

XenoGC Full Source Code

<https://www.gc-forever.com/forums/viewtopic.php?f=15&t=439>

Page 1 of 6

XenoGC Full Source Code

by **emu_kidid**

Posted: **Tue Feb 22, 2011 1:30 am**

```
<DIR>      Credits
<DIR>      Drivecode
<DIR>      DvdTest
<DIR>      XenoAT
          7,762 XenoAT 1.05.bin
          21,855 XenoAT.1.05.hex
<DIR>      XenoFlash
          509,024 xenoflash.1.05.dol
          474 XenoGlobal.h
<DIR>      XenoShell
```

Let the open source modchip reign begin 😊

With all of the recent Xeno hacking talk, it seems it brought a fellow GC hacker back 😊 The XenoGC author was kind enough to drop by our "Live chat" IRC channel and give me the full XenoGC source code.

In the XenoGC source you might notice a lot of files named QLite.. this is because the XenoGC was originally going to be called the "Qoob Lite" for other reasons you might notice whilst browsing the source 😊



The chip is also capable of being updated via a flasher .dol file (included) - but I would use this at your own risk! It's quite nifty - the author tells me that he actually gets the MN102 to flash update the XenoGC - quite cool 😊 To run it, you must solder a switch from GND to any letter of the "Xeno" text on the modchip and toggle it when you've booted the DOL.

I had a quick look at the code and there's also some code in there to load a DOL from a memory card (you still need a DVD in the drive - but still cool) so I might work on getting a tool out there which will prepare an memcard with a DOL of the users choice.

Version control was obviously not adhered to but I'm told it's most likely the latest/last source code, as you can see from the 1.05 shell/etc. I will do my best in my spare time to clean up this source code, but if anyone else does, feel free to post it back.

From a brief look at the source, it includes:

- * The updater (as source and binary)
- * The Shell code (1.05 AND the nice Credits code w/ Ray tracing)
- * Actual drive code patches and the patches for the IPL/Apploader
- * DVD Test - a nifty app which sends commands to the drive via button combos and reports/dumps things to screen

All I ask is that people find some closure/answers in this source and it'd be cool if DIY guides are made as a result - please do NOT pester me for updates/etc

Last but not least, Enjoy!

edit:
updated the archive to remove the gamecube ipl from it (didn't notice it was there).

Re: XenoGC Full Source Code

by **Ashen**

Posted: **Tue Feb 22, 2011 1:49 am**

Nice! Might this be useful for patching err.. Newer GC(wii) drives? 😊

Re: XenoGC Full Source Code

by **Paul.str**

Posted: **Tue Feb 22, 2011 2:25 am**

Amazing...

Looks like I'm going to have to buy some ATMEL chips.

Re: XenoGC Full Source Code

by **bearteam**

Posted: **Tue Feb 22, 2011 2:39 am**

fantastic!
GC scene is getting hot again.

Re: XenoGC Full Source Code

by **liquitt**

Posted: **Tue Feb 22, 2011 6:30 am**

emu_kidid wrote:

To run it, you must solder a switch from GND to any letter of the "Xeno" text on the modchip and toggle it when you've booted the DOL.

this is like the coolest thing i've ever heard!

Re: XenoGC Full Source Code

by **andzlay**

Posted: **Tue Feb 22, 2011 8:09 am**

Hell yeah that's awesome. Now I got something to read at work 😊

Re: XenoGC Full Source Code

by **jocu3**

Posted: **Tue Feb 22, 2011 9:23 am**

Cool!

Would it be possible to flash Swiss to Xeno and the start Swiss on boot if eg. A is pressed or no DVD on drive?

/Jocu

Re: XenoGC Full Source Code

by **sm4rty**

i dont think that this will be possible

Posted: **Tue Feb 22, 2011 9:40 am**

Re: XenoGC Full Source Code

by **Dragoon**

maybe we could make our own qoob/viper like chip from code.
(and where are the compilers and gctools.bat?)

Posted: **Tue Feb 22, 2011 10:44 am**

Re: XenoGC Full Source Code

by **kevstah2004**

Sweet.

Posted: **Tue Feb 22, 2011 11:35 am**

Re: XenoGC Full Source Code

by **radorn**

fantastic, just fantastic.

Posted: **Tue Feb 22, 2011 12:14 pm**

Re: XenoGC Full Source Code

by **ct_the_1**

absolutely awesome!

Let's flash that chip 😊

Posted: **Tue Feb 22, 2011 1:16 pm**

Edit: Cool, after a quick look at the source, I see that it is possible to switch the xenogc shell with sdload. 😊
Wanna try this, when I got spare time...

Re: XenoGC Full Source Code

by **MrSporty**

Just to confirm the flash updater does appear to function although i had to repeat the process.

Posted: **Tue Feb 22, 2011 1:41 pm**

Got a 1.00 xenoGC now reporting a Shell when pressing start, guess that makes it a V2 😊

Re: XenoGC Full Source Code

by **ct_the_1**

Posted: **Tue Feb 22, 2011 3:12 pm**

MrSporty wrote:

Got a 1.00 xenoGC now reporting a Shell when pressing start, guess that makes it a V2 😊

Yes, it is. Mine will start sdload or gcos, when i press start 😊😊

Re: XenoGC Full Source Code

by **deku_scrub**

Posted: **Tue Feb 22, 2011 3:26 pm**

bearteam wrote:

fantastic!

GC scene is getting hot again.

YEAAHHHH!!! 😊

Re: XenoGC Full Source Code

by **razorblade**

Posted: **Tue Feb 22, 2011 3:51 pm**

"Yes, it is. Mine will start sdload or gcos, when i press start"

how it works?what i must do?sorry my english is not the best
thanks

Re: XenoGC Full Source Code

by **yamaharacer**

Posted: **Tue Feb 22, 2011 4:32 pm**

is the hex file for atmega 8l? or do I need to use the source to set the µC I want to use?

Re: XenoGC Full Source Code

by **razorblade**

Posted: **Tue Feb 22, 2011 4:41 pm**

@ct_the_1

how i can put sdload on my original xeno v2 by push the start button?
by razorblade

Re: XenoGC Full Source Code

by **Dragoon**

Posted: **Tue Feb 22, 2011 5:07 pm**

you have to build it using devkitcube (if you can find it)
and you need the sdload source ofcourse :p

Re: XenoGC Full Source Code

by **ct_the_1**

Posted: **Tue Feb 22, 2011 5:26 pm**

Dragoon wrote:

you have to build it using devkitcube (if you can find it)
and you need the sdload source ofcourse :p

first: yes, or migrate this to devkitppc...

second: no, you can include a dol file (the credits in v1 and the shell in v2 are dol's)

The author has include lines in his source code, where he can switch between the credits/shell or sdload or gcoss.

Re: XenoGC Full Source Code

by **tgalaria**

Posted: **Tue Feb 22, 2011 5:31 pm**

ct_the_1 wrote:

Cool, after a quick look at the source, I see that it is possible to switch the xenogc shell with sdload. 😊
Wanna try this, when I got spare time...

Which means you can have any disc in the drive to load SDLoad.

I'd love to just be able to get into "Shell" without any disc in drive.

Re: XenoGC Full Source Code

by **liquitt**

Posted: **Wed Feb 23, 2011 6:24 am**

ct_the_1 wrote:

Yes, it is. Mine will start sdload or gcoss, when i press start 😊😊

which is pretty amazing 😊

Re: XenoGC Full Source Code

by **ct_the_1**

Posted: **Wed Feb 23, 2011 12:27 pm**

liquitt wrote:

ct_the_1 wrote:

Yes, it is. Mine will start sdload or gcoss, when i press start 😊😊

which is pretty amazing 😊

Yep, I now have the hex file, which can be flashed to the chip (easy cause only winavr needed)

But I can't "make" the flash updater (devkitppc/libogc-port), cause it uses functions to write the flasher to the dvd drive, which are not present in devkitppc and libogc. I hope they are defined in devkitcube. (advanced, cause i dont have devkitcube to look for them and understand them)

So, if anybody has a devkitcube-r1.zip, please upload it and post the link.

Thanks in advance.

Re: XenoGC Full Source Code

by **safefortheozone**

Posted: **Wed Feb 23, 2011 6:13 pm**

ct_the_1 wrote:

So, if anybody has a devkitcube-r1.zip, please upload it and post the link.

<http://www.mediafire.com/?m10nhzgmzua1b2>

Re: XenoGC Full Source Code

by **ct_the_1**

Posted: **Wed Feb 23, 2011 6:50 pm**

Okay, thank you!

Unfortunately the old gclib is not included... it was available time ago at <http://sourceforge.net/projects/gclib/> and gcdev.com, but is gone.

The funtions needed are included in this library, especially in these header files: \GcLib\GC_(EXI,Debug,DVD,...).h

Anybody with those gclib packages (build and source) out there? 😊

Sorry to bother you again with this, but I thought I would not need such old files anymore and removed them from my harddrive long ago.

Thanks in advance! 😊