAL titleIDs that we do not have hard coded in the script yet. To fix these issues you can Press B and use the Manual Install Method. See the troubleshooting section at the end of this guide for more details on possible reasons for missing artwork after install.



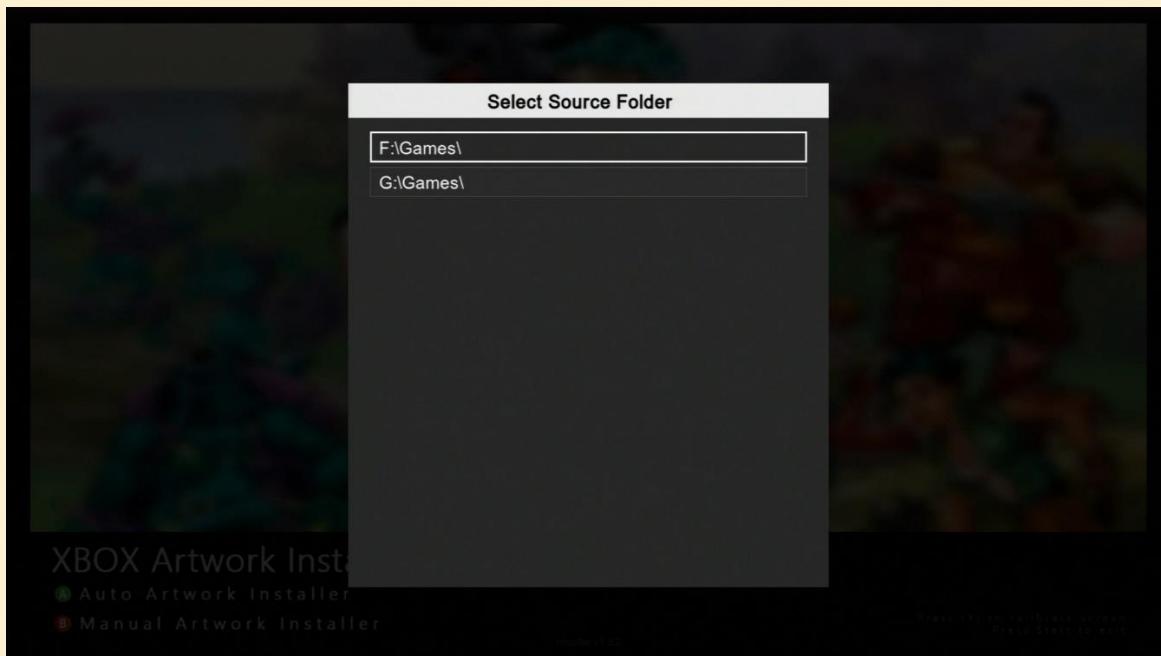
You will be prompted to select the artwork you are looking for. NTSC is complete, PAL and JPN contain the exclusives and a handful of others at time of writing. Find the game here. In this example we will install the artwork for '25 to Life'. Select NTSC.



Select the Source Artwork for '25 to Life'



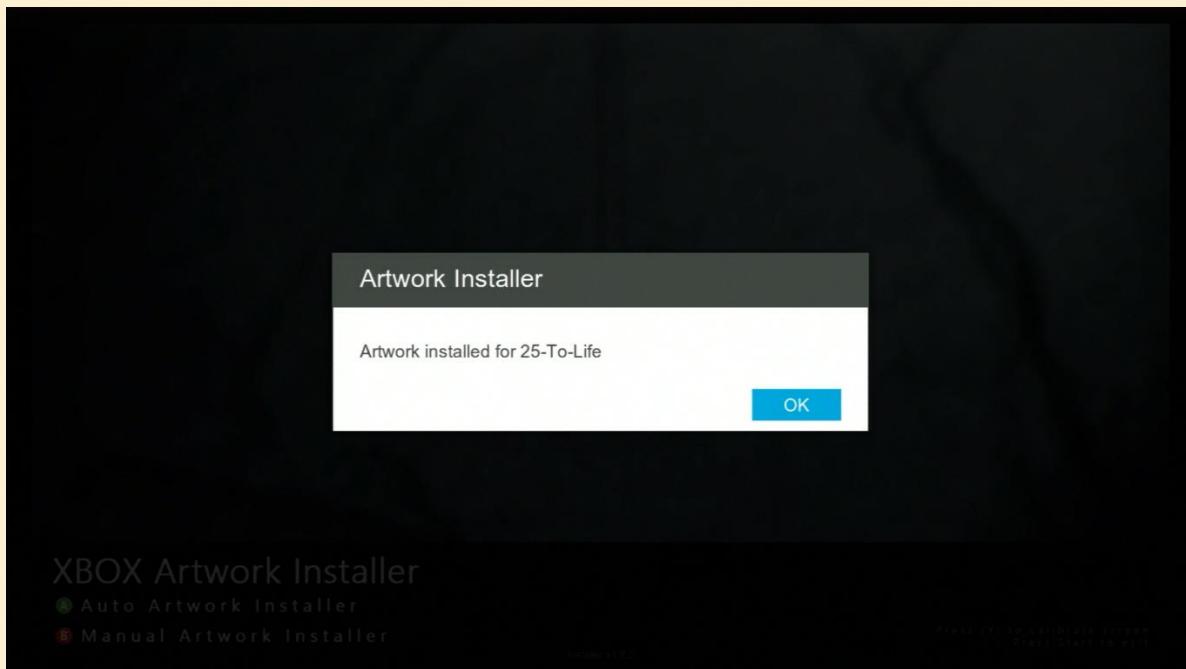
Select the Destination Game in your Games folder



Select the destination game folder for '25 to Life'



The artwork will copy to the selected game folder and will now display



Tip – There are some basic Emulator resources on the XBMC4Gamers Github to get people started. (not sure who to give credit to for the original front cover images for these before they were remade for XBMC4Gamers). Also, there are some extra goodies in the download, special edition covers etc. You will need to drop the contents of each emulators artwork folder into the respective Emulator folder on your Xbox. (Example – F:\Emulators\SNES9X_resources). Look in an Xbox game folder after the artwork installer has been used to see where the artwork needs to be.

[Download XBMC4Gamers - Emustation Artwork Stuff](#)

A screenshot of a GitHub releases page for "XBMC4Gamers - Emustation Artwork Stuff". The page lists several zip files: "Xbox Specials-Others.zip", "PAL.zip", "Other.zip", "NTSC.zip", "JPN.zip", "Homebrew.zip", "Emulators.zip" (which is highlighted with a red box), "Custom.zip", "Arcade Xbox.zip", and "Apps.zip".



Xbox Artwork Installer Script Method

If you want to just run the Artwork Installer Script instead of the Application go to Settings → Skin Settings.

The image shows the Xbox Settings menu. At the top, it says "Settings". Below that is a blue header bar with the text "Skin settings" and "Toggles · Scripts · Startup playlist". The main menu items are: "Downloader" (Applications · DLC · Mods · Update), "Appearance" (Region · Screensavers · Display), "File manager" (Playback), and "Music" (Playback). At the bottom are three buttons: a green circle with "A" labeled "Select", a red circle with "B" labeled "Back", and a black circle labeled "View Changelog".

Go to Scripts

The image shows a script selection menu. On the left is a vertical list of options: "General Toggles", "Home Window", "Login/Debug", "Quick Change Menu", "Scripts" (which is highlighted with a blue background), "Startup Options", and "Update check". To the right of each option is a corresponding list of scripts. The "Scripts" section lists: "Run - 480p Game Loaders Script", "Run - Clear Cache Script", "Run - Remove Empty Save Folders Script", "Run - Rip Game Disc to HDD with DVD2Xbox", "Run - Xbox Games Artwork Installer Script", and "Run - XISO to HDD Installer Script". At the bottom are three buttons: a green circle with "A" labeled "Select", a red circle with "B" labeled "Back", and a black circle labeled "View Changelog".

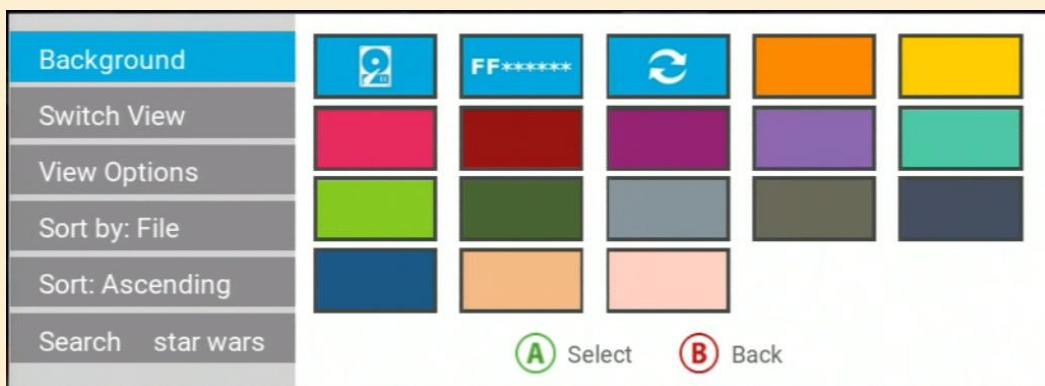
Select ‘Run – Xbox Games Artwork Installer Script’. The install process will be the same without the interface or manual install.

Run - Xbox Games Artwork Installer Script

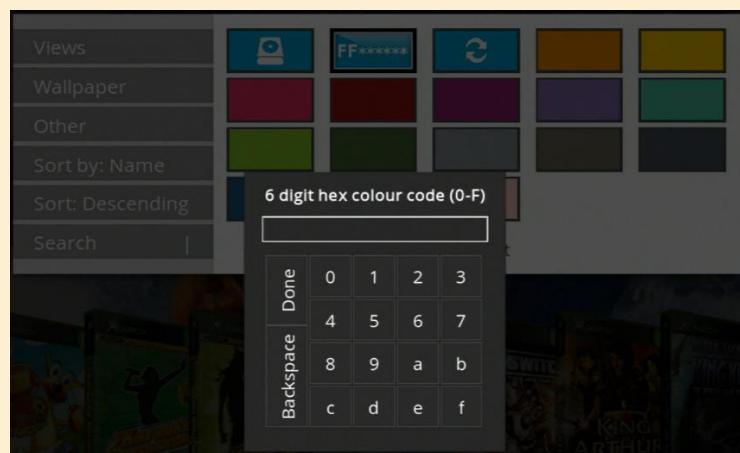
Enable Resources / Sorting / Wallpaper and HEX Values

Backgrounds

Press Up on the Xbox games carousel to access the dash customisation menu popup. On the Background tab you can select the colour you want your dash to be as default. The hard drive symbol allows you to navigate through your file system and select a wallpaper image you may have made. If you are making one please make it the same size and quality as a fanart you will find in any _resources folder in any Xbox game folder after you install the artwork. Do not use a wallpaper and the fanart from the installer at the same time or you may have issues with RAM usage.



If you know the HEX value of the colour you want you can select ‘FF*****’ and enter the HEX value you require. This is a nice option for a real custom feel. You can have literally any colour you want and not just the pre selected ones.



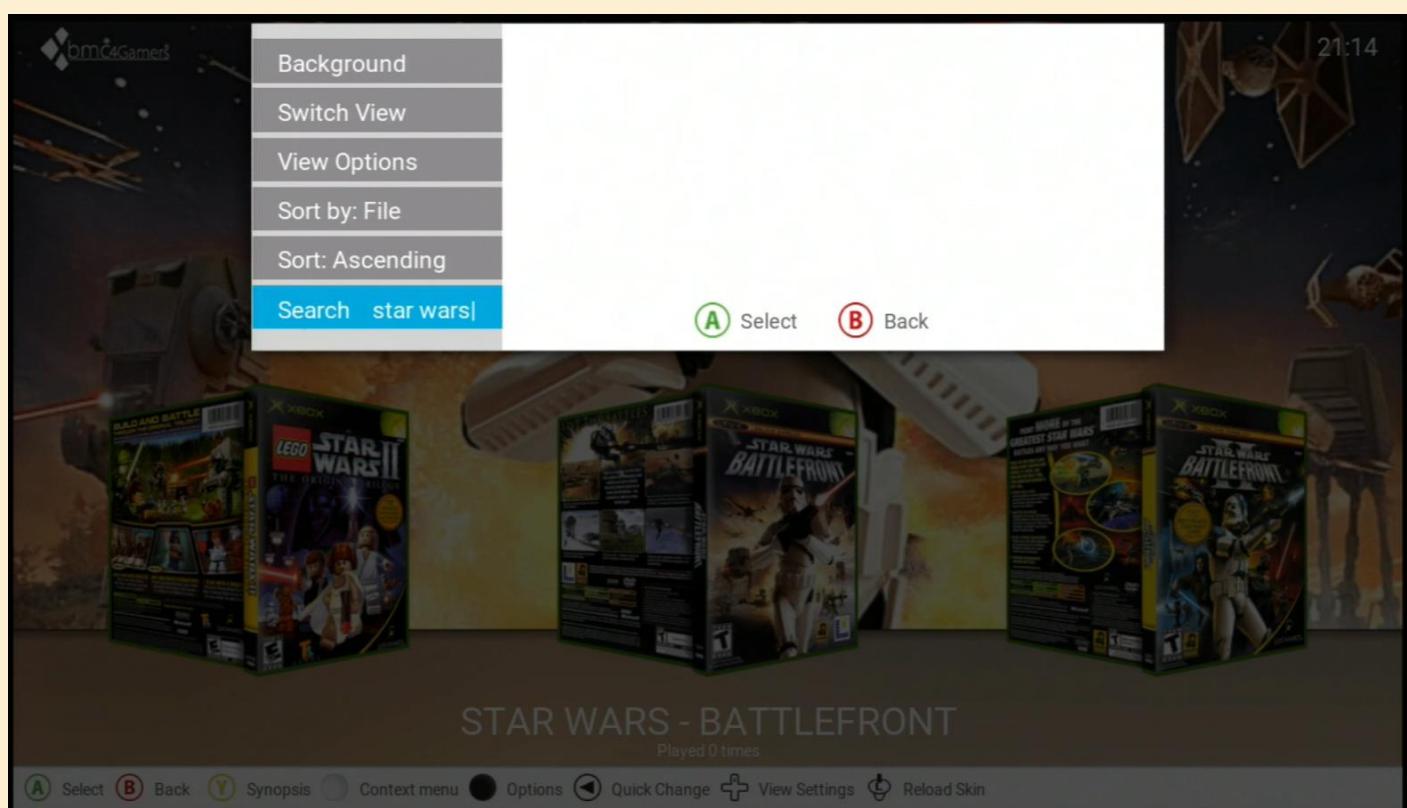
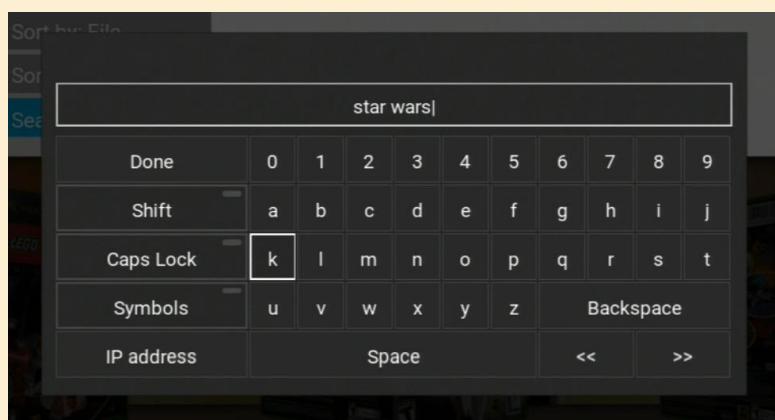
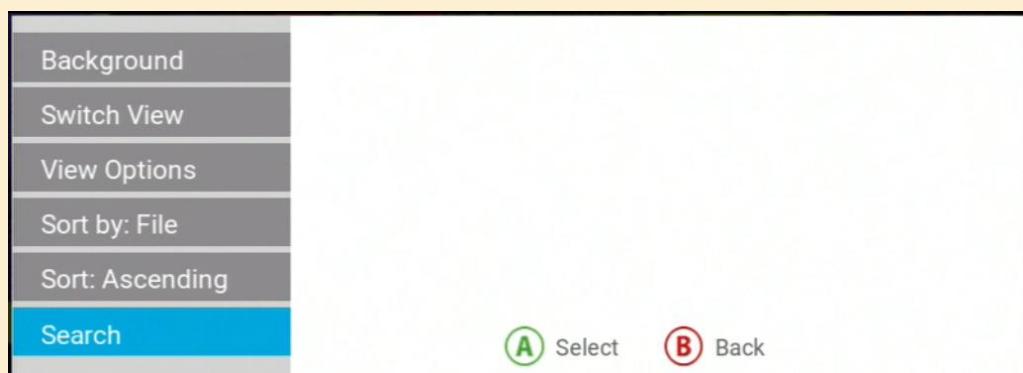
There are many HEX value colour charts and calculators online to help you figure out your custom colour. For example, this one:

<https://htmlcolorcodes.com/>



Search Function

Select the Search tab and you can enter your search item in the text popup



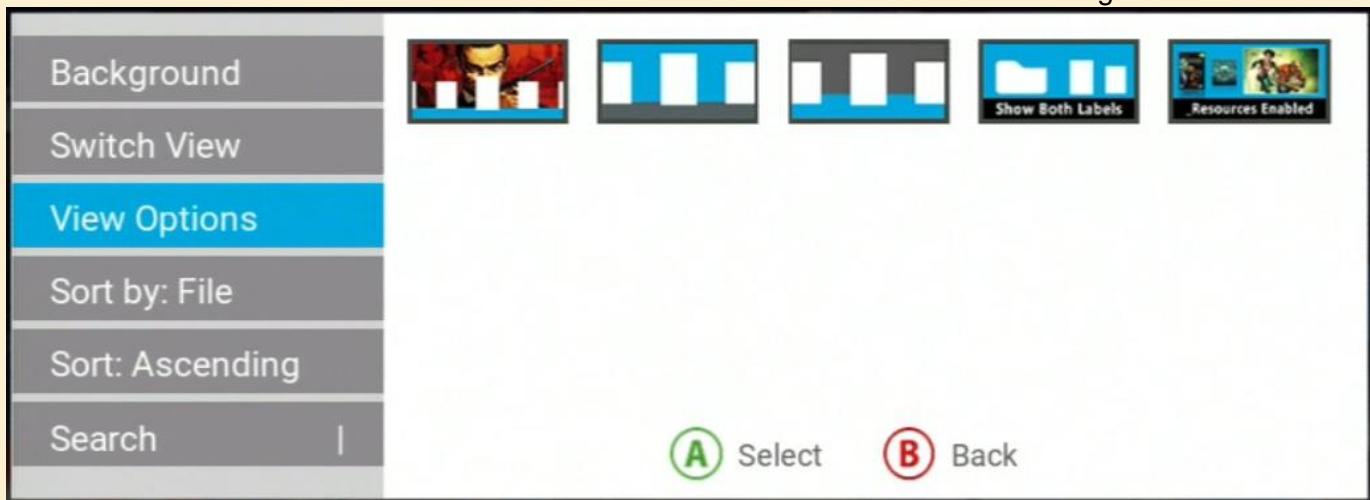


In this search example all games with the text 'star wars' in the title will be displayed. Your game list will be essentially filtered by this and you will need to go to search again and delete the search to remove the filter.

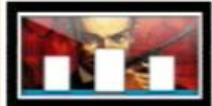


View Options

Press 'up' on the overflow and go to the 'View Options' tab. Enable Resources here (far right icon). This will ensure when the Xbox Artwork is installed that the dashboard uses all of the images.



See the table below for more information about View Options. These options are dynamic so they change depending on the View Type you have selected.

Dynamic View Option Icons			
Fanart Not Blurred Fanart Blurred No Fanart			
Floor Disabled Floor Enabled			
Floor Lower (see more of Fanart) Floor Higher			
_Resources Disabled _Resources Enabled (Recommended)			
Scale Image Stretch image (View Type Dependent)			
Show Game Name at Bottom Hide Game Name at Bottom (View Type Dependent)			
Fanart View in Tile Fanart View Fullscreen (View Type Dependent)			
Changes how game names are displayed Show Both Labels Only Folder Labels Only Game Labels			

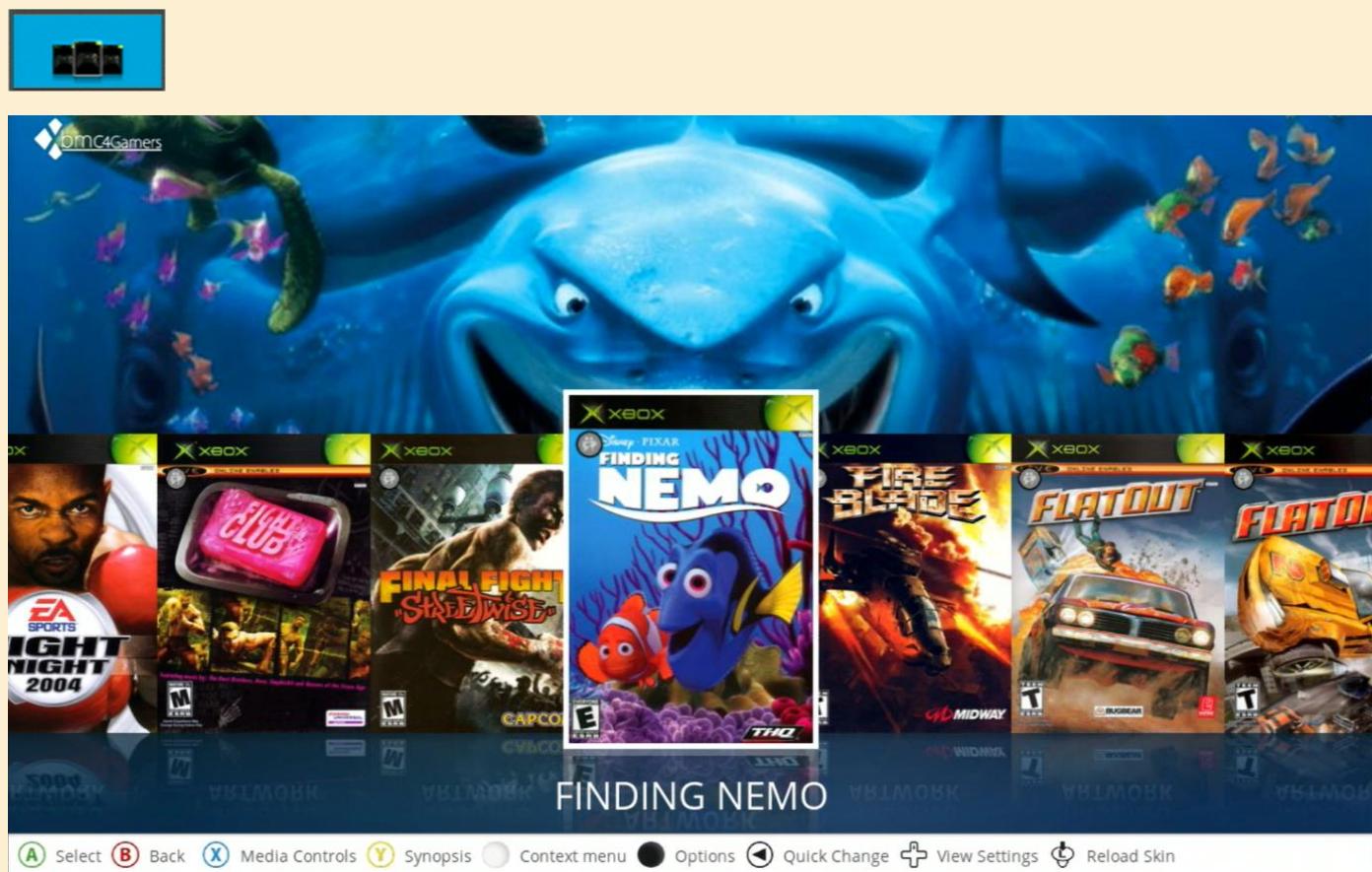
Switch View Types

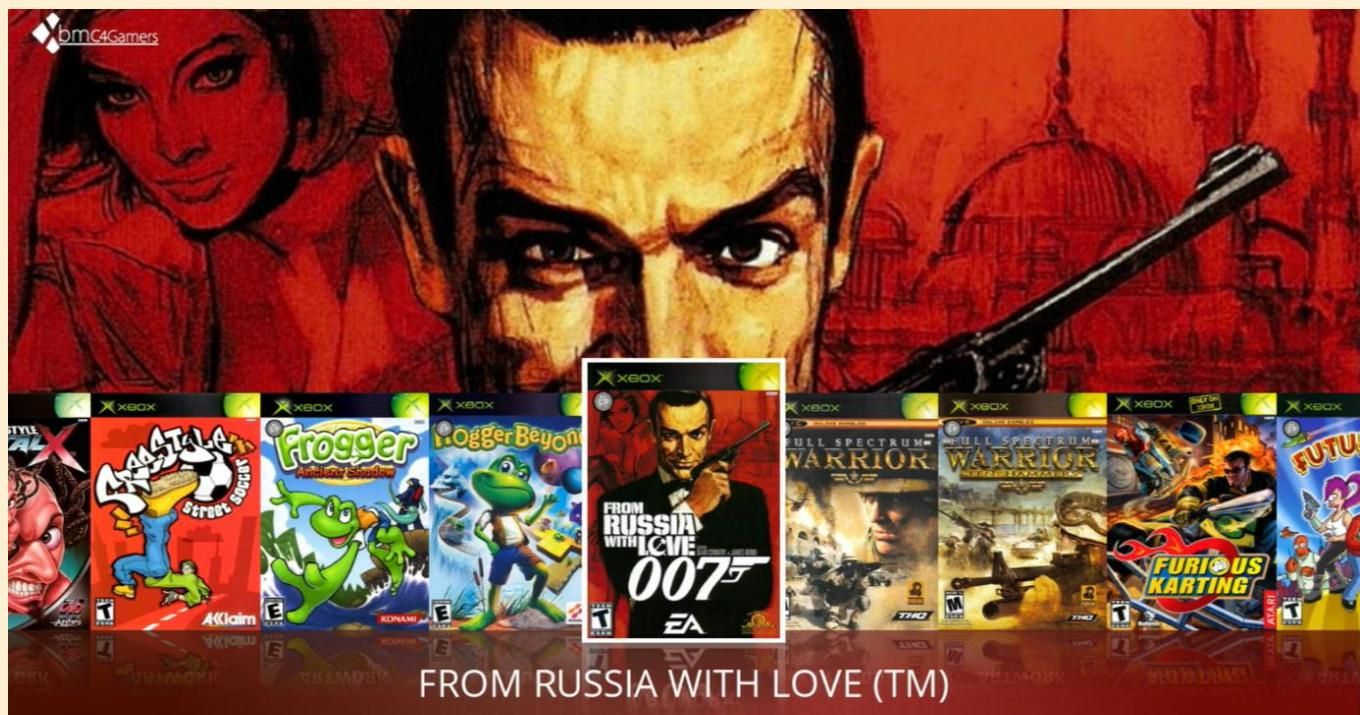
Switch View

Select the Switch View tab to choose a View Type. At the time of writing there are 19 different view types installed via the Xbox Artwork Installer Script. Number 20 is a troubleshooting view so you can see that all images are present without digging through file explorer.



See below for a preview of each of the 19 View Type selections included in the Xbox Artwork Installation. Note, these can be further customised to your taste with the aforementioned View options.

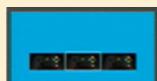




A Select B Back X Media Controls Y Synopsis C Context menu D Options E Quick Change F View Settings G Reload Skin



A Select B Back X Media Controls Y Synopsis C Context menu D Options E Quick Change F View Settings G Reload Skin

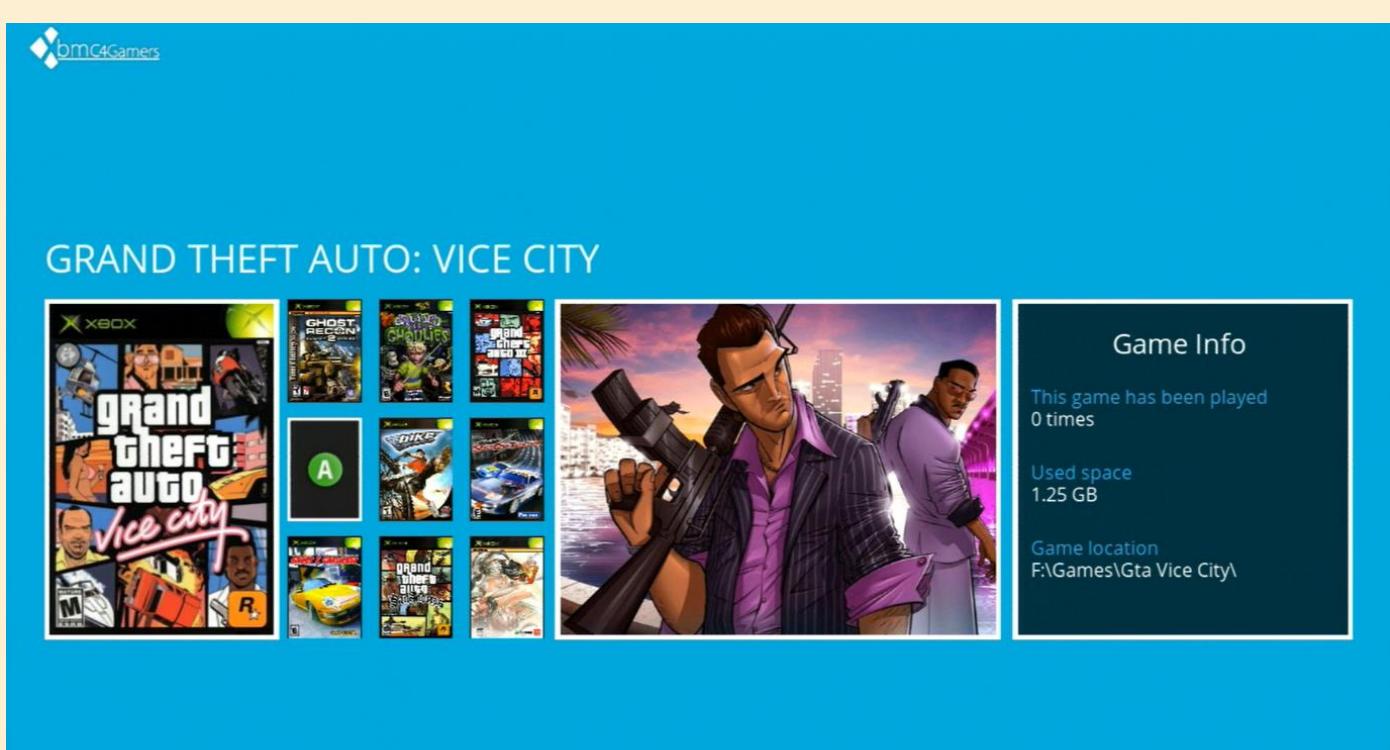


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Ghost Master

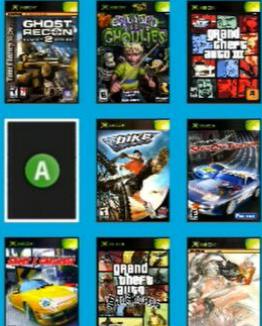
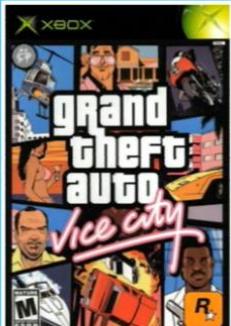
Played 0 times

(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (D) Quick Change (P) View Settings (R) Reload Skin



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GRAND THEFT AUTO: VICE CITY

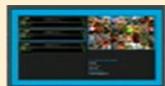


Game Info

This game has been played 0 times

Used space 1.25 GB

Game location F:\Games\Gta Vice City\



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GUN

This game has been played
0 times
Used space
1.80 GB
Game location
F:\Games\Gun\

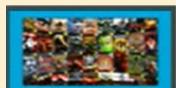
(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (D) Quick Change (E) View Settings (F) Reload Skin



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(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (D) Quick Change (E) View Settings (F) Reload Skin



(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (←) Quick Change (→) View Settings (G) Reload Skin



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OPERATION: GENESIS TYRANNOSAURUS

Weight: Location: South D New M

JURASSIC PARK: OPERATION GENESIS

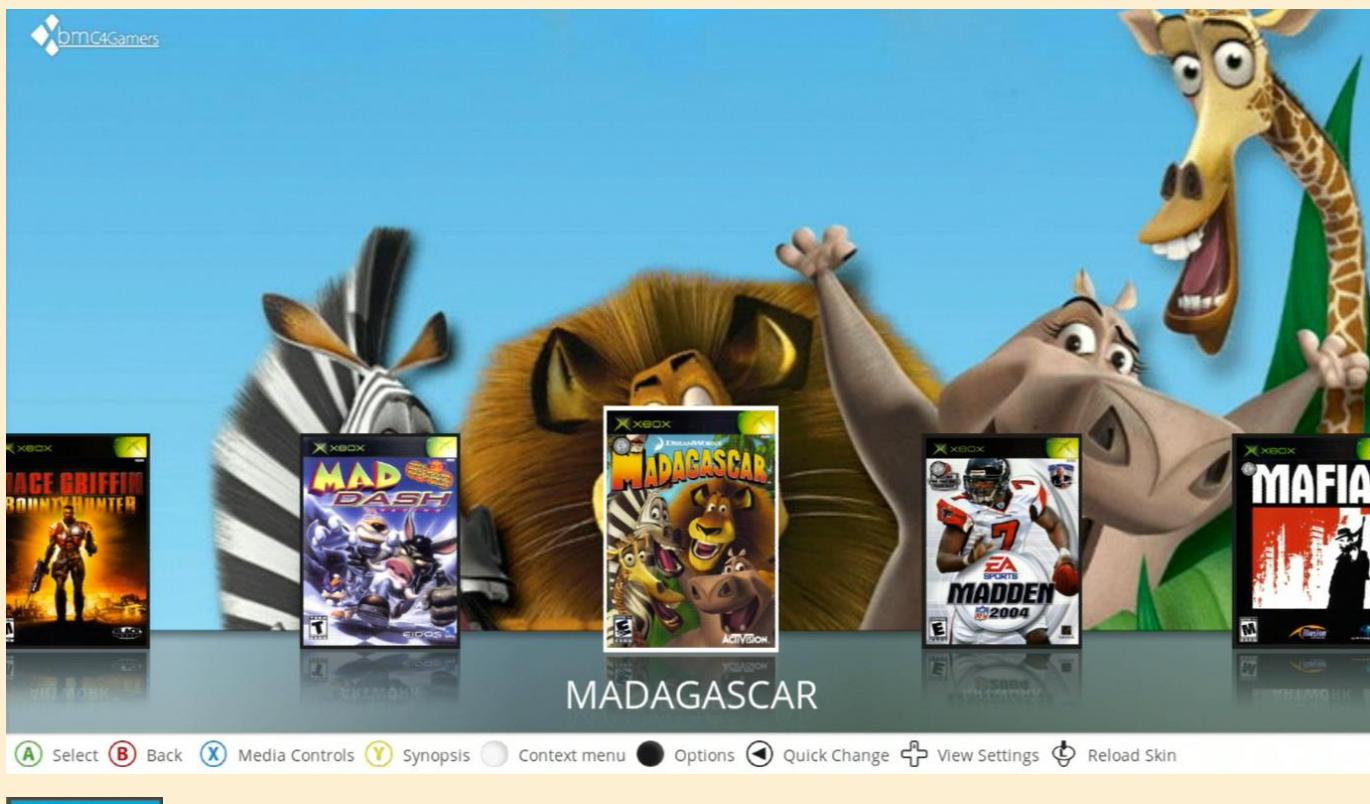
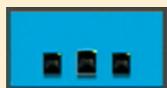
(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (D) Quick Change (P) View Settings (T) Reload Skin



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LORD OF THE RINGS: FELLOWSHIP OF THE RING

(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (D) Quick Change (P) View Settings (T) Reload Skin





MEDAL OF HONOR FRONTLINE

Played 0 times - Has Trainer

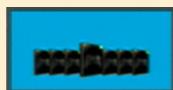
(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (Q) Quick Change (+) View Settings (G) Reload Skin



MX SUPERFLY FEATURING RICKY CARMICHAEL

Played 0 times

(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (Q) Quick Change (+) View Settings (G) Reload Skin



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ROGUE TROOPER

Played 0 times - Has Trainer

(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (←) Quick Change (D-Pad) View Settings (L) Reload Skin

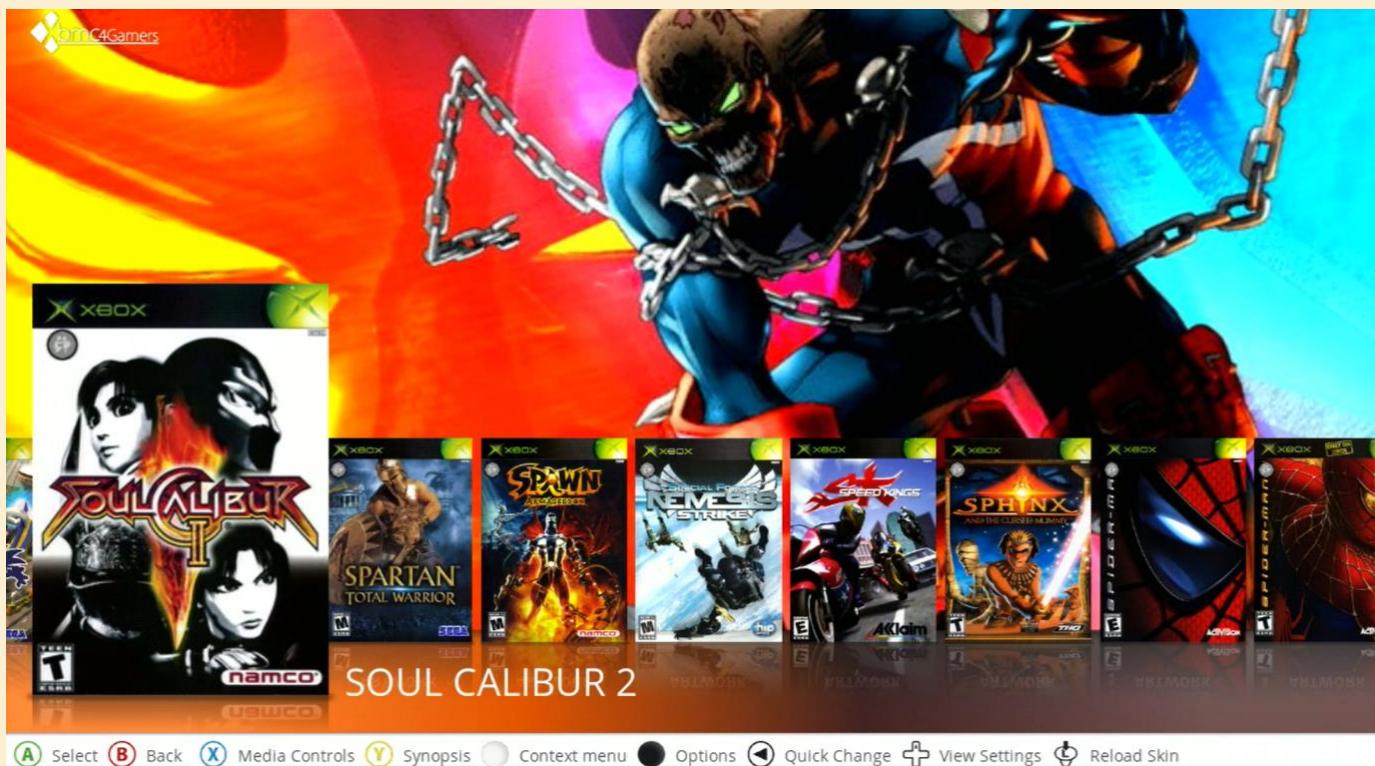
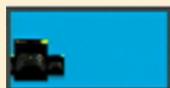


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SERIOUS SAM

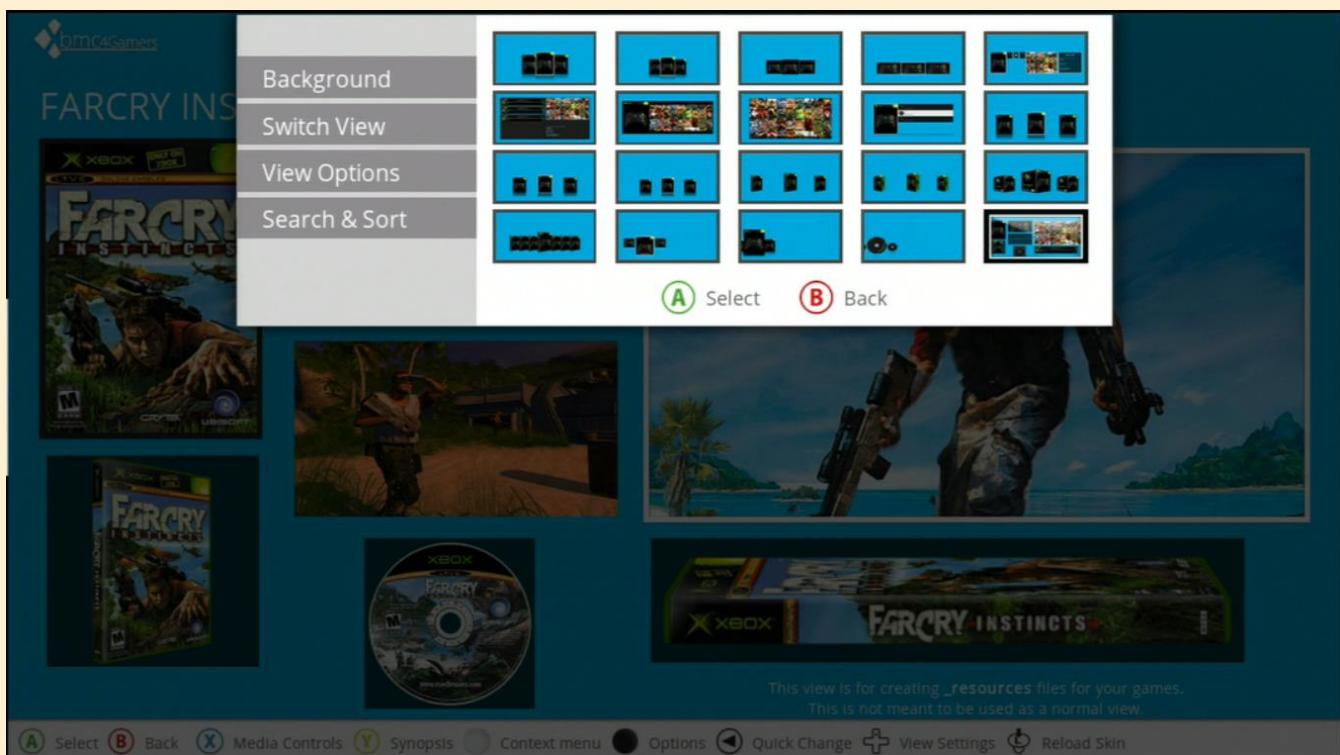
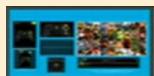
PLAYED 0 TIMES

(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (←) Quick Change (D-Pad) View Settings (L) Reload Skin





Troubleshooting View Type (View Type 20)





Tips and Useful Tools

Other Downloader Menu Content

Applications Download Menu

The Applications Download Menu displays a grid of software applications:

- BIOS CHECKER V5.0**: APPLICATIONS
- CHIMP 261812**: APPLICATIONS
- CONFIGMAGIC V1.6.1**: APPLICATIONS
- CONTROLLER TEST**: APPLICATIONS
- DASHLOADER CUSTOMIZER**: APPLICATIONS
- DVD2XBOX V0.7.8**: APPLICATIONS
- DVDX V2**: APPLICATIONS
- EEPROM BACKUPER**: APPLICATIONS
- ENIGMAH-X**: APPLICATIONS
- MIMESIS REVIVED V3.22**: APPLICATIONS
- XBP TABLE WRITER**: APPLICATIONS
- XPARTITIONER V1.3**: APPLICATIONS

Dashboards Download Menu

The Dashboards Download Menu displays a grid of dashboard applications:

- AVALAUNCH**: DASHBOARDS
- EVOLUTIONX**: DASHBOARDS
- MICROSOFT DASHBOARD 5960**: DASHBOARDS
- MODDED MICROSOFT DASHBOARD 5960**: DASHBOARDS
- USER INTERFACE X**: DASHBOARDS
- UNLEASHX**: DASHBOARDS
- XBMC-EMUSTATION**: DASHBOARDS
- XBMC4XBOX V3.5.3**: DASHBOARDS



DLC Download Menu

APPLICATIONS ARTWORK DASHBOARDS **DLC** EMULATORS HOMEBREW MODS OTHER UPDATES

AMPED 2 DLC	ARMED & DANGEROUS DLC	BROTHERS IN ARMS: ROAD TO HILL 30 TITLE UPDATE DLC	BROTHERS IN ARMS: EARNED IN BLOOD DLC
BRUTE FORCE DLC	BURNOUT 3: TAKEDOWN TITLE UPDATE DLC	CAPCOM VS. SNK 2 EO TITLE UPDATE DLC	CONFLICT DESERT STORM II: BACK TO BAGHDAD DLC
COUNTER-STRIKE DLC	CRIMSON SKIES: HIGH ROAD TO REVENGE DLC	DARKWATCH TITLE UPDATE DLC	DANCE DANCE REVOLUTION ULTRAMIX 1 DLC

Emulator Download Menu

APPLICATIONS ARTWORK DASHBOARDS **EMULATORS** HOMEBREW MODS OTHER UPDATES

ATARI 2600 (Z26X) EMULATORS	ATARI 5200 (ATARIXLBOX) EMULATORS	ATARI 7800 (ATARI7800X) EMULATORS	ATARI 800 (ATARIXLBOX) EMULATORS
ATARI LYNX (MEDNAFEN-X-LYNX) EMULATORS	ATARI XE (ATARIXLBOX) EMULATORS	ATARI XL (ATARIXLBOX) EMULATORS	C64 (VICE64X) EMULATORS
COLECOVISION (ADAMX V6B6) EMULATORS	FINAL BURN CONSOLES V1.2 EMULATORS	FINAL BURN LEGENDS V1.26 EMULATORS	GAMEBOY (XBOYADVANCE V25) EMULATORS



Homebrew Download Menu

APPLICATIONS ARTWORK DASHBOARDS DLC EMULATORS HOMEBREW MODS OTHER UPDATES

ABBAYEX V1 HOMEBREW	ABOMBINBALLX V3 HOMEBREW	ABUSEX V1 HOMEBREW	AFTERSHOCK POOL SX HOMEBREW
ALIENS VS PREDATOR GOLD EDITION HOMEBREW	ASTEROIDS HOMEBREW	BEATS OF RAGE HOMEBREW	CAVESTORYX V2 HOMEBREW
DOOM X HOMEBREW	HALF-LIFE HOMEBREW	HALF-LIFE 64MB VERSION HOMEBREW	HOCOSLAMFY-X HOMEBREW

Mods Download Menu

APPLICATIONS ARTWORK DASHBOARDS DLC EMULATORS HOMEBREW MODS OTHER UPDATES

DEAD OR ALIVE 3 UNOFFICIAL SKINS MODS	FIFA07 REAL GAMEPLAY MODS	METAL WOLF CHAOS: ENGLISH TRANSLATION MODS	OPERATION FLASHPOINT ELITE ADDONS MODS
RICHARD BURNS RALLY MOD WITH 1024X1024 TEXTURES MODS	RICHARD BURNS RALLY MOD WITH 512X512 TEXTURES MODS	THE PUNISHER UNCENSORED MODS	WWE WRESTLEMANIA 21 MODPACK V1 MODS



Other Download Menu

A screenshot of the "OTHER" tab in the Downloader menu. The menu has a header with tabs: APPLICATIONS, ARTWORK, DASHBOARDS, DLC, EMULATORS, HOMEBREW, MODS, OTHER (which is underlined), and UPDATES. Below the tabs are three items in boxes: 1. "CACHE FORMATTER" with an "XBOX" icon and a note "Press (R) to Format Cache Partitions and restart"; 2. "GAME TRAINERS" with a game controller icon; 3. "SCREENSAVER FANART ARTWORK" with a colorful thumbnail. Each item has an "OTHER" button at the bottom.

Downloader menu themes

Custom themes can be created for the downloader menu. There are some pre-made ones available.

At the bottom left of the update tab on the downloader select the cog icon.

A screenshot of the Downloader menu showing theme selection. It displays three cloud icons with the following text below them: "URLDOWNLOADER", "XBMC4GAMERS TEST BUILD V1.3.210", and "XBMC4GAMERS STABLE UPDATE V1.2.122", each with an "UPDATES" button. A large red arrow points downwards from the top towards the bottom left corner of the screen. At the bottom left is a gear icon with the text "Enable Dashboard Update Check". At the bottom right is the text "XBMC4Gamers test build 1.3.210" and "URLDownloader Version: 1.0.24".



Note: Here you can also enable the auto update check to ensure you get the latest features in future.

Enable Dashboard Update Check

Select the Downloader Menu Theme of your preference.

Select Theme

- salmon
- sandy
- suspendedhatch_botw
- suspendedhatch_botw_guardian
- suspendedhatch_ketchum
- suspendedhatch_kinect_dash
- suspendedhatch_psform
- suspendedhatch_smb3
- suspendedhatch_snoy
- suspendedhatch_tinflex
- suspendedhatch_xbox_360
- suspendedhatch_xbox_bios**

(16) Items - Page (2/2)

Preview

XBMC4Gamers test build 1.3.210
URLDownloader Version: 1.0.24

Enable Dashboard Update Check

APPLICATIONS ARTWORK DASHBOARDS DLC EMULATORS HOMEBREW MODS OTHER UPDATES

ACTION REPLAY
APPLICATIONS

BIOS CHECKER V5.0
APPLICATIONS

CHIMP 261812
APPLICATIONS

CONFIGMAGIC V1.6.1
APPLICATIONS

CONTROLLER TEST
APPLICATIONS

DASHLOADER CUSTOMIZER
APPLICATIONS

DVD2XBOX V0.7.8
APPLICATIONS

DVDX V2
APPLICATIONS

EEPROM BACKUPERER
APPLICATIONS

ENIGMAH-X
APPLICATIONS

MIMESIS REVIVED V3.22
APPLICATIONS

XBP TABLE WRITER
APPLICATIONS



Formatting the Cache Partitions

Ensure you have correctly formatted your HDD F:\ and G:\ partitions in the first place with XBPartitioner and you have enough space (620mb) on the partition you have XBMC4Gamers on. Then format your cache partitions.

It is good practice to run the Cache Formatter tool that is located on the XBMC4Gamers downloader. This will correctly format your X, Y and Z partitions that are used for Downloading and Extraction. This can clear up random issues. You can alternatively run the clear cache script from the scripts menu (covered later in this guide).

Skin Settings Overview

General Toggles

Custom Button on the Black Button Context Menu

In this example we will add a custom button to launch Ninja Massive. You can launch any default.xbe.

General Toggles	Disable time overlay	<input type="radio"/>
Home Window	Enable alternative synopsis view	<input type="radio"/>
Login	Enable a custom button on the options dialogue	<input checked="" type="radio"/>
Quick Change Menu	- Label	Custom Button
Scripts	- Location	
Startup Options	Enable custom xbmc4gamers logo colour	<input type="radio"/>
Themes	Hide played overlay on poster views	<input type="radio"/>

(A) Select (B) Back

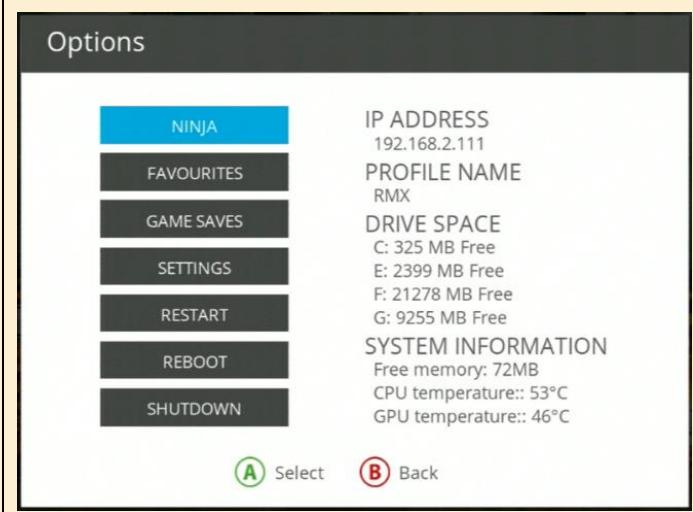
Enable a custom button on the options dialogue	<input checked="" type="radio"/>
- Label	Ninja
- Location	F:\emulators\NINJA Massive\default.xbe



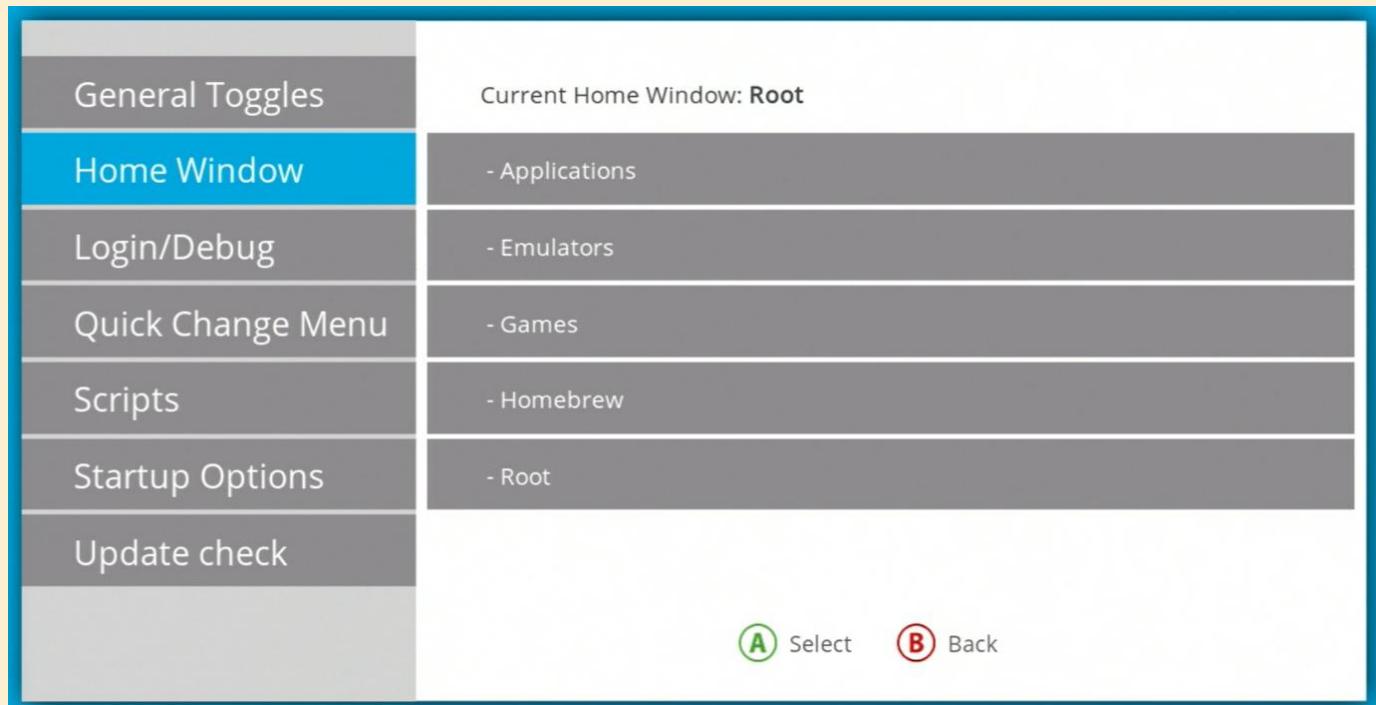
Custom Button on Options Menu (Black Button context Menu)

In this example there is now a custom button that will launch Ninja Massive from F:\emulators\NINJA Massive\default.xbe.

You can set this button to launch any default.xbe, from dashboards to emulators to games.

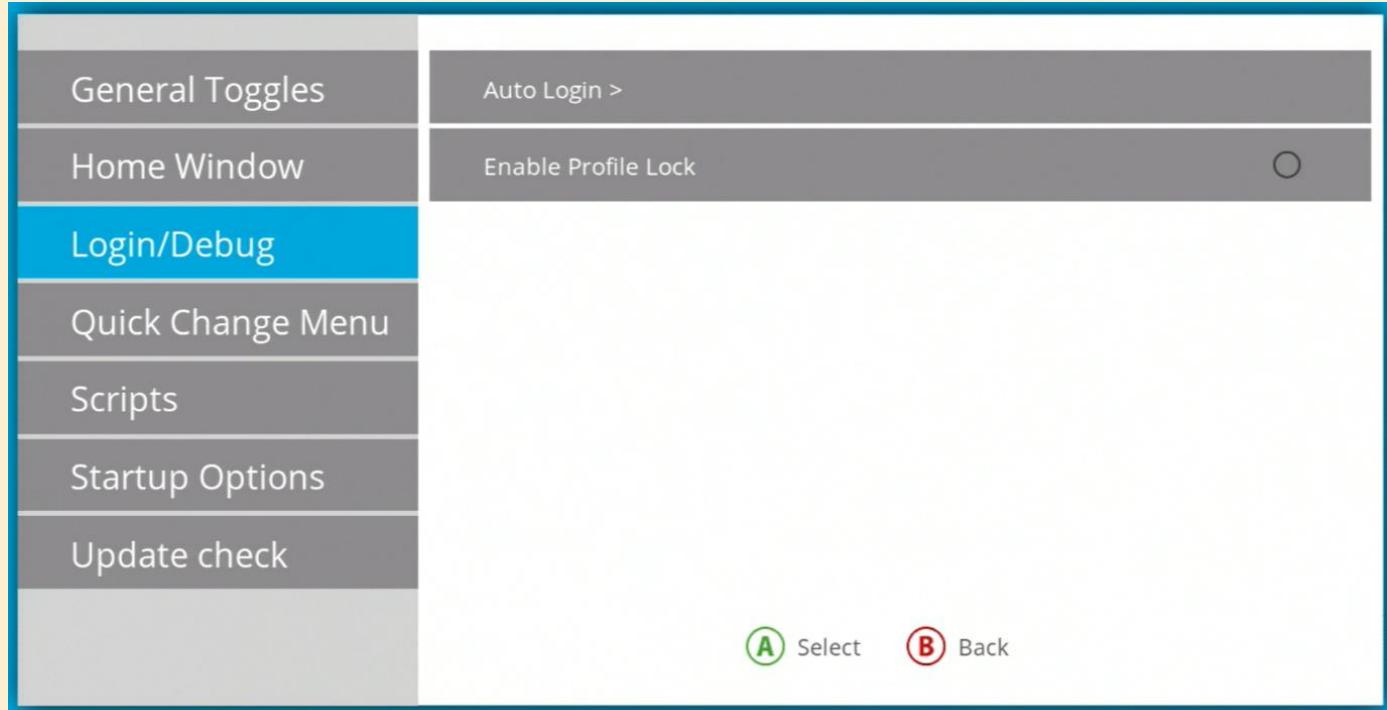


Home Window



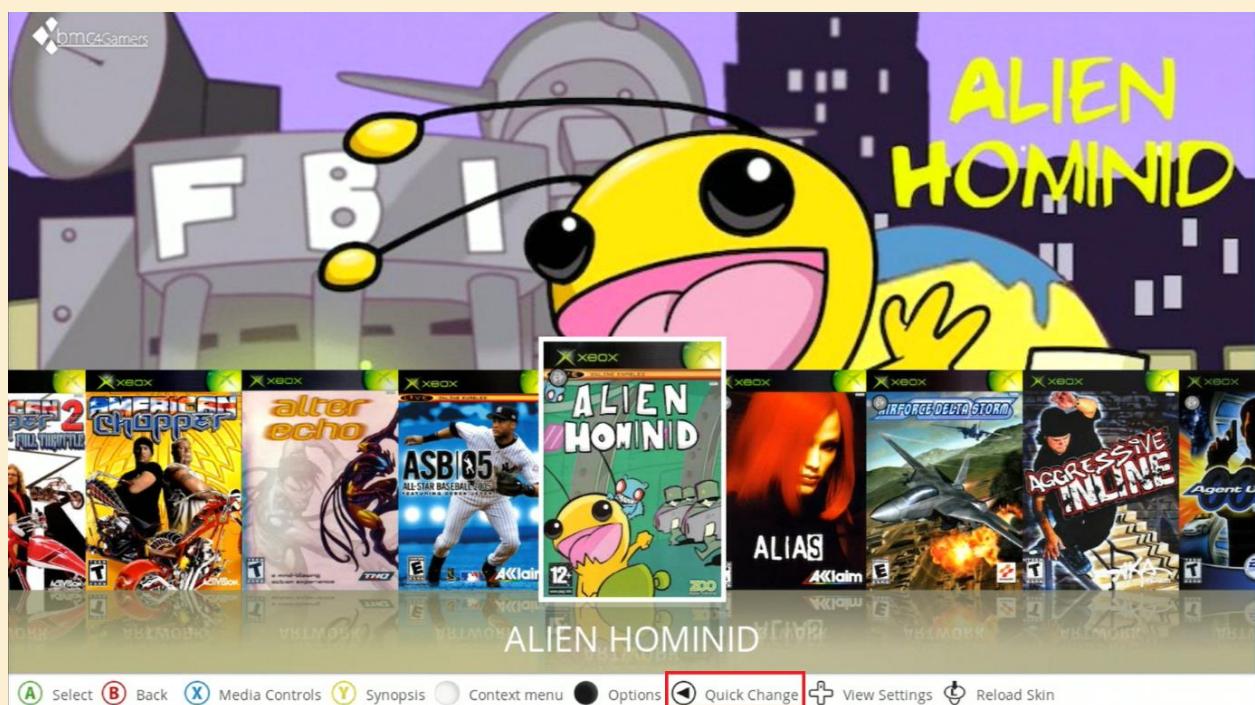


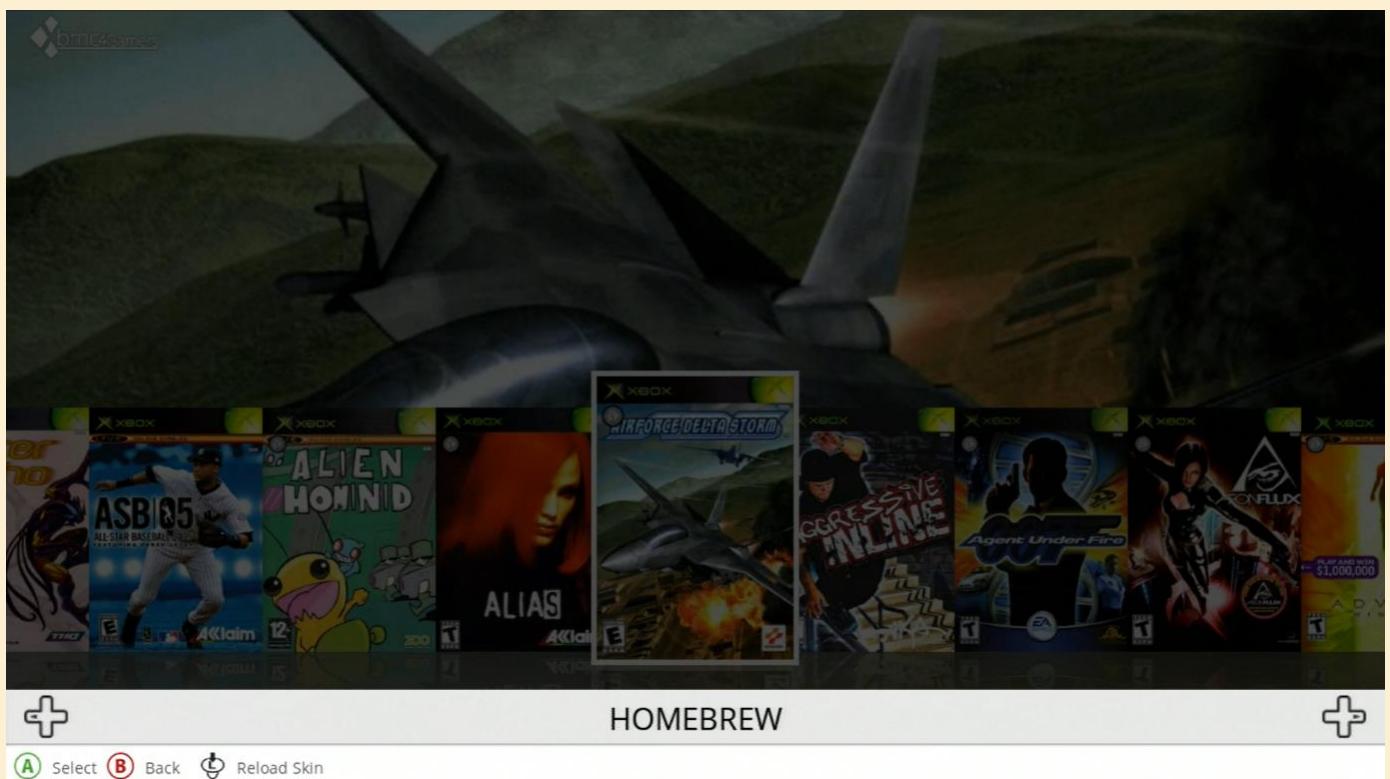
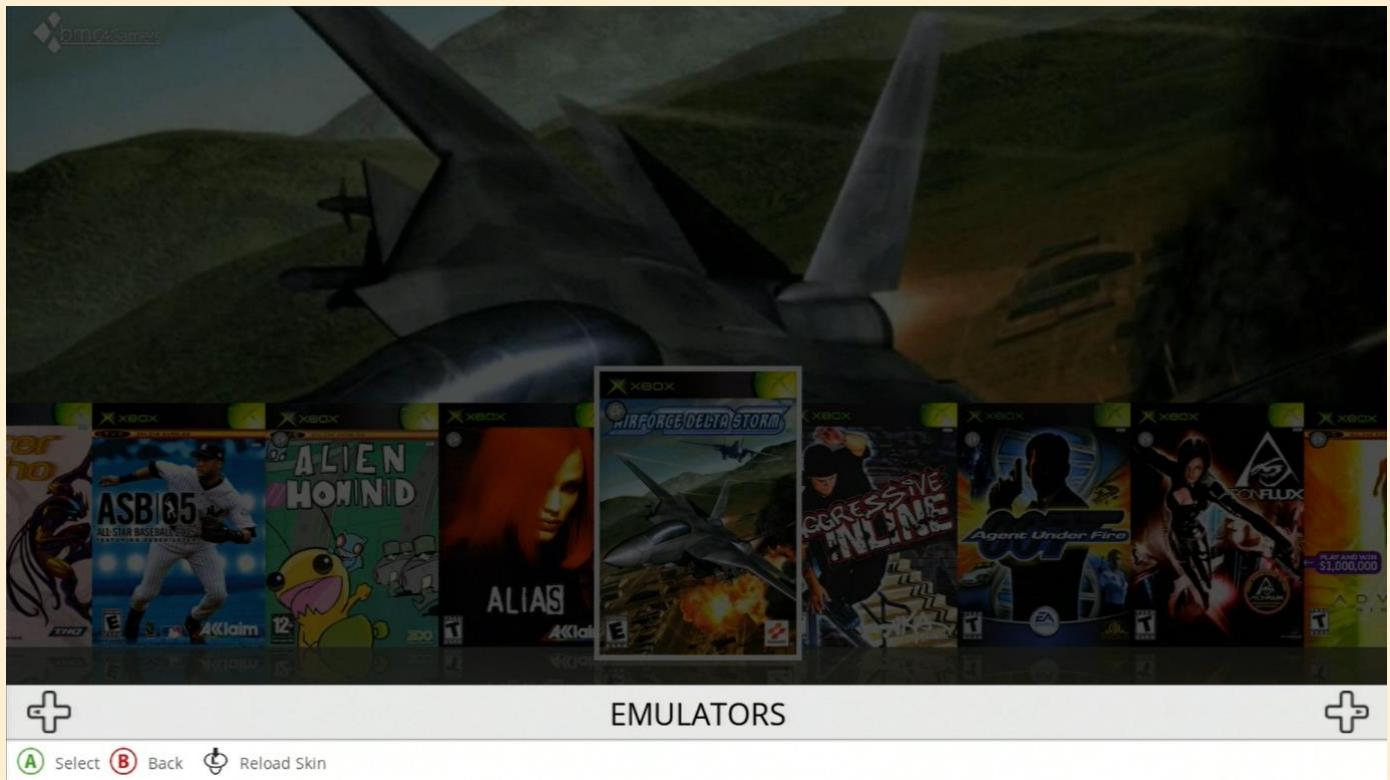
Login/Debug (Covered at start)



Quick Change Menu

Press the 'Back Button' as highlighted in the image below to access the quick change menu. This allows you to jump to a different menu without going back to the Root location first. With this you can, for example, jump straight from the Xbox Games menu to the Emulators or Homebrew menu. See below for information on configuring extra quick launch locations.





Adding Additional Quick Change Menu entries

Add extra quick change menu sources from Settings → Quick Change Menu

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General Toggles	Enable additional sources 1	<input type="radio"/>
Home Window	Enable additional sources 2	<input type="radio"/>
Login/Debug	Enable additional sources 3	<input type="radio"/>
Quick Change Menu	Enable additional sources 4	<input type="radio"/>
Scripts	Enable additional sources 5	<input type="radio"/>
Startup Options	Enable additional sources 6	<input type="radio"/>
Update check		

(A) Select **(B)** Back

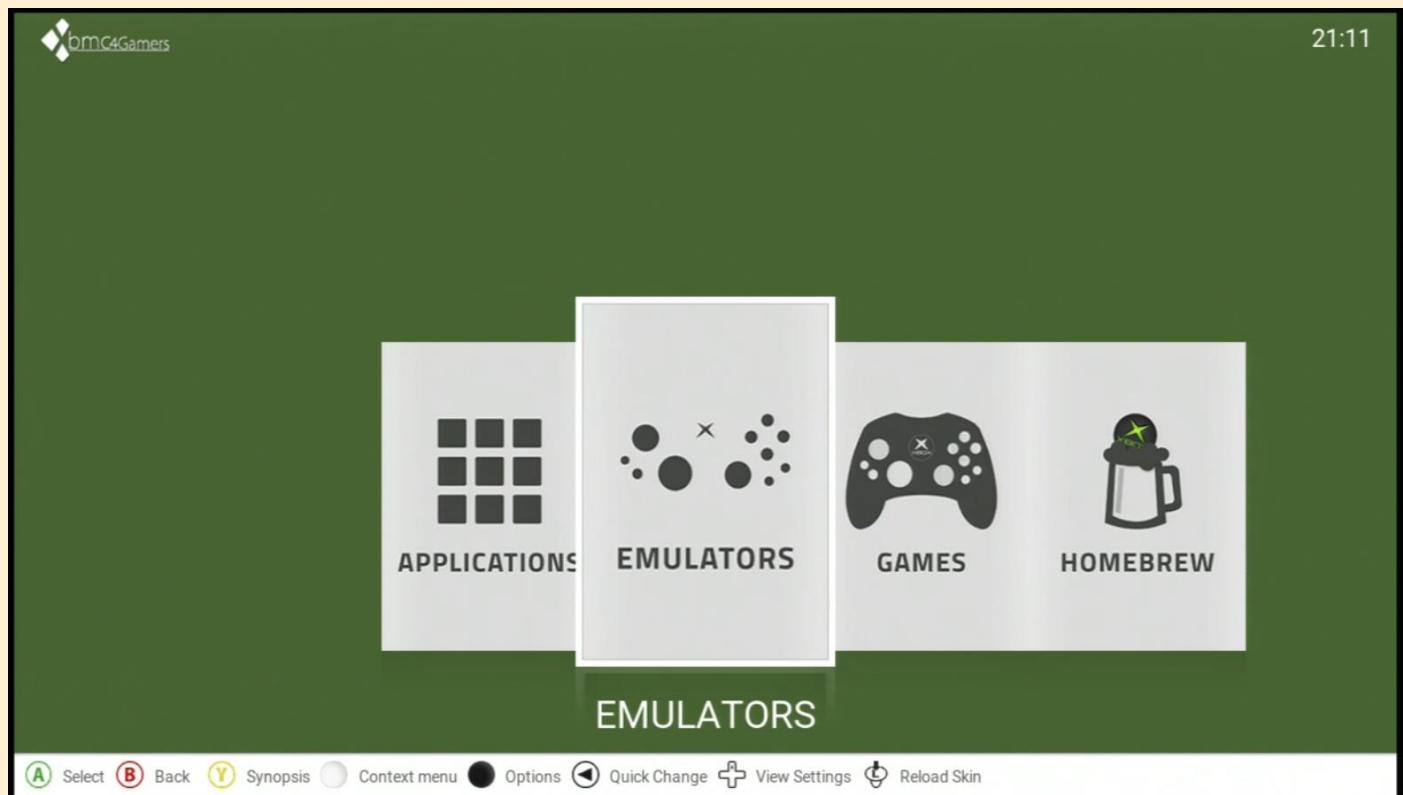
Note: New sources you add here must match the source name you add in the root directory. Example, if you add a source called 'PC Ports' on the root menu you will then need to enable an additional source here and enter the name 'PC Ports' for it. Now you will be able to Quick Change to your newly added source with the Back Button. For the additional sources to work you must have a valid source set.

See the Content Sources section below.



Content Sources

On the root menu press the White button for the context menu popup.



If you select 'Edit source' you will see the default paths your content needs to be in on your drive for it to be displayed. You can also add additional sources, for example a PC Ports section. Choose thumbnails for your categories, remove sources, add to favourites and access settings. The category thumbnails shown here are included in the dashboard. The 'Make default' option here will set the selected category as the category your Xbox will boot into. This can be changed in Settings/Skin Settings also.

The dialog box has a title bar "Edit Programs source". It contains a label "Enter the paths or browse for the media locations." followed by a list of paths in a table:

E:\Emulators\	<input type="button" value="Browse"/>
F:\Emulators\	<input type="button" value="Add"/>
G:\Emulators\	<input type="button" value="Remove"/>
E:\Emus\	
F:\Emus\	

Below the table is a label "Enter a name for this media Source." followed by a text input field containing "Emulators". At the bottom are "OK" and "Cancel" buttons.

On the left, a sidebar lists options: "Edit source", "Make default", "Remove source" (which is highlighted in blue), "Choose thumbnail", "Add source", "Add to favourites", and "Settings".



Scripts Menu

General Toggles	Scripts Menu >
Home Window	Run - 480p Game Loaders Script
Login/Debug	Run - Clear Cache Script
Quick Change Menu	Run - Remove Empty Save Folders Script
Scripts	Run - Rip Game Disc to HDD with DVD2Xbox
Startup Options	Run - Xbox Games Artwork Installer Script
Update check	Run - XISO to HDD Installer Script

Ⓐ Select Ⓑ Back

XBMC4Gamers Scripts

Run - 480p Game Loaders Script

The 480p Game Loaders Script fixes some games with garbled graphics on V1.6 consoles.

Run - Clear Cache Script

The Clear Cache Script clears the E:\Cache folder and the X, Y & Z partitions.

Run - Remove Empty Save Folders Script

The Remove Empty Save Folders Script deletes any empty save folders on your Xbox.

Run - Rip Game Disc to HDD with DVD2Xbox

The Rip Game Disc to HDD with DVD2Xbox will allow you to rip a disc from your disc drive to HDD ready or ISO format.

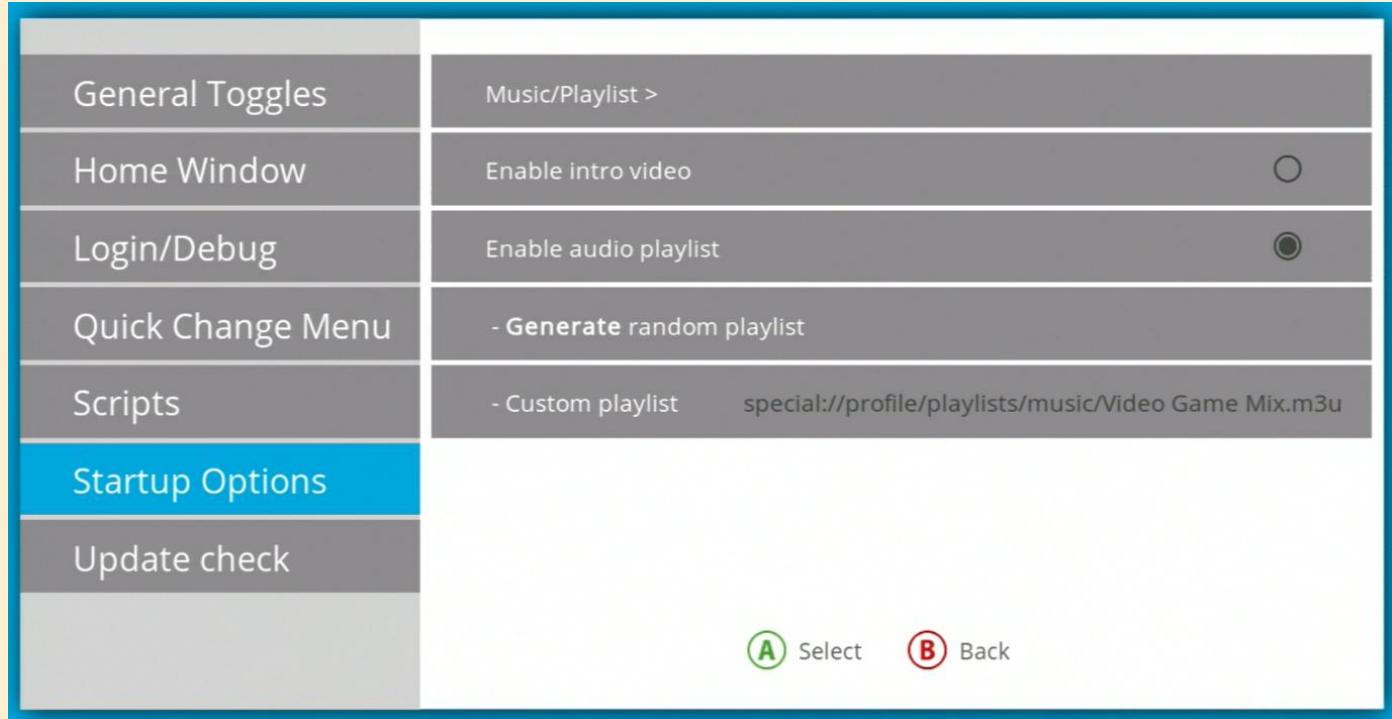
Run - Xbox Games Artwork Installer Script

The Xbox Games Artwork Installer populates your Xbox games with XBMC4Gamers and XBMC-Emustation compatible views. Please refer to the detailed instructions earlier in this guide.

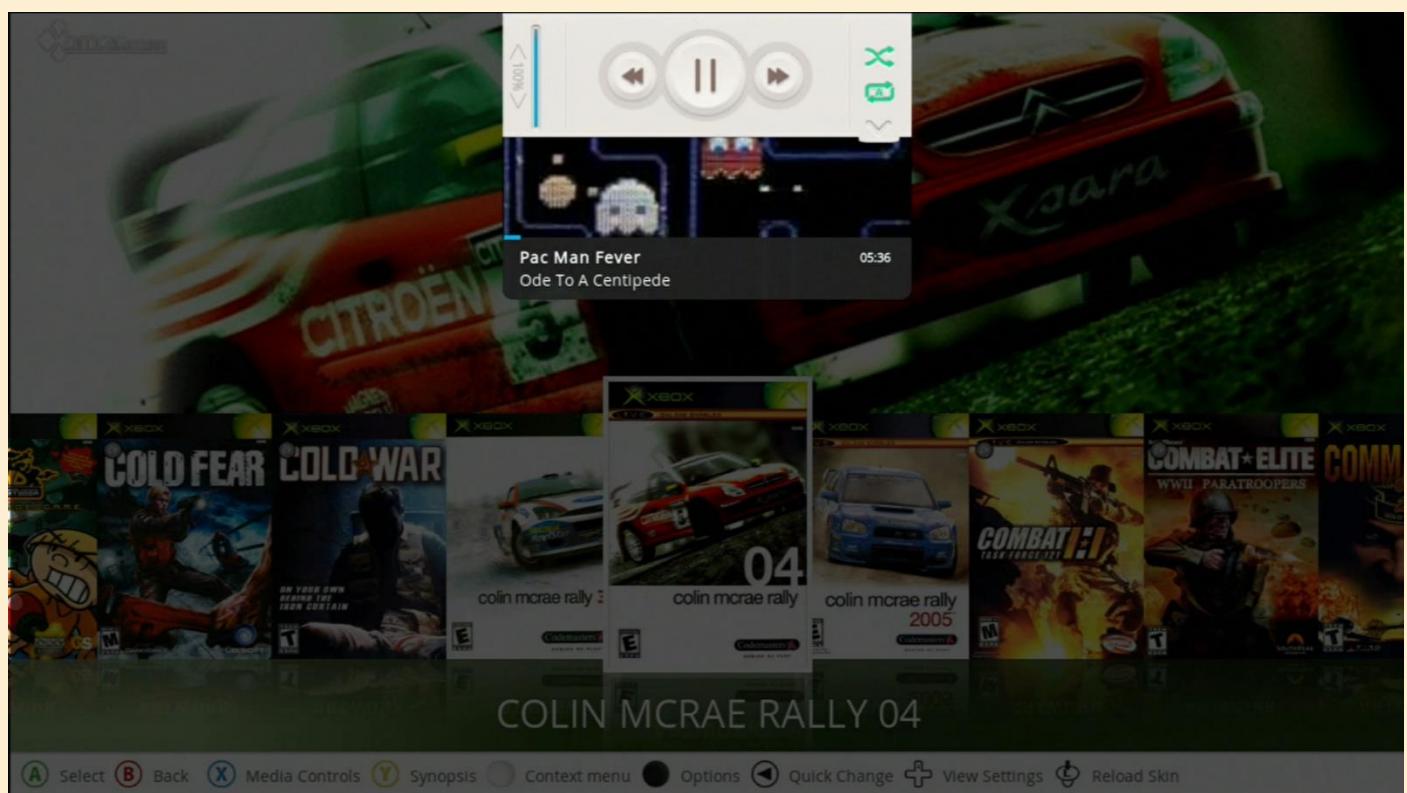
Run - XISO to HDD Installer Script

The XISO to HDD Installer Script installs ISO files so they are bootable by the dashboard. Place your ISO in F:\Games or G:\Games (example - F:\Games\Halo.iso). You can place your ISO in any folder as you will be asked which folder to look for ISO files in. The script will folderise your ISO files. You will need to move them to the Games folder afterwards so easier to just put your ISO files into F:\Games or G:\Games to save you having to move them afterwards. For split ISO only put the first ISO in to run the script and then drop your part 2 of the split ISO into the created folder after running the script.

Startup Options



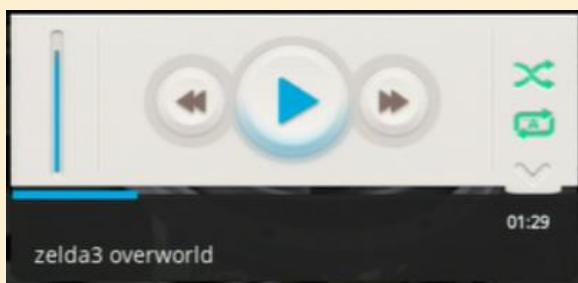
In the Startup Options menu you can enable your Audio Playlist. Put some MP3 files in a folder on your Xbox via FTP. In Settings → Skin Settings → Startup Options you can generate a random playlist. Enable audio playlist makes this music play when your dashboard boots up. The Music Player controls this playlist.



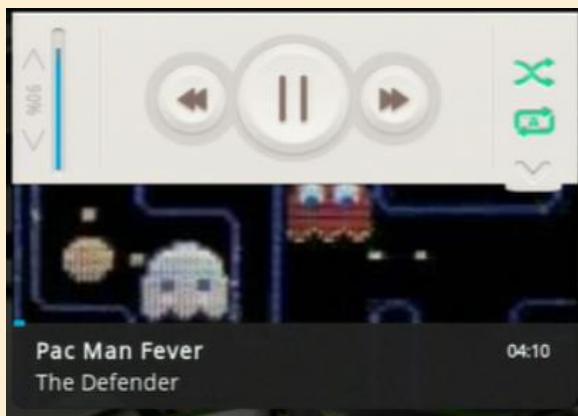


Press the 'X Button' to bring up music controls while in the dashboard. The media control buttons are self-explanatory. You can Play, Pause, Skip, Shuffle, change the Volume and expand the window to display the music cover art if it exists with the arrow in the bottom right corner of the player.

Music Player Minimised View



Music Player Expanded View to show Music Artwork if present



Intro Video

Here you can also enable an Intro Video. You will need to have a low bitrate mp4 video called 'Intro.mp4' in the root of the XBMC4Gamers folder. There are two considerations for enabling an intro video.

1. If you use the Login screen (Auto Login Disabled) you need to enable the intro video in the manage profiles profile. This way the Intro Video plays before the Profile select screen.
2. If you are using Auto Login (Not picking a Profile every boot) then enable intro video in Skin Settings. Profile select screen is bypassed and the intro video inside your profile plays.

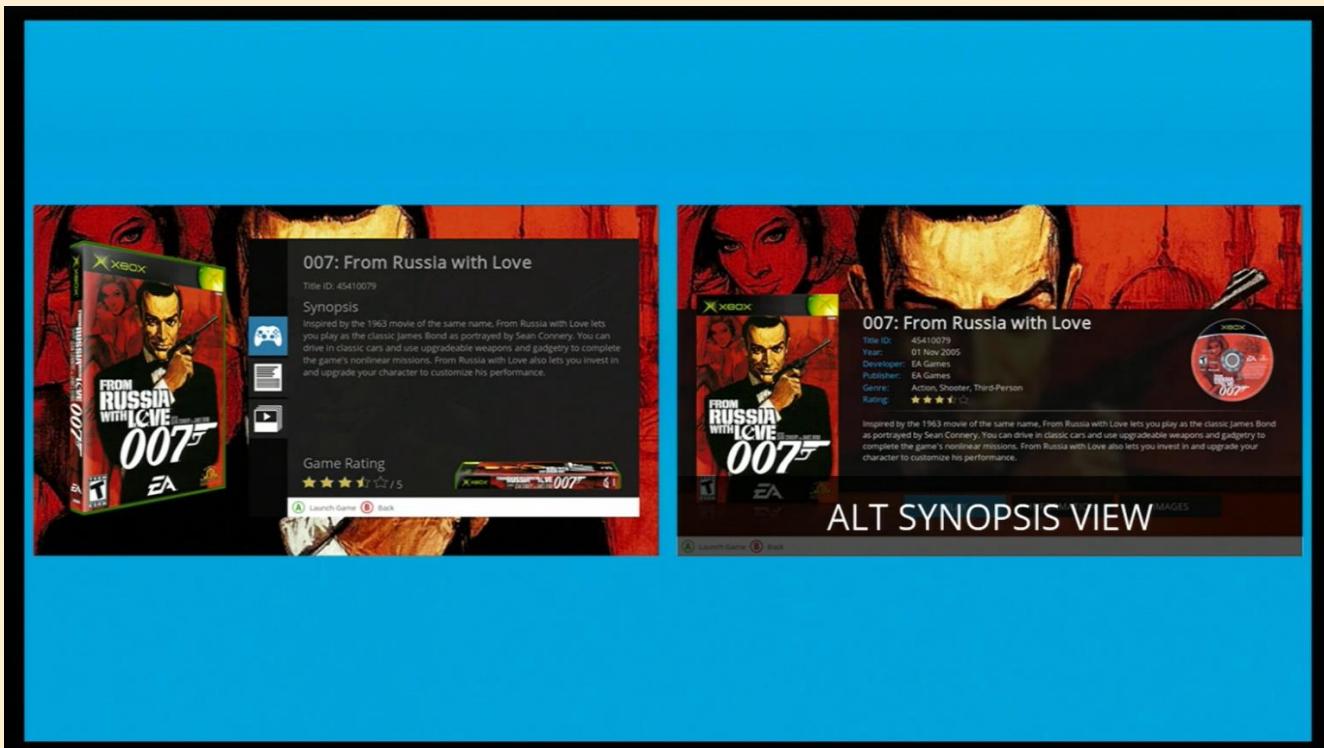
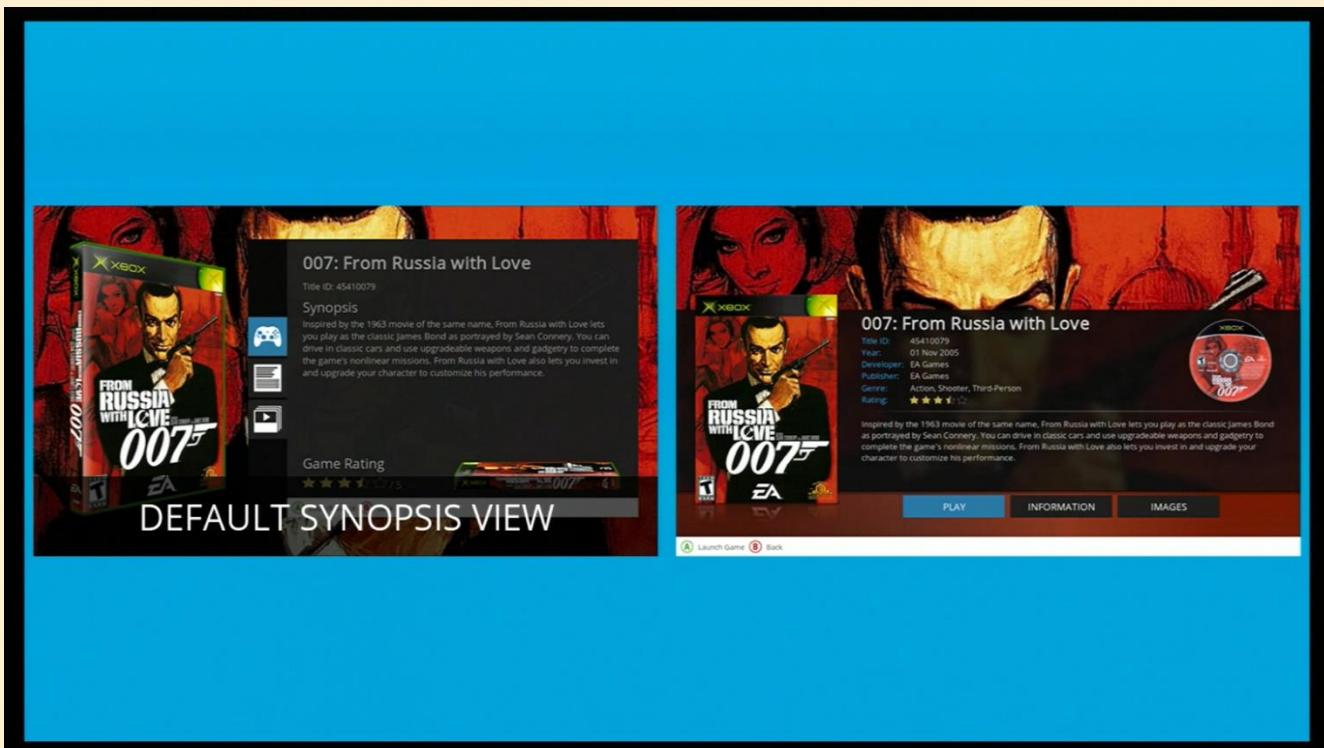
If an Intro Video is not enabled then the splash.jpg in the root of the XBMC4Gamers folder will be displayed on boot. If you want to make your own splash.jpg name it 'custom_splash.jpg' and place it in the root of the XBMC4Gamers folder. This will ensure your custom splash screen will not be removed during an update.

Update Check

The Update Check tab in the Skin Settings menu speaks for itself. You can check for a dashboard update here. To note, you can also update to the latest builds on the downloader menu in Settings and as previously mentioned enable an auto update check on the downloader updates tab. A nice feature of XBMC4Gamers is that once you have installed then all future updates are performed within the dashboard over the internet, no longer do you need to update your dashboard via FTP.

Synopsis

The first time you press Y for synopsis you will get a choice between the Default Synopsis View and the Alt Synopsis View. This selection can be changed again later in Skin Settings. The differences between each view are outlined below in detail.



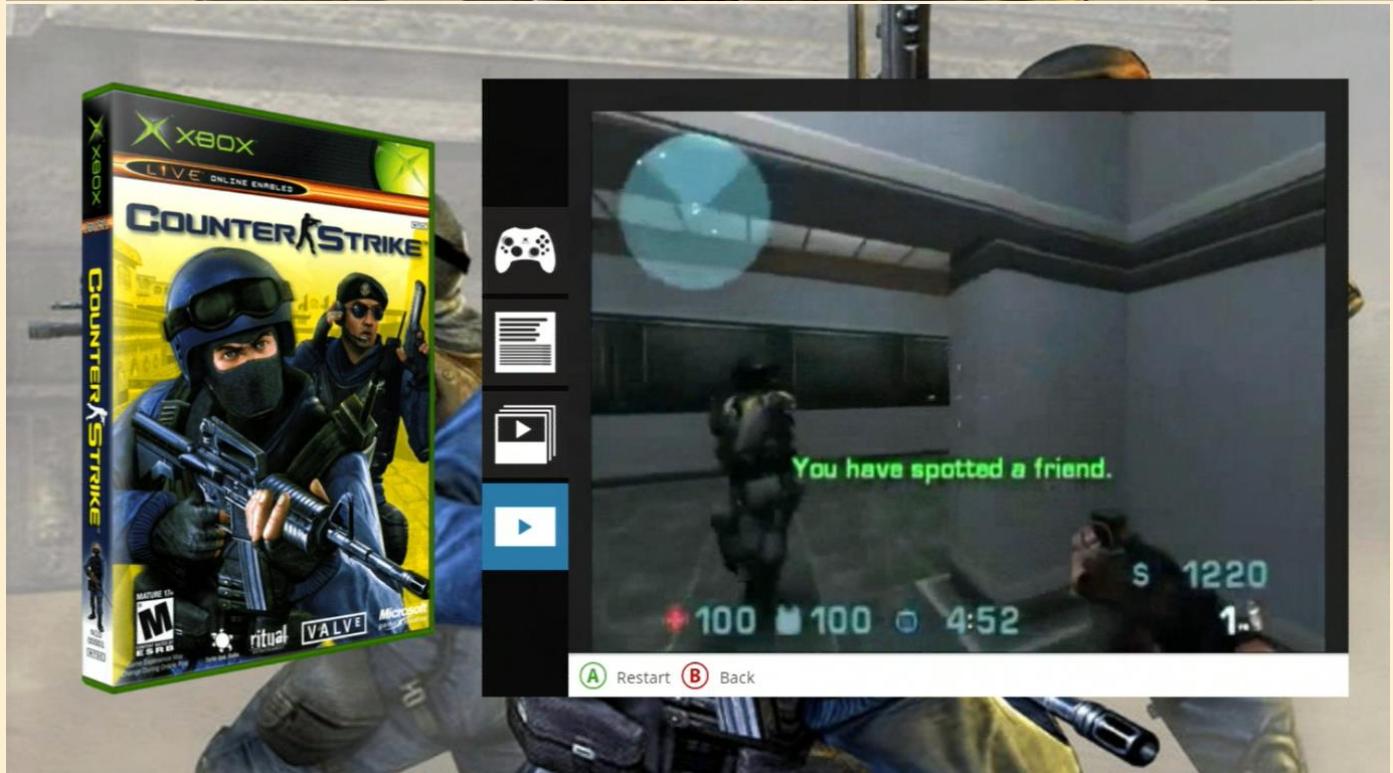
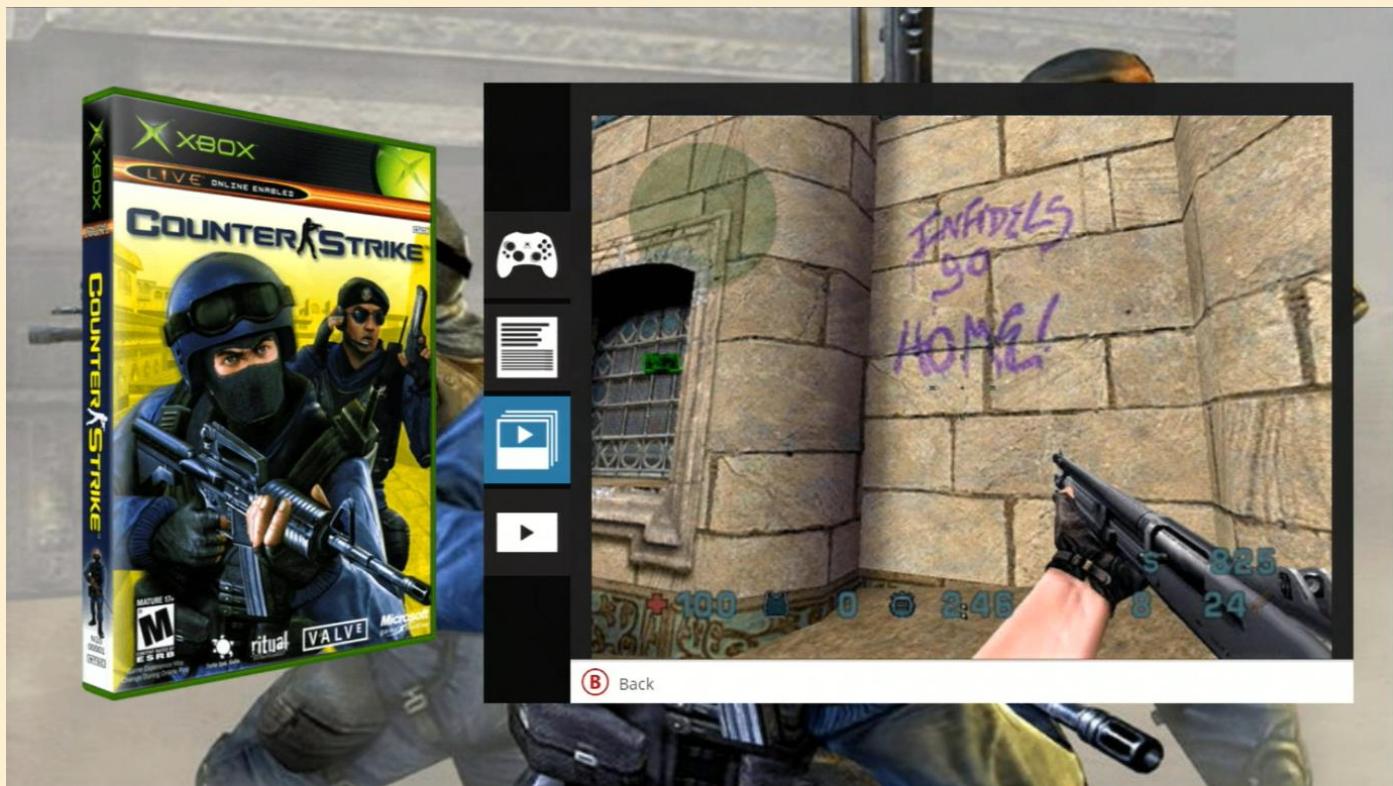


Press Y on an Xbox game or emulator to find out some more detailed information, see a preview screenshot and maybe a video.

Original Style

The screenshot shows a game page for "Counter-Strike" on the Xbox platform. On the left, there is a physical copy of the game's box art, which features two counter-terrorist operators in full gear, one in the foreground aiming a rifle and another in the background. The box also includes the "XBOX LIVE ONLINE ENABLED" logo, the "COUNTER STRIKE" title, and the ESRB rating "M" (Mature). To the right of the box is a dark panel containing game details. At the top, it says "Counter-Strike" and "Title ID: 4D530036". Below that is a "Synopsis" section with a brief description of the game's features. Further down is a "Game Rating" section showing a 4-star rating out of 5. At the bottom of the panel are two buttons: "(A) Launch Game" and "(B) Back".

This screenshot shows the same game page as above, but with a modified layout. The right-hand panel has been expanded to provide more detailed information. It lists the game's title, developer, publisher, general features, online features, ESRB rating, and ESRB descriptor. It also includes the release date, rating, platform, and exclusive status. The "Synopsis" section is identical to the original. The "Launch Game" and "Back" buttons remain at the bottom of the panel.



Enabling Alternative Synopsis Layout from General Toggles in Skin Settings

Enable alternative synopsis view



Alternative Style



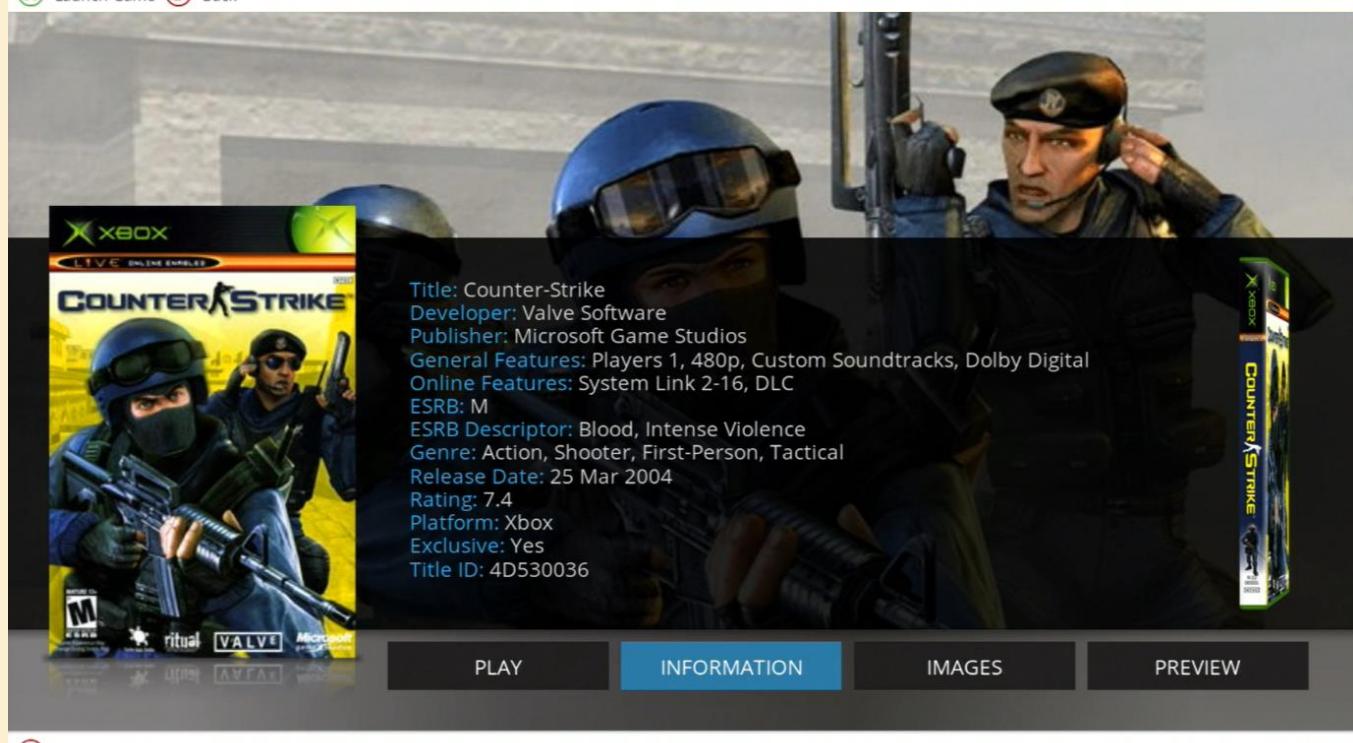
Counter-Strike

Title ID: 4D530036
Year: 25 Mar 2004
Developer: Valve Software
Publisher: Microsoft Game Studios
Genre: Action, Shooter, First-Person, Tactical
Rating: ★★★★☆

Counter-Strike, the popular online action game and first-person shooter for the PC, makes its debut on Xbox and Xbox Live. Challenge other players in intense team-based multiplayer action in two thrilling game types—Bomb Defusal and Hostage Rescue—via Xbox Live or System Link. More than 20 real-life weapons, including shotguns, sniper rifles, pistols, are part of your military artillery. Get ready for the most graphically advanced version of the Counter-Strike series to date.

PLAY INFORMATION IMAGES PREVIEW

(A) Launch Game (B) Back

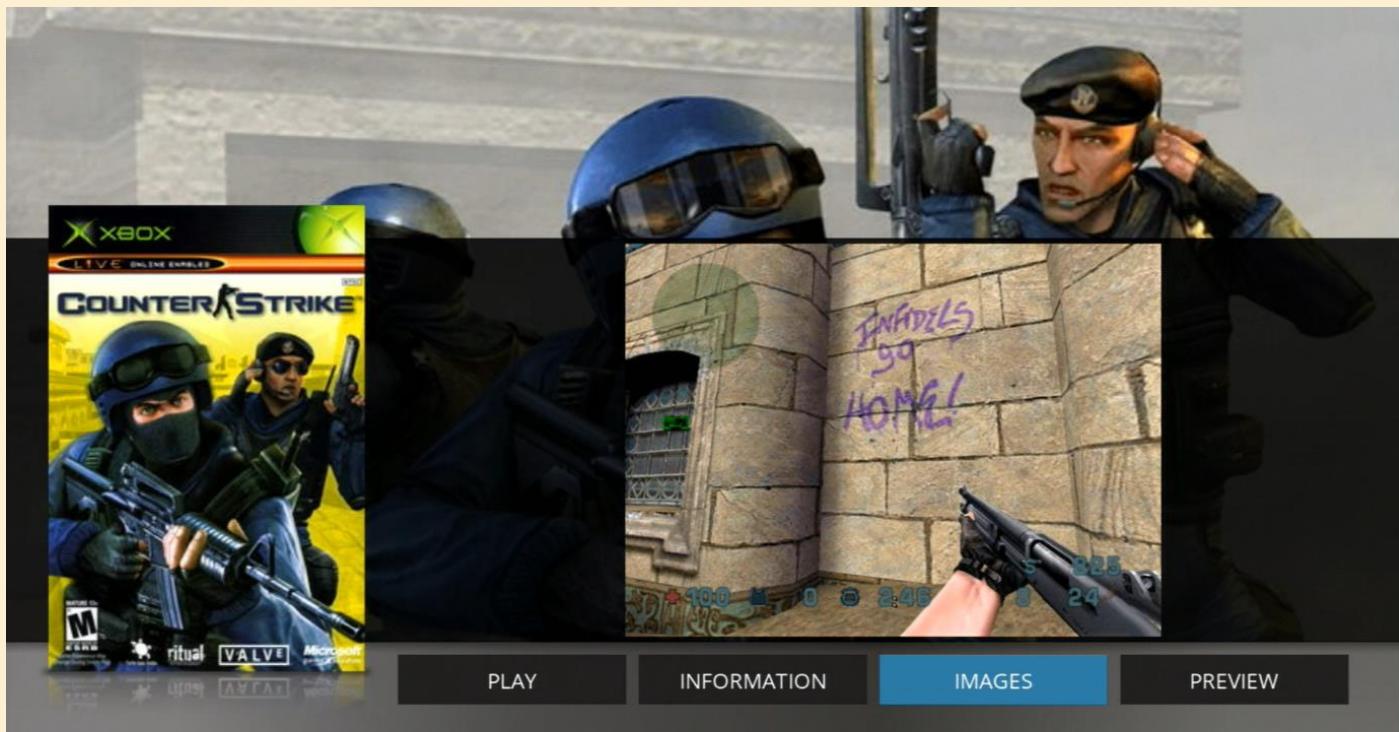


Counter-Strike

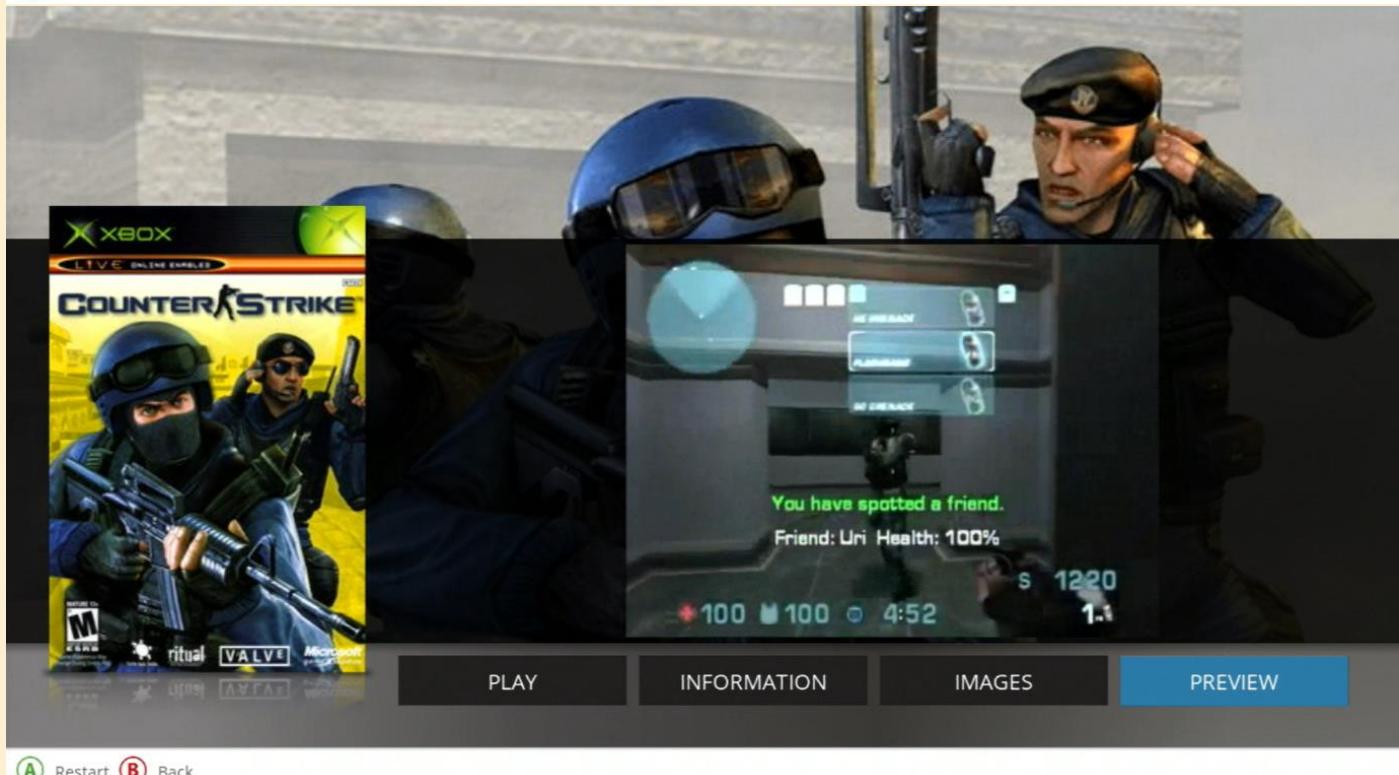
Title: Counter-Strike
Developer: Valve Software
Publisher: Microsoft Game Studios
General Features: Players 1, 480p, Custom Soundtracks, Dolby Digital
Online Features: System Link 2-16, DLC
ESRB: M
ESRB Descriptor: Blood, Intense Violence
Genre: Action, Shooter, First-Person, Tactical
Release Date: 25 Mar 2004
Rating: 7.4
Platform: Xbox
Exclusive: Yes
Title ID: 4D530036

PLAY INFORMATION IMAGES PREVIEW

(B) Back



(B) Back

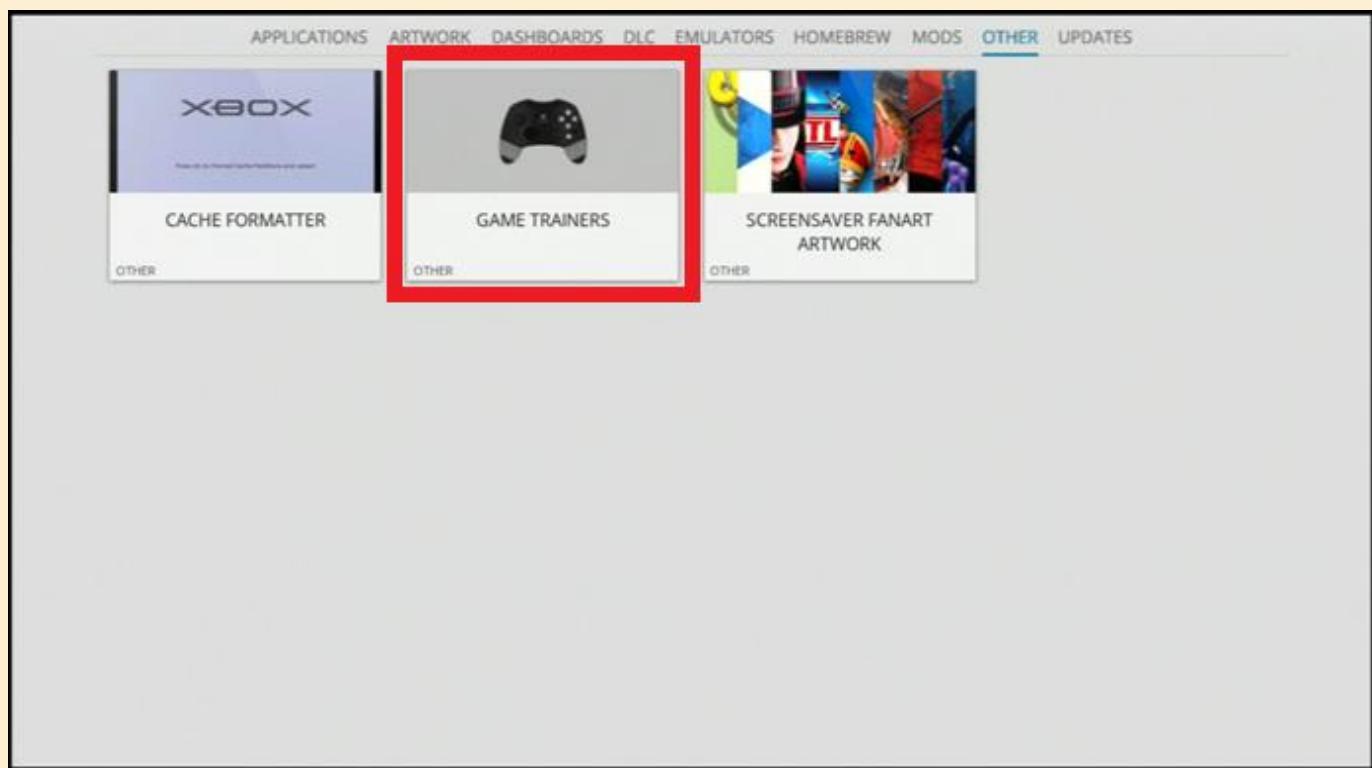


(A) Restart (B) Back

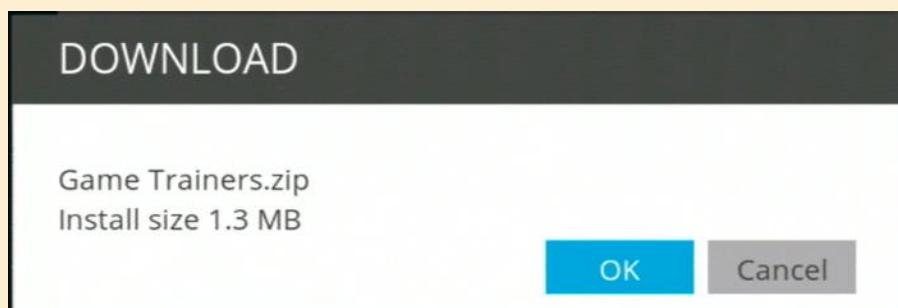


Trainers (Xbox Game Cheats)

Download the Xbox Game trainers from the Downloader → Other tab.



The size is small. This is every known trainer available for the Xbox games collection.



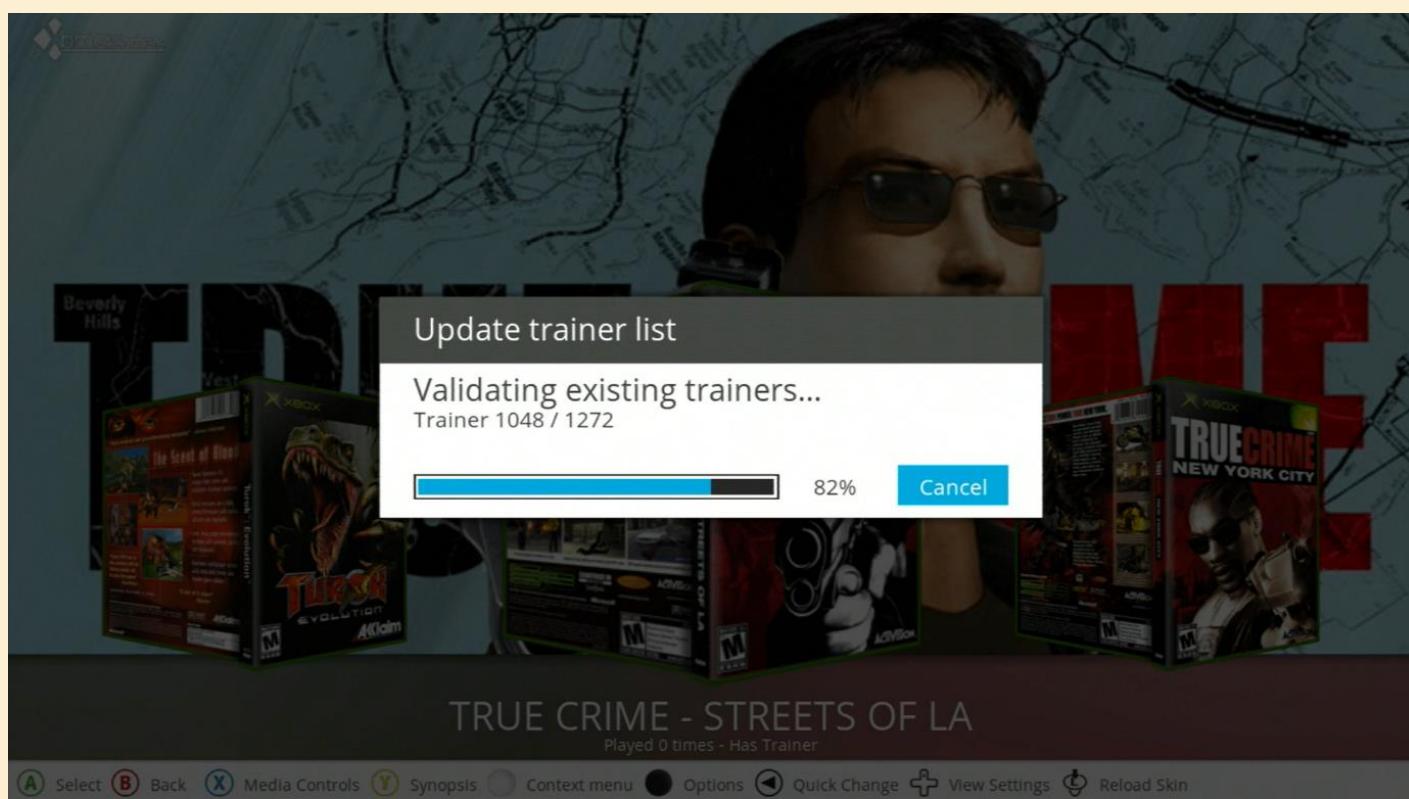
Once the trainers are downloaded, extracted and installed go to the Xbox Games carousel menu.



Press the ‘White Button’ on an Xbox Game. On this context menu select ‘Update Trainer List’.

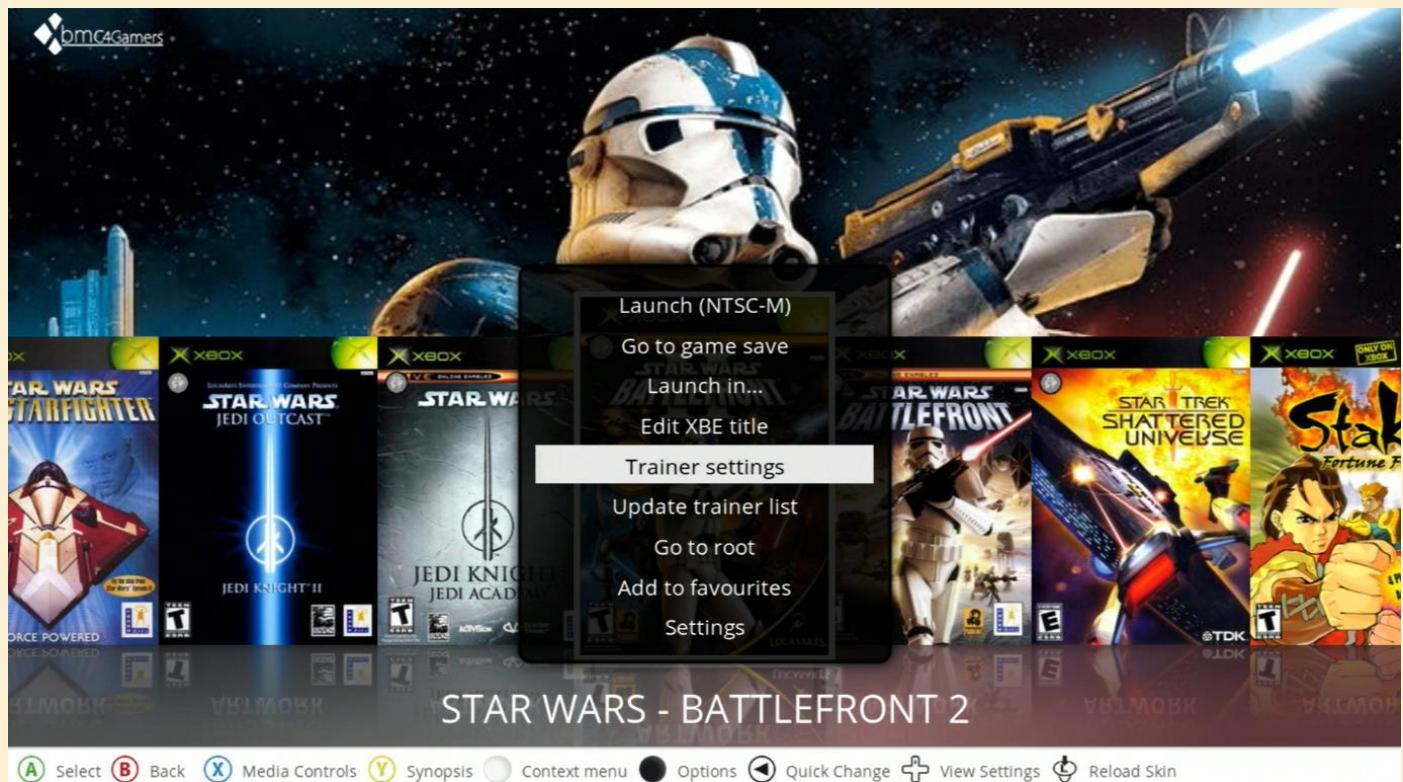


The Trainer List will update for the Xbox games you have installed. This can take a few minutes as there are a lot of files.

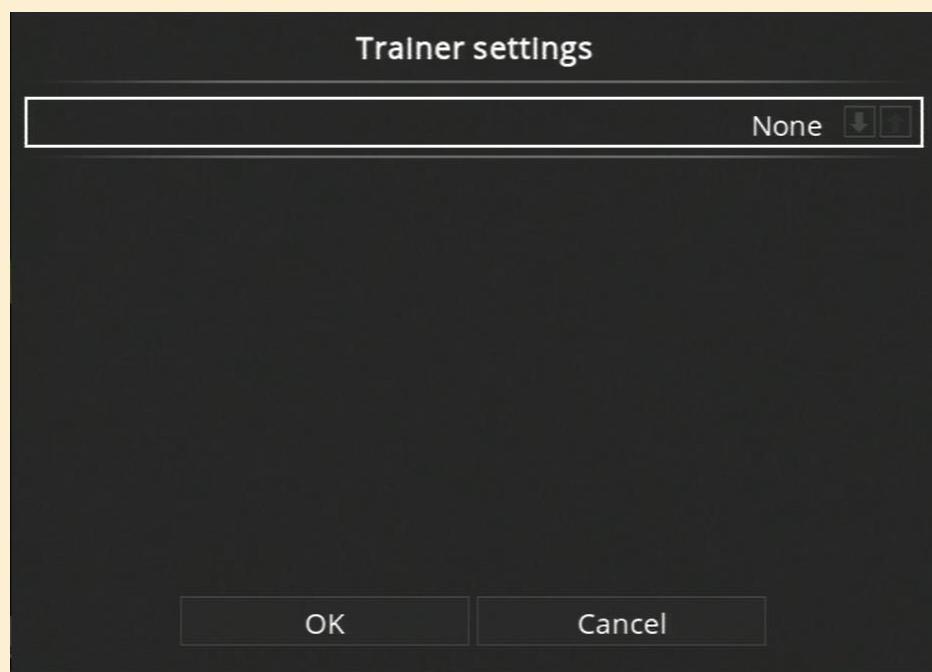




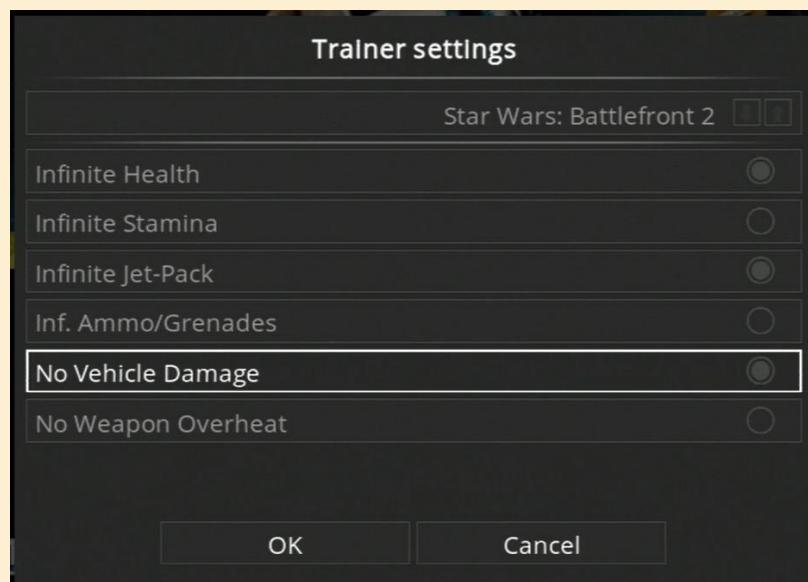
When the Trainer List is updated press the 'White Button' again and this time select Trainer Settings on a game that has a little grey icon on the cover. This is the trainer overlay and is only visible if a trainer exists for the game.



Initially there will be no trainer enabled. Press the arrows beside 'None' to see the lists of trainers, there may be a few pages depending on the game.



Be sure to use the correct trainers for your games region. Select what you want and press OK. The colour of the trainer overlay on the front of the Xbox game cover will show you if a trainer is available and if there is a trainer enabled or not.



Trainer Overlay	
No Trainers Active for Game – Grey Parent and Baby Icon	Trainers Active for Game – Yellow Parent and Baby Icon
The trainer overlay can be enabled and disabled in Skin Settings → General Toggles	



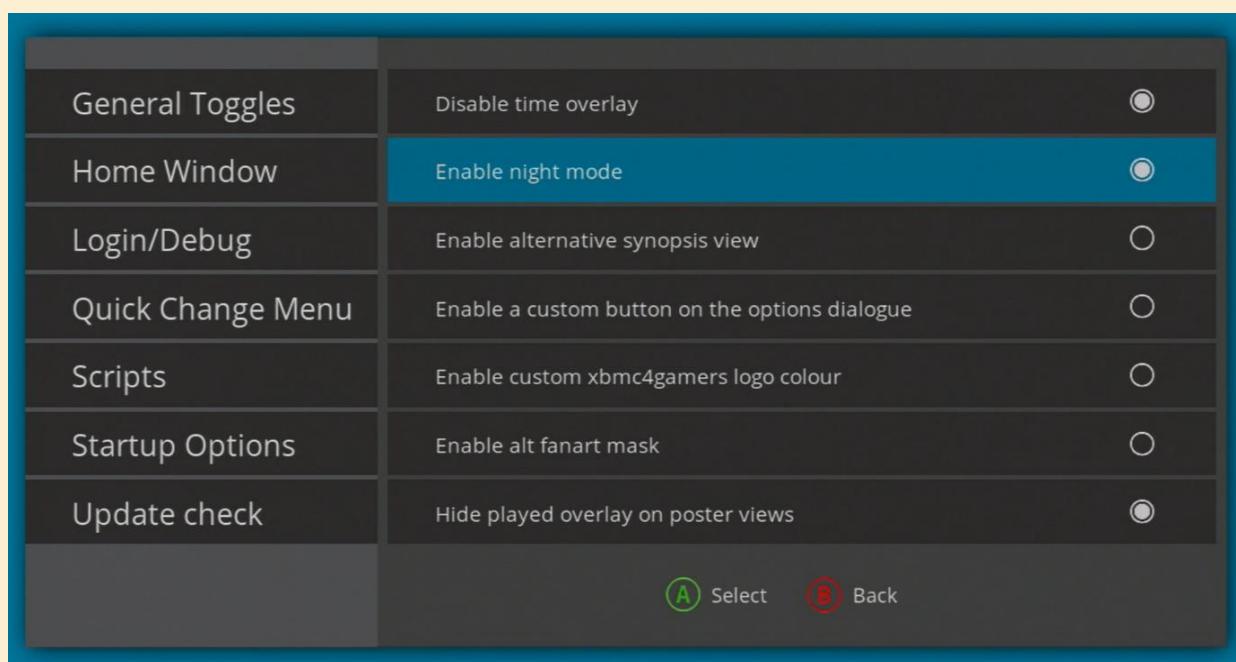
Trainer enabled on Star Wars Battlefront II on the Xbox Games menu. Notice the other games have a grey icon.



Night Mode

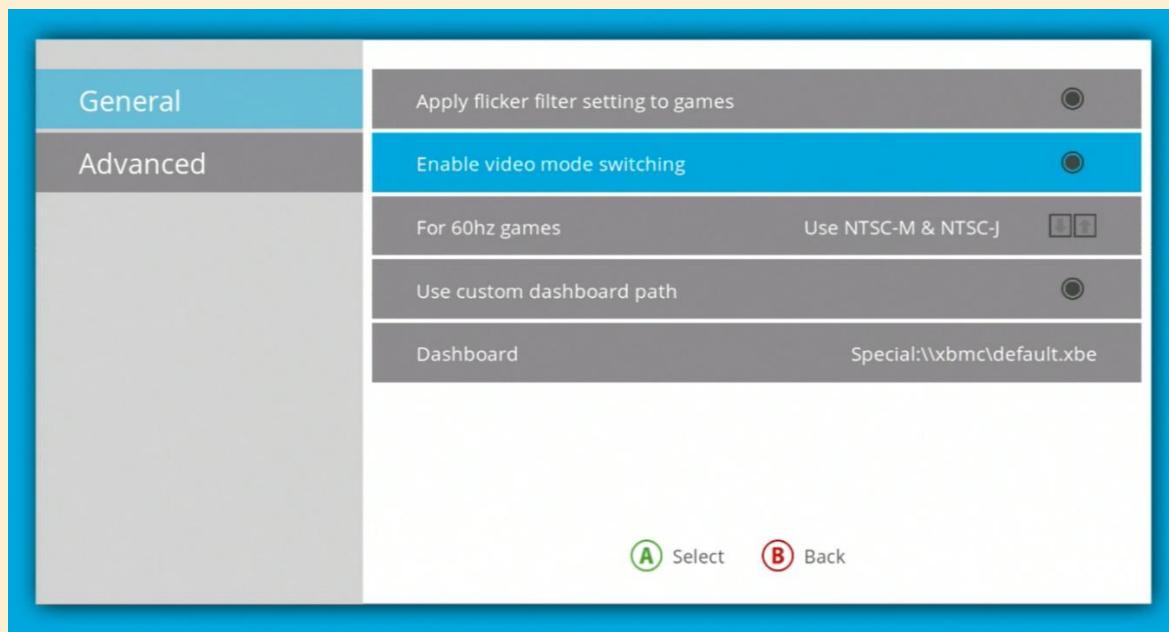
General Toggles → Enable Night Mode enables a dark theme called Night Mode for the menus in XBMC4Gamers.

Note: Night Mode only affects User created Profiles menus and not the Manage Profiles menus.

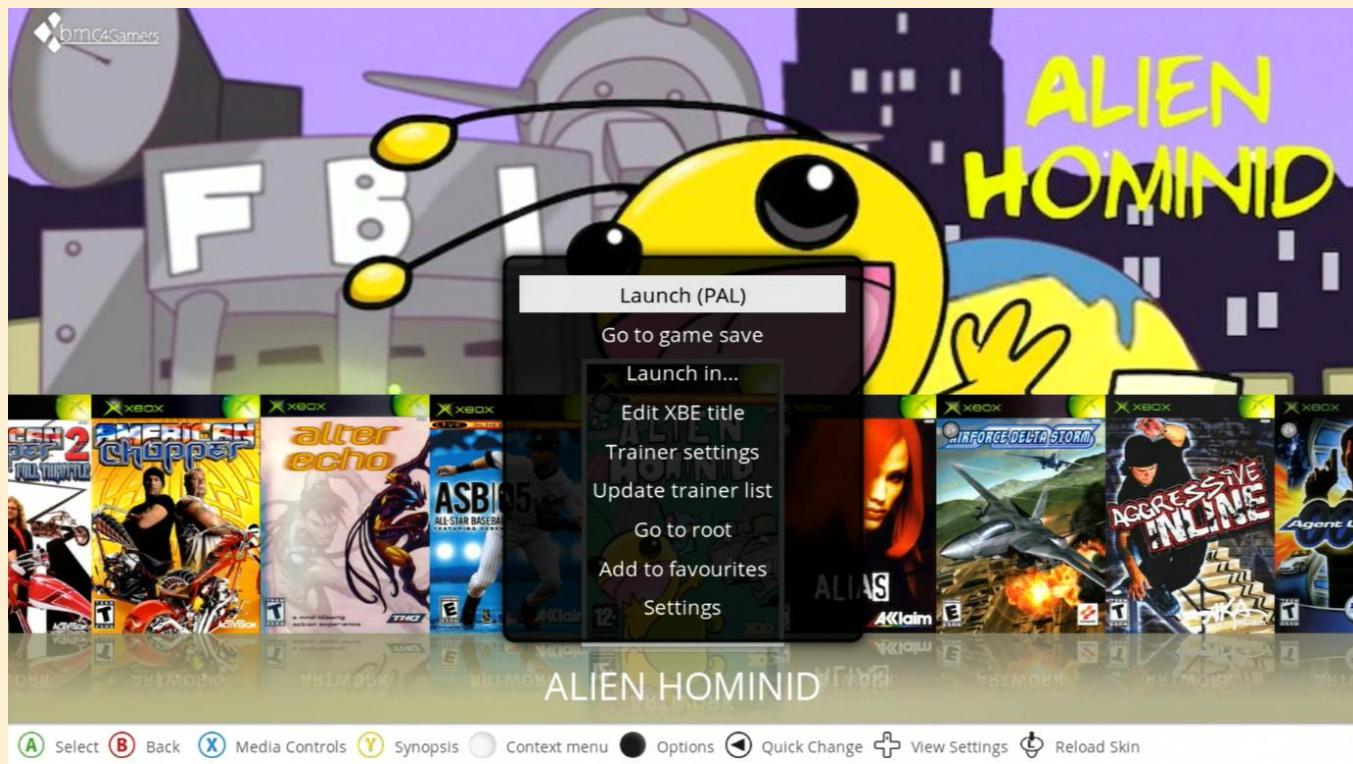


Launch PAL/JPN Games

If you have some PAL or JPN games or any games that are different from your default region it is very easy to launch them. First go to Settings → Programs → General tab and ensure that 'Enable video mode switching' is enabled. In this example we will launch a PAL region game when our Xbox is an NTSC Xbox.



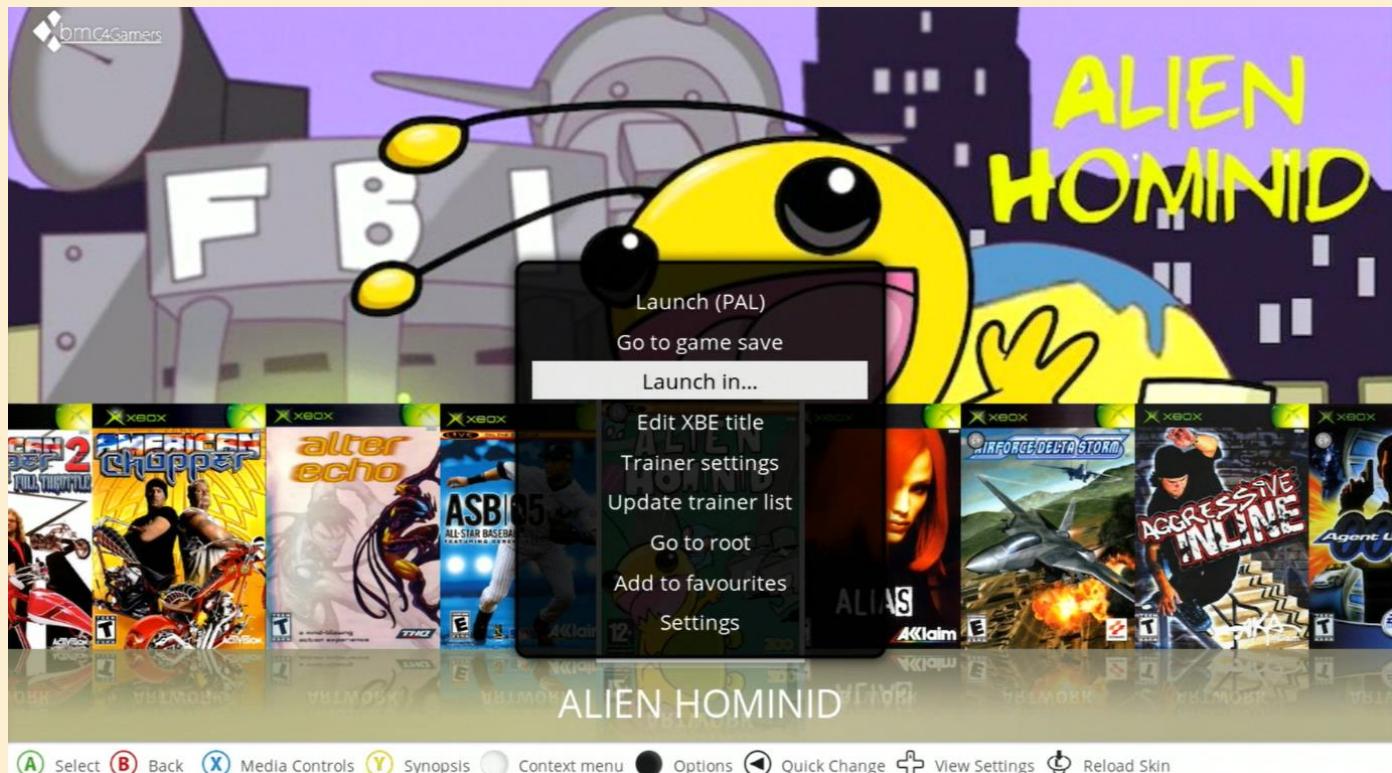
Go to the PAL game you want to launch. Generally the default region for the game will be set and should boot by just pressing the 'A Button' on the game as normal. If this does not work press the 'White Button' so this context menu pops up.



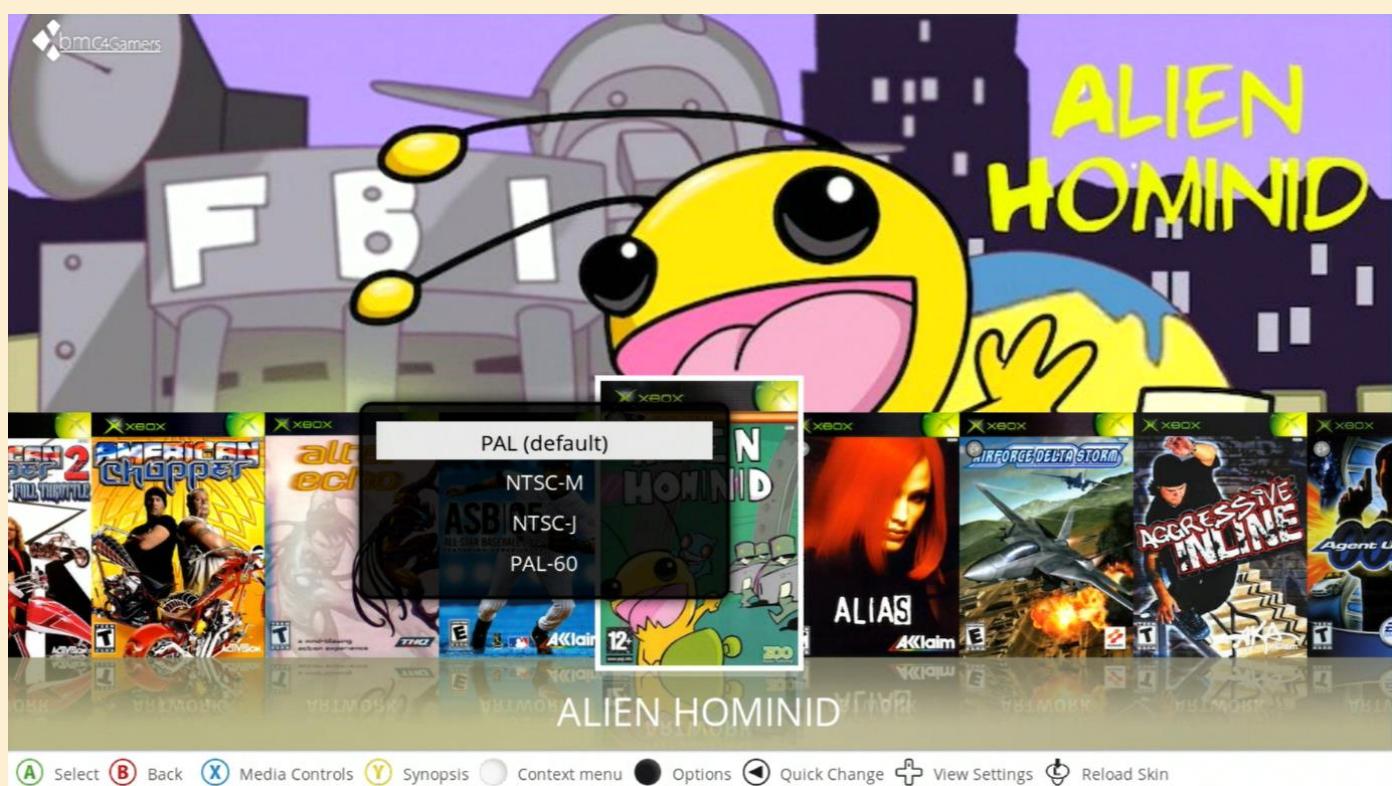
(A) Select (B) Back (X) Media Controls (Y) Synopsis (C) Context menu (O) Options (←) Quick Change (+) View Settings (G) Reload Skin



Select Launch in...

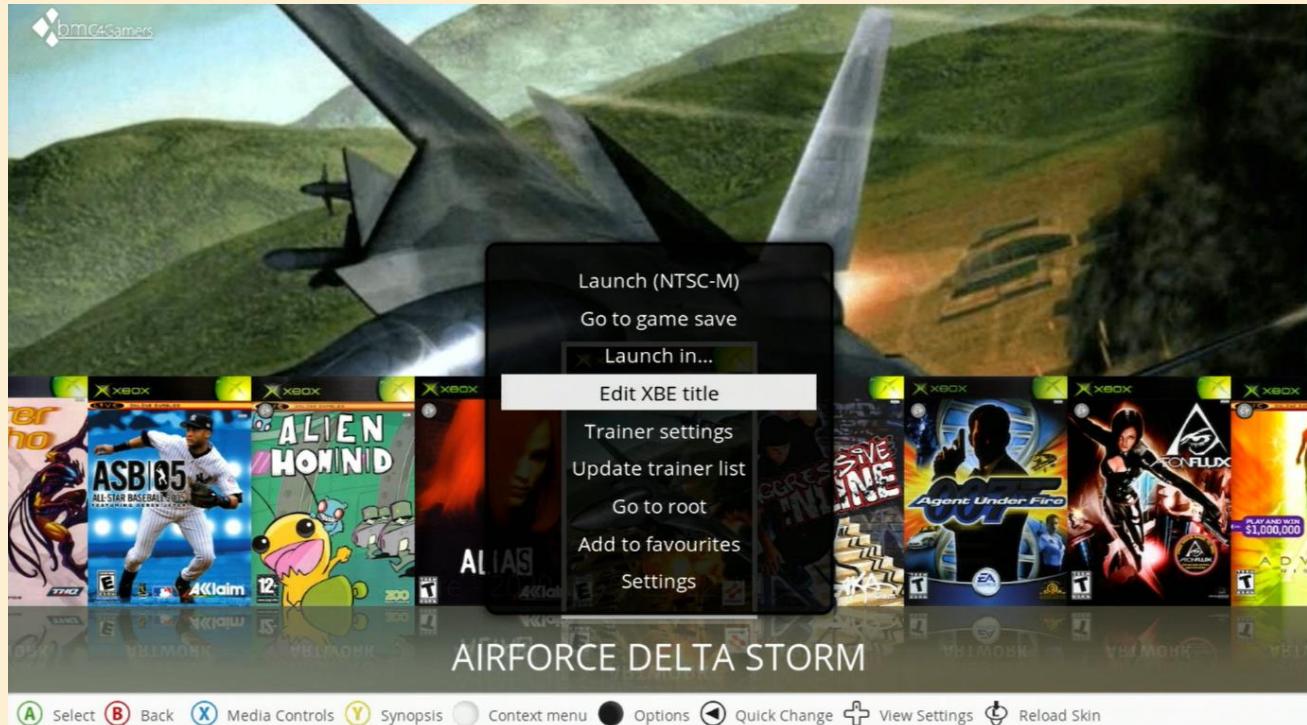


Then select the correct region for your game. In this case PAL (which is already the default for this title) or else try PAL-60. If it were a Japanese region game then you would select NTSC-J.

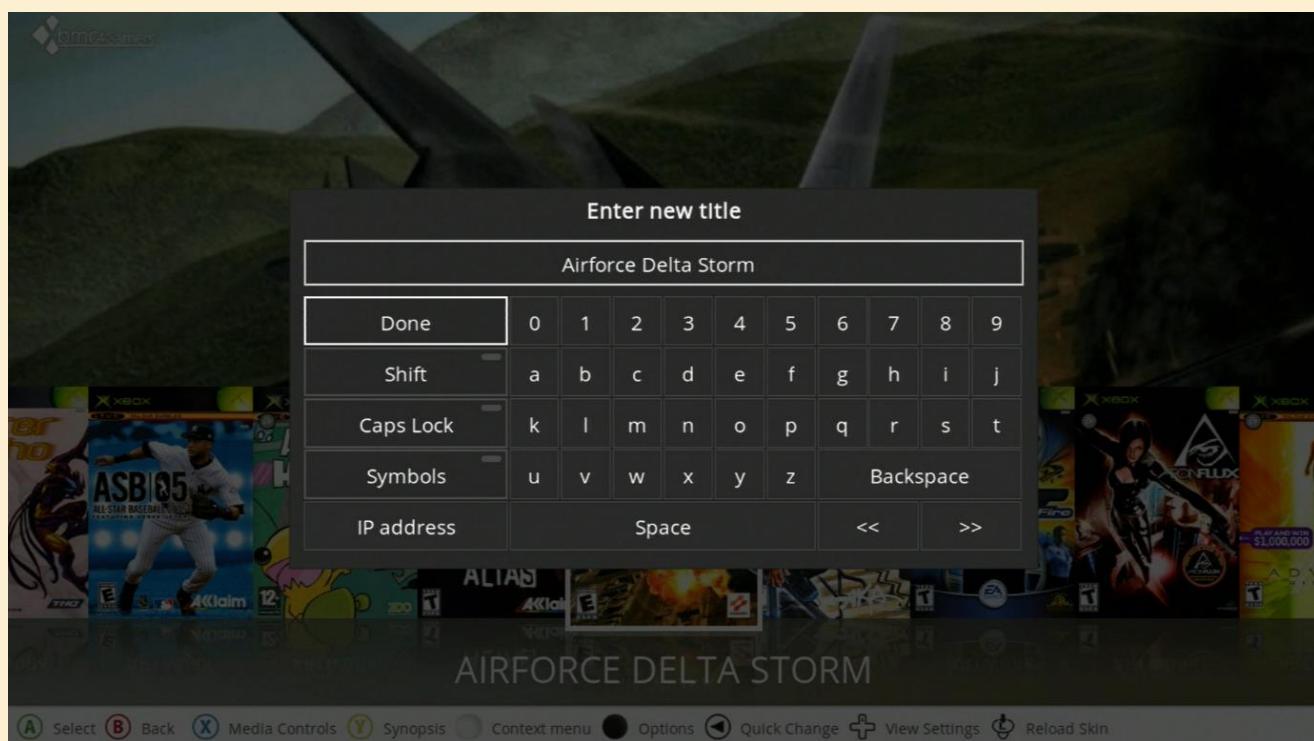


Edit XBE Names

The XBE name is the name of the game inside the XBE usually given by the developer. Sometimes these can be messy and not very easy on the eye. The XBE name is the name of the game at the bottom of the screen in this example. If you wanted to change this press the 'White Button' and on this context menu select 'Edit XBE title'.



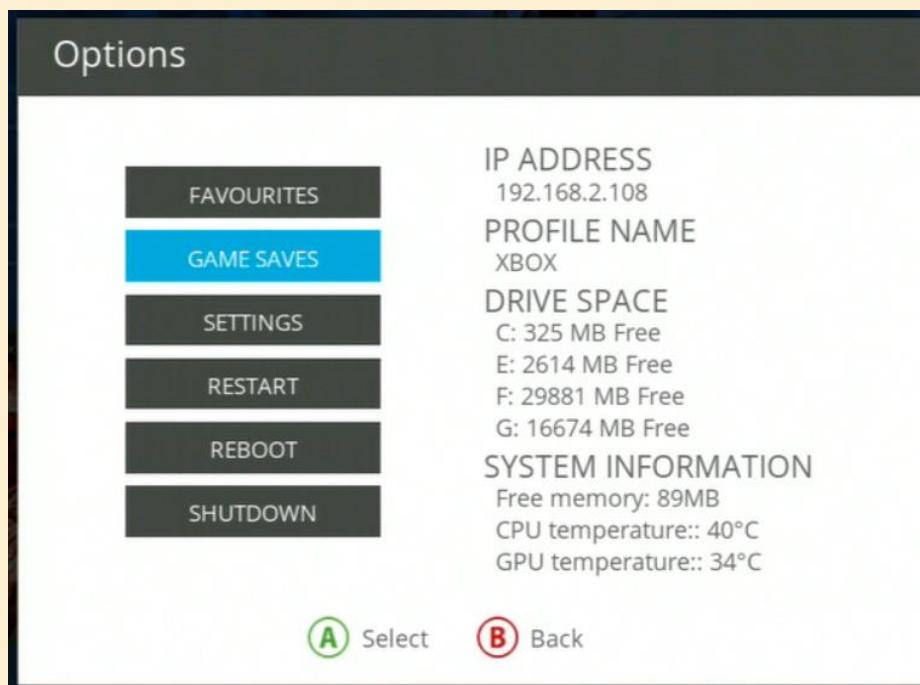
Change the name to whatever you want to and select Done. The new name for the game will be displayed.



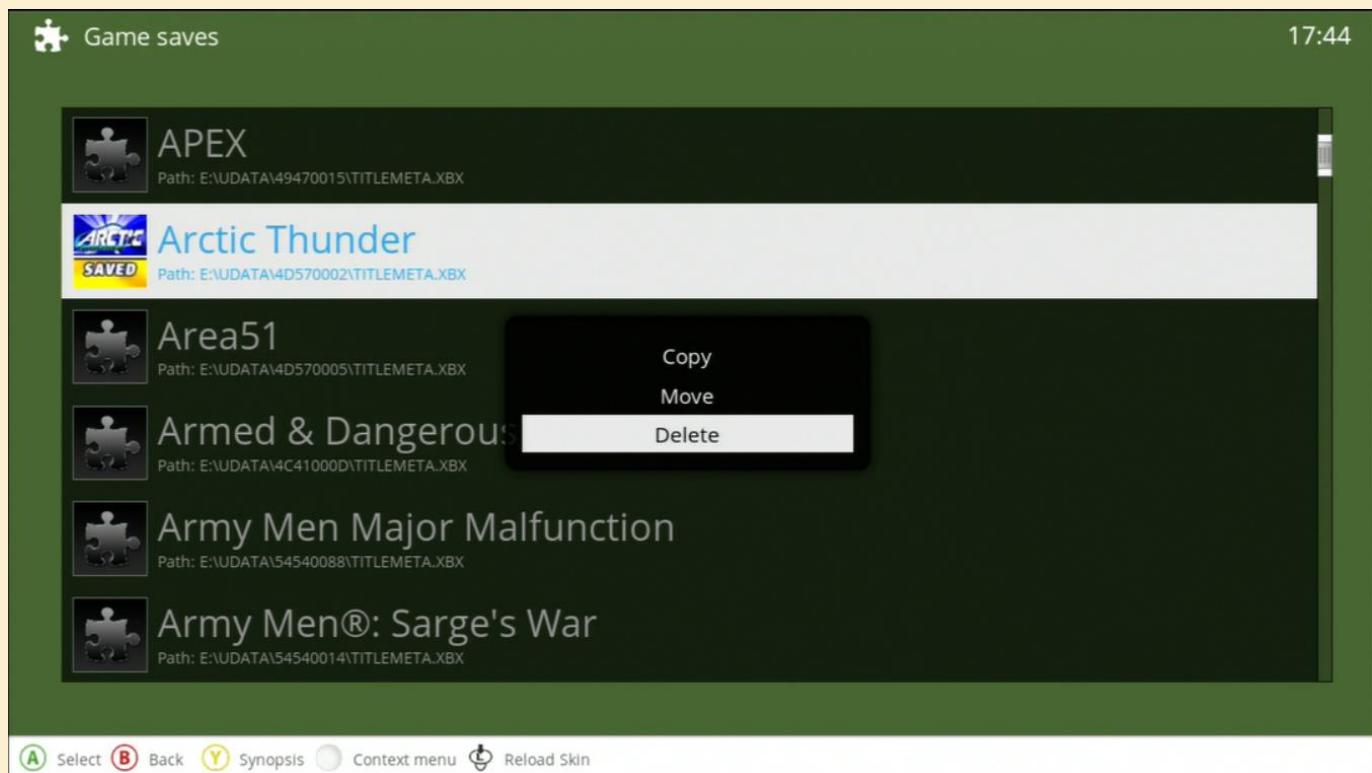


Game Saves Menu

To access the Game Saves menu for managing your Xbox game saves press the Black Button and go to 'Game Saves'.



This menu allows you to clearly explore the contents of E:\UDATA and shows you the Game names, unlike just using File Manager or an FTP program. Find the Game Save you want to manage and press the White Button which allows you to Copy, Move or Delete the selected Game Save.

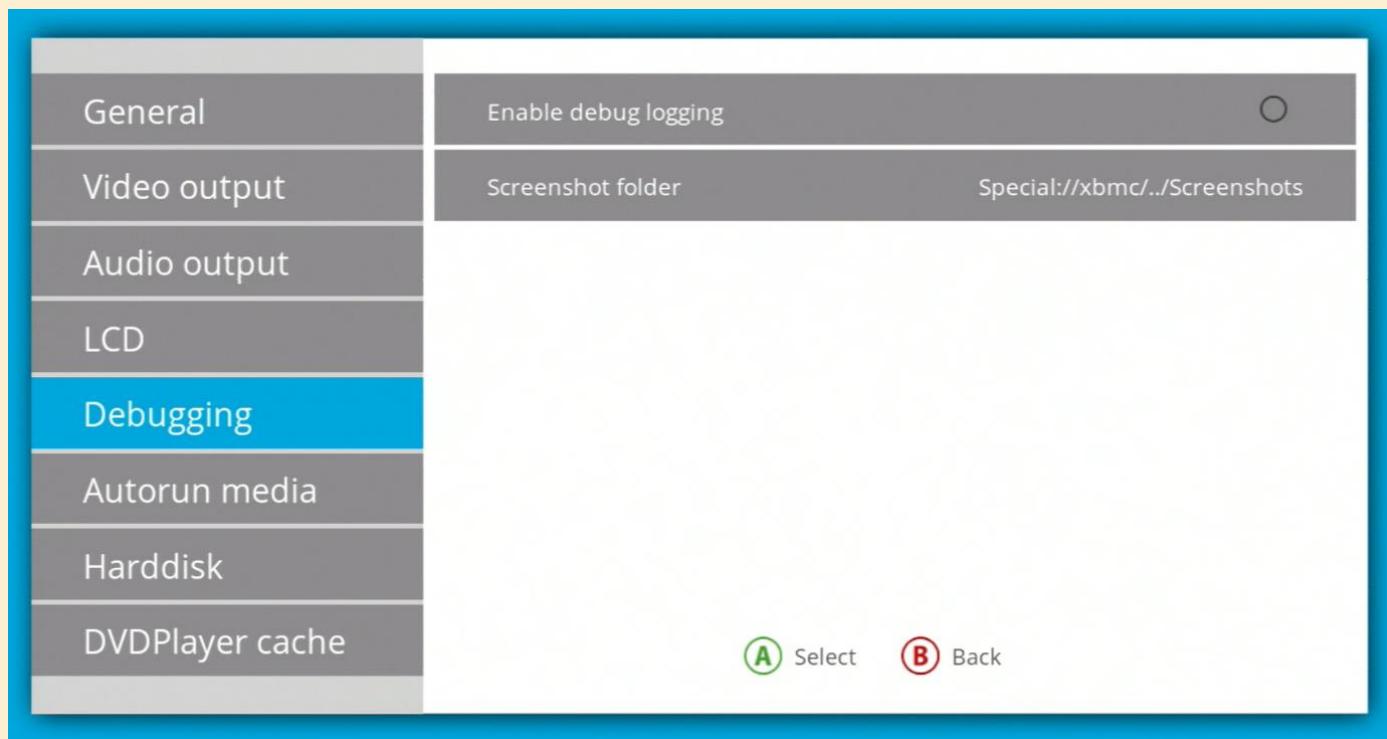


Troubleshooting

I get stuck Extracting the Artwork!

If your Xbox freezes while the artwork is extracting just after downloading you either did not have enough free space as per the previous instruction or you did not ensure the 1080i resolution was disabled in the MS Dash before proceeding and your Xbox has ran out of Ram and crashed.

Enable Debug Logging from settings to display Ram on screen if you want to see how your Ram is behaving.



No Network detected when trying to Download the Artwork Pack!

Ensure you have an Ethernet cable connected between your Xbox and router. Check the integrity of this cable. Ensure it isn't a crossover cable. Check any switches or Ethernet home plugs you are using.

The dash is default set up as DHCP so the Xbox will be assigned an IP address from your routers DHCP pool automatically on boot. Be aware that you need to have your Ethernet cable plugged in to the Xbox before you boot, plugging in to your router after the dash has booted will result in an IP address not being assigned and therefore no internet access. Press the 'Black Button' to see if your Xbox has been assigned an IP address from your router.

Some of my Games Artwork did not get populated!

Navigate to where you installed the Xbox Artwork Installer and FTP the 'Missing_Artwork.zip' to your computer and send it to John Conn (Rocky5). We are missing a lot of PAL XBEs so it would be appreciated if people do this task when they have unpopulated artwork. It will allow future improvements and better support for everyone.



Some of my Games have the same Artwork!

This happens due to the way the installer works. The installer uses the titleID from the Games Default.xbe files. The titleID is a unique number contained in the XBE file. (titleID is also what your game save folder is called in UDATA – you can see your Games titleID on the Synopsis popup). Some examples of duplicate XBE files are Need for Speed Most Wanted and Need for Speed Most Wanted Black Edition both have the same XBE file. Midnight Club Dub Edition and Midnight Club Dub Edition Remix uses the same xbe file. There may be others but not many. These are special editions of the same game so really there is no point in having both games on the Xbox. If you get duplicate artwork you can simply use the manual install option in the Xbox Artwork Installer Application to manually copy the correct artwork to the game that is incorrect.

The best way to do this is to use the Artwork Installer Application and perform a manual install as outlined previously and not to use the old method of moving files with File Explorer, this way is foolproof.

Failed Extraction – Corrupted XBE file

Go to the Game folder that the extraction failed on and check the Default.xbe. This is usually caused by a corrupt Default.xbe file. You will be prompted when this happens during extraction. Either delete the xbe file in question or FTP it again as it may have been a failed transfer. My advice is to delete the game causing issues and run the installer script again. When you FTP the game at a later stage you can select ‘Yes’ to the ‘Skip Existing Artwork?’ prompt and only your newly added game will be populated and this will only take a minute or two. You won’t have to sit through the whole install process again.

XBMC Fatal Error – Corrupted guisettings.xml file

If you get this error ‘special://masterprofile/guisettings.xml, Line 0 Failed to Open’ then your guisettings.xml file has gotten corrupted due to your Xbox losing power while writing to this file or starting a game while writing to this file. You can FTP in and remove the guisettings.xml file and it will be made again by the dash on reboot. Or replace with a backup you have taken of this file or the one from the prebuilt XBMC4Gamers on Github. Alternatively Hold ‘Y+White’ on boot to force recovery mod

I have some Games that won't boot

You either have some issue with your default.xbe for this game, you have incomplete game files or you have this game on your Xbox twice. Duplicate games will not boot. Check both the F:\Games and G:\Games locations for duplicates of the game in question.

XBMC4Gamers won't boot as my Default Dashboard

Once you use Rocky5s softmod and have the dashboard in the right location as outlined in the Dashloader section of this guide then XBMC4Gamers will boot by default. If you have installed via the Extras Disc then the disc will install Rocky5s Dashloader (evoxdash.xbe) on C along with a ‘Dashloader’ folder that holds the config files. There is a log file in this folder if your Xbox is booting evoxdash.xbe, look for this log file. If there is no log file here then your Xbox is not booting evoxdash.xbe. This may be a Bios issue. Your Bios may not be set up to boot evoxdash.xbe as the first boot location. It may be booting straight to another dashboard. Edit your Bios config to boot evoxdash.xbe. There is nothing that can go wrong once you start at the start. Once the Bios boots evoxdash.xbe the Dashloader will look for the paths hard coded and boot the first it finds which should be XBMC4Gamers on E:\. If you also install Rocky5s XBMC-Emustation to E:\ alongside XBMC4Gamers (where it should be) then the dashloader sees this first and will boot this first. Simply rename the XBMC-Emustation folder on E:\ (Add a letter or something simple so you can revert the change easily) then XBMC4Gamers will again be the first path found by the Dashloader and boot first.

Custom Paths

If for some reason you have decided that you really must have custom paths to your Xbox Games folders then there is a workaround but it is not advised as I feel the caveats to this are not worth just changing your paths to the standard F:\Games and G:\Games.

Note: To do this workaround you need to disable fast game parsing which massively takes away from the smooth snappy feel of gamers and means your games get scanned in every time you switch menu or go to settings. So you see a scanning dialogue.

Locate the file called 'Settings.ini' in the Xbox Artwork Installer Application folder next to the applications default.xbe.

FTP the 'Settings.ini' back to your computer and enter your custom paths. See example below.

Settings.ini for Custom Paths	
Standard Paths (Recommended)	Custom Paths
<pre> 1 [LoadOrder] 2 Custom 3 PAL 4 JPN 5 NTSC 6 [CustomPaths] 7 E:\Games\ 8 F:\A_C\ 9 F:\D_M\ 10 F:\N_S\ 11 F:\T_Z\ 12 13 </pre>	<pre> 1 [LoadOrder] 2 Custom 3 PAL 4 JPN 5 NTSC 6 [CustomPaths] 7 E:\Games\ 8 F:\A_C\ 9 F:\D_M\ 10 F:\N_S\ 11 F:\T_Z\ 12 G:\Games\ 13 </pre>

Enter all of your custom paths to your Xbox games. Add extra lines if needed.

When you have set your crazy custom paths, FTP the Settings.ini back to where you found it and make sure your FTP client overwrites the existing file (or just delete the old one first).

Run the artwork installer script again and it will install the artwork to the paths you have set in this 'Settings.ini'.

XBMC.LOG

Above all, if you have an issue where something did not work, a script failed etc, FTP to XBMC4Gamers\System and take a look at the end of the xbmc.log file in your favourite text editor. If you reboot there will be a new log written so try FTP in straight away if you can. If not then one instance of an old log is kept here too. You can maybe find the issue there. This is the number one troubleshooting tip, start here!!!

Enjoy!!

