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Gamecube/Wii support & news forums
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XenoGC Full Source Code

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

Re: XenoGC Full Source Code
by **emu_kidid**   Posted: **Wed Feb 23, 2011 10:15 pm**

I could probably port it to the latest dkppc but I'm too low on free time 😳

Re: XenoGC Full Source Code
by **ct_the_1**   Posted: **Wed Feb 23, 2011 10:59 pm**

> *emu_kidid wrote:*
> I could probably port it to the latest dkppc but I'm too low on free time 😳

No problem... I would do it, but since there are functions (the dvd flashing part) that are not included in the devkit, it will be very difficult for me... so I need the original gclib functions to look at.

Btw. you must have had the original gclib, or not? I think you needed it for gcos long ago?
Can you please look through your hdd, if you find the time? thank you in advance.

Re: XenoGC Full Source Code
by **emu_kidid**   Posted: **Wed Feb 23, 2011 11:04 pm**

nope, never used gclib..

Re: XenoGC Full Source Code
by **kevstah2004**   Posted: **Thu Feb 24, 2011 12:25 am**

Will it compile the shell.dol in devkitPro via Programmers Notepad so it can be launched off a sdgecko?

Re: XenoGC Full Source Code
by **Dragoon**   Posted: **Thu Feb 24, 2011 10:00 am**

> *kevstah2004 wrote:*
> Will it compile the shell.dol in devkitPro via Programmers Notepad so it can be launched off a sdgecko?

if you know how to create makefiles and stuff then I think some programs will compile.

Re: XenoGC Full Source Code
by **kevstah2004**   Posted: **Thu Feb 24, 2011 6:23 pm**

I ask because, I could never get Cube64 to compile but psx-r, CubeSX and genplusx-gx compile fine.

Re: XenoGC Full Source Code
by **gtmtnbiker**   Posted: **Fri Feb 25, 2011 3:31 am**

I pulled down the source and am trying to compile it. I see that make.bat has a reference to: powerpc-gekko-gcc-3.4.4

Any ideas where this comes from? Are people just replacing it with powerpc-eabi-gcc.exe that is found in the devkitpro toolchain?

Re: XenoGC Full Source Code
by **emu_kidid**   Posted: **Fri Feb 25, 2011 4:13 am**

yes, I would. I might take a day to take a look at it all and try to get it all updated.

Re: XenoGC Full Source Code
by **Link83**   Posted: **Mon Feb 28, 2011 4:04 pm**

I just registered here to say a big thank you to the XenoGC author and emu_kidid for releasing the XenoGC source code 😄

Since we now have the source code can we fix the bug on XenoGC V2.0 which caused the shell to always appear in PAL video mode? Perhaps it could check the disk region and boot the shell in whatever video mode the disk is?

Also, since the XenoGC offered the ability to force NTSC and PAL video modes, would it be possible to add an extra option to force progressive scan on all games, like the Qoob SX/Pro?

Thanks in advance for any help/info 😕

Re: XenoGC Full Source Code
by **yamaharacer**   Posted: **Mon Feb 28, 2011 4:48 pm**

i have a atmega 8l dip flashed with the hex file. everything worked fine. now i want to install it on my cube to test if it works. does anyone know which pin needs to be connected with which pad on the drive board?

Re: XenoGC Full Source Code
by **ct_the_1**   Posted: **Mon Feb 28, 2011 7:47 pm**

> *yamaharacer wrote:*
> i have a atmega 8l dip flashed with the hex file. everything worked fine. now i want to install it on my cube to test if it works. does anyone know which pin needs to be connected with which pad on the drive board?

try this... (attached file)

edit: i'm not sure if you have to add a resistor ond/or capacitor to make this work, so no guarantee 😕

Re: XenoGC Full Source Code

Posted: **Tue Mar 01, 2011 3:17 am**

> **ct_the_1 wrote:**
> 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? 😁

I sent Costis an email to a few of his addresses that I found on the net. Hopefully he'll respond back with the source code for GCLIB. From the internet archives, it seems that he was the project owner.

Does anyone know how similar GCLIB is with devkitpro? Was GCLIB the starting point for devkitpro or are they just two completely different SDKs?

Re: XenoGC Full Source Code

Posted: **Tue Mar 01, 2011 3:34 am**

GCLib was a decent lib but costis kept it closed source and binary, it was hard to come by any version newer than the original. I would rather spend effort porting it to libOGC to be honest. Most of the code wouldn't be complex at all.

Re: XenoGC Full Source Code

Posted: **Tue Mar 01, 2011 4:45 pm**

Let me see if I understood, it won't be possible to flash SD-Load (or Swiss) to Xeno until gclib is found?

Re: XenoGC Full Source Code

Posted: **Tue Mar 01, 2011 6:43 pm**

yes and no... 😁

The source should be ported to devkitppc / libogc.

Someone like emu_kidid, who has advanced knowledge, could do it without the old gclib, because he can implement the missing functions from scratch.

Someone, who has very basic knowledge (like me) , could port it, but needs the original functions, so he/she can look at them, understand them and then port them.

If someone got the gclib and missing header files, it should compile fine without further modification though.

Re: XenoGC Full Source Code

Posted: **Tue Mar 01, 2011 7:14 pm**

Well... that's kinda good....
It still means no flashing the Xeno for a while.

Re: XenoGC Full Source Code

Posted: **Tue Mar 01, 2011 8:58 pm**

That looks like GCLib v1.0. Maybe someone could check it, I'm too busy these days. :/

Re: XenoGC Full Source Code

Posted: **Sat Mar 05, 2011 8:26 pm**

Emu have you been able to take a look at it?

Re: XenoGC Full Source Code

Posted: **Wed Mar 09, 2011 3:25 pm**

Anyone have the correct fuse settings for the hex?

Re: XenoGC Full Source Code

Posted: **Thu Mar 10, 2011 4:19 pm**

Did anyone see this thread/post:-
http://www.assemblergames.com/forums/sh ... post477858

> **arbingordon wrote:**
> <arbin> hey costis someone lookin for you
> <arbin> http://www.assemblergames.com/forums/sh ... hp?t=31610
> <@costis> i cant see the post
> <@costis> dont have an accnt
> <arbin> o sorry
> <@costis> can you either take a screenshot or pastie it or smth?
> <arbin> guy is looking for GCLIB
> <@costis> oh is it some Bill dude?
> <arbin> some guy that sent stuff to ur sourceforge email
> <@costis> if so, that guy stalked me and found a ton of my e-mail addresses
> <@costis> and spammed shit to me
> <arbin> his screenname is "n64coder"
> <@costis> asking for gclib because he thinks that
> <@costis> dsome other code used it
> <@costis> whic his not true
> <@costis> they just called their own thing gclib
> <arbin> *link removed*
> <@costis> yup.
> <@costis> i never gave thme or anyone else gclib.
> <@costis> someone please tell him
> <@costis> that they used a different lib
> <@costis> gclib was never online or released to he public
> <@costis> the
> <arbin> will do
> <@costis> i even checked the xenogc code myself

<@costis> to make sure they were using something else (which they were)
<@costis> thx 😵

It seems the GCLib used by the XenoGC code is not the same as the GCLib made by Costis.

Re: XenoGC Full Source Code
by **KirovAir**   Posted: **Thu Mar 10, 2011 4:31 pm**

> * There might be an easter egg showing a vector cube in there somewhere, problem is no one seem to remember how to trigger it.

Anyone knows how to trigger this one now? I'll try to search it in the source code when I'm at home. 😛

Re: XenoGC Full Source Code
by **andzlay**   Posted: **Fri Mar 11, 2011 9:12 am**

Then maybe the xeno author can publish his gclib?

Re: XenoGC Full Source Code
by **tglaria**   Posted: **Fri Mar 11, 2011 2:50 pm**

> *Link83 wrote:*
> Did anyone see this thread/post:-
> http://www.assemblergames.com/forums/sh ... post477858
>
> > *arbingordon wrote:*
> > <arbin> hey costis someone lookin for you
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> > <@costis> i cant see the post
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> > <@costis> i never gave thme or anyone else gclib.
> > <@costis> someone please tell him
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> > <@costis> i even checked the xenogc code myself
> > <@costis> to make sure they were using something else (which they were)
> > <@costis> thx 😵
>
> It seems the GCLib used by the XenoGC code is not the same as the GCLib made by Costis.

😳 😳 😳

Re: XenoGC Full Source Code
by **andzlay**   Posted: **Fri Mar 11, 2011 3:49 pm**

My favourite part of the log is:

> <@costis> if so, that guy stalked me and found a ton of my e-mail addresses
> <@costis> and spammed shit to me

😀

But what is this gclib we have here in the thread?

Re: XenoGC Full Source Code
by **gtmtnbiker**   Posted: **Fri Mar 11, 2011 4:51 pm**

> *andzlay wrote:*
> My favourite part of the log is:
>
> > <@costis> if so, that guy stalked me and found a ton of my e-mail addresses
> > <@costis> and spammed shit to me
>
> 😀
>
> But what is this gclib we have here in the thread?

Here's my side of the story since I'm the one who sent emails to him. I sent 1 email to his sourceforge address stating that I'm trying to build xenogc source code and need gclib. Does he have an archive that he could make available to me? 5 days later without having a response, I sent another email (1) to 3 different email addresses that I found with a 5 minute google search stating that I don't know which email address is current and apologies for multiple emails. Then I made the same gclib request.

So that was the extent of my email communications. Never heard a word from him. So is this spamming? Should I have done something different?

The least he could have done is just a simple reply saying something like "Sorry but I don't have gclib or I don't wish to make it available, yada yada"