gc-forever - Gamecube/Wii Forums

Gamecube/Wii support & news forums
https://www.gc-forever.com/forums/

XenoGC Full Source Code
https://www.gc-forever.com/forums/viewtopic.php?f=15&t=439

Re: XenoGC Full Source Code
by **Link83**

Sounds fair enough to me, but perhaps you were not the only person emailing Costis about GCLib?

Re: XenoGC Full Source Code
by **zdebel**

Posted: **Sat Mar 12, 2011 7:47 pm**

Keep in mind guys that the uc that's used in xeno gc is atmega8, it has 8KB of flash memory, so it won't be possible to put sdload/swiss in it (it's too big).

Re: XenoGC Full Source Code
by **ct_the_1**

Posted: **Sat Mar 12, 2011 7:55 pm**

> **zdebel wrote:**
> Keep in mind guys that the uc that's used in xeno gc is atmega8, it has 8KB of flash memory, so it won't be possible to put sdload/swiss in it (it's too big).

Psst, it is possible to use a loader program, that will run from memory card, by pressing the right buttons. 🙂
And you can remove the unneeded thing from the source of course (credits / shell).

Re: XenoGC Full Source Code
by **yamaharacer**

Posted: **Sat Mar 12, 2011 10:51 pm**

> **ct_the_1 wrote:**
> > **zdebel wrote:**
> > Keep in mind guys that the uc that's used in xeno gc is atmega8, it has 8KB of flash memory, so it won't be possible to put sdload/swiss in it (it's too big).
>
> Psst, it is possible to use a loader program, that will run from memory card, by pressing the right buttons. 🙂
> And you can remove the unneeded thing from the source of course (credits / shell).

hi, would it be possible that you prepare a tutorial how we can edit the code to load dol files from the memory card like you said? or would you just post a edited hex file or anything?

Re: XenoGC Full Source Code
by **Hells Guardian**

Posted: **Sun Mar 13, 2011 1:36 am**

You need a way to compile it before it'll be any use.

Re: XenoGC Full Source Code
by **yamaharacer**

Posted: **Sun Mar 13, 2011 7:50 am**

i have visual studio 2010 that would be a problem.

Re: XenoGC Full Source Code
by **Hells Guardian**

Posted: **Sun Mar 13, 2011 12:43 pm**

I highly doubt that visual studio alone will do or we would have seen some mods of the code already.

Re: XenoGC Full Source Code
by **yamaharacer**

Posted: **Sun Mar 13, 2011 2:14 pm**

> **Hells Guardian wrote:**
> I highly doubt that visual studio alone will do or we would have seen some mods of the code already.

I dont think there are so much people out there who waste their time in gamecube developing. just the hardcore gamecube fans in this community work on on it. so it needs time for that few people who try to do this.

and I dont think that it would need more than visual studio 10 because its also just only a C code. nothing unnormal.

Re: XenoGC Full Source Code
by **Dragoon**

Posted: **Mon Mar 14, 2011 5:02 pm**

> **yamaharacer wrote:**
> > **Hells Guardian wrote:**
> > I highly doubt that visual studio alone will do or we would have seen some mods of the code already.
>
> I dont think there are so much people out there who waste their time in gamecube developing. just the hardcore gamecube fans in this community work on on it. so it needs time for that few people who try to do this.
>
> and I dont think that it would need more than visual studio 10 because its also just only a C code. nothing unnormal.

I doubt it will create a ELF/bin/DOL file, unless you can port this to ProDG for GC (vs 6) along with the official GCN SDK.

Re: XenoGC Full Source Code
by **Hells Guardian**

Posted: **Mon Mar 14, 2011 5:29 pm**

Well it's not neccesarily a dol we are looking to build. If I'm not mistaken this chip code needs some unknown GCLib that No one seems to have.

Re: XenoGC Full Source Code

by **yamaharacer**

> *Dragoon wrote:*
>
> > *yamaharacer wrote:*
> >
> > > *Hells Guardian wrote:*
> > > I highly doubt that visual studio alone will do or we would have seen some mods of the code already.
> >
> > I dont think there are so much people out there who waste their time in gamecube developing. just the hardcore gamecube fans in this community work on on it. so it needs time for that few people who try to do this.
> >
> > and I dont think that it would need more than visual studio 10 because its also just only a C code. nothing unnormal.
>
> I doubt it will create a ELF/bin/DOL file, unless you can port this to ProDG for GC (vs 6) along with the official GCN SDK.

why do we need a dol file? we need a hex file which will be flashed on an atmega 8l µC and the program on the chip loads a dol file from an memory card.

Re: XenoGC Full Source Code

by **Dragoon**

Oh crap, I totaly forget the format is iHex :p
I tried to do this with Visual C++ 6.0 sp6, but I couldn't get it to work :s I guess we need to use GNU C++/ Cygwin.

Re: XenoGC Full Source Code

by **KirovAir**

> *Dragoon wrote:*
> Oh crap, I totaly forget the format is iHex :p
> I tried to do this with Visual C++ 6.0 sp6, but I couldn't get it to work :s I guess we need to use GNU C++/ Cygwin.

Doesn't really matter as long as the libs are nowhere to find. :p

Re: XenoGC Full Source Code

by **Hells Guardian**

That's exactly what I said.

Re: XenoGC Full Source Code

by **Dragoon**

Trying to get AVRDude somewhere, but I cant seem to find it, maybe I'll be able to hunt this Gclib down.

Re: XenoGC Full Source Code

by **epoch**

> *Dragoon wrote:*
> Trying to get AVRDude somewhere, but I cant seem to find it, maybe I'll be able to hunt this Gclib down.

http://www.bsdhome.com/avrdude/

this one?

and it's available in a ton of other places as well...

Re: XenoGC Full Source Code

by **Dragoon**

No that's the one I downloaded before but it's just a few files, I guess it's the source of that device.

Re: XenoGC Full Source Code

by **Dragoon**

Shouldn't this be compiled for a atmega32 or higher? because the output files are bigger then 8kb...

Re: XenoGC Full Source Code

by **andzlay**

There are some hex files included and some bin files. hex files are 23kb and bin files 8kb! So maybe you got to flash the bin files? i'm not really into that topic so I don't know ;O

Re: XenoGC Full Source Code

by **Dragoon**

no you have to make .hex files out of it since a avr chip needs to be flashed with an apropiatre avr file (in this case the one generated by winAVR)

Re: XenoGC Full Source Code

by **user82**

So if i am right i just need to burn the .hex file to my Atmega8?

but i got two questions, does anyone have schematics or a wiring diagram(or do i need to look at photos)

and second, does anyone know the fuse settings used? i assume standard fuses(8mhz internal, no watchdog, no brownout etc)

ps: hi @all

Re: XenoGC Full Source Code

by **Dragoon**

I think I have some in my documents, I'll take a look and attatch them if I can find em 😊

Re: XenoGC Full Source Code
by **user82**

> *Dragoon wrote:*
> I think I have some in my documents, I'll take a look and attatch them if I can find em 😊

i could identify some pins from the photo and the code, but there are one or two connections that must be on the back side of the PCB

so would be really cool, thanks in advance!

Re: XenoGC Full Source Code
by **disaster3ad**

> *user82 wrote:*
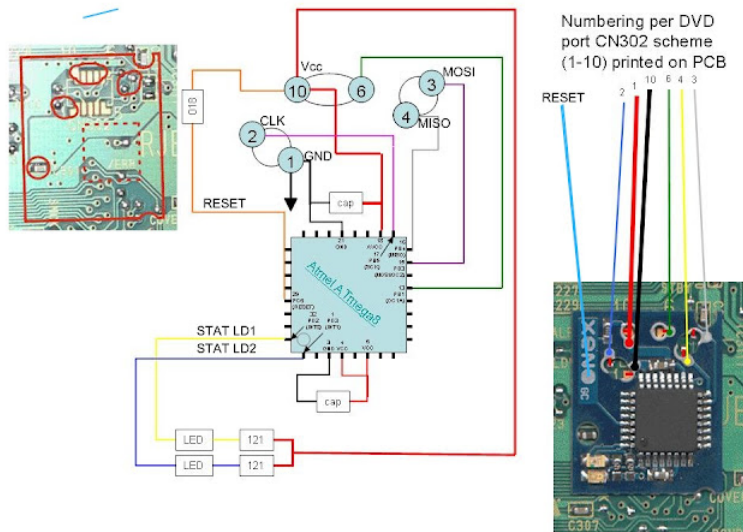> So if i am right i just need to burn the .hex file to my Atmega8?
>
> and second, does anyone know the fuse settings used? i assume standard fuses(8mhz internal, no watchdog, no brownout etc)
>
> ps: hi @all

The fuses is:

lfuse = 0xC4
hfuse = 0xD9

resistor Vcc to RESET - about 10k

Also it can be programmed on GC. Just connect a blank Atmega8 chip to the gamecube disksdrive board
as it was xeno, connect reset of mega8 to GND, then start FlashXeno.dol on gamecube.

Re: XenoGC Full Source Code
by **user82**

ok great information! thanks a lot

one more question came up..is it true that it runs at 3.3V? if so id have to use an atmega8L instead of an atmega8(vcc 4.5-5.5V)