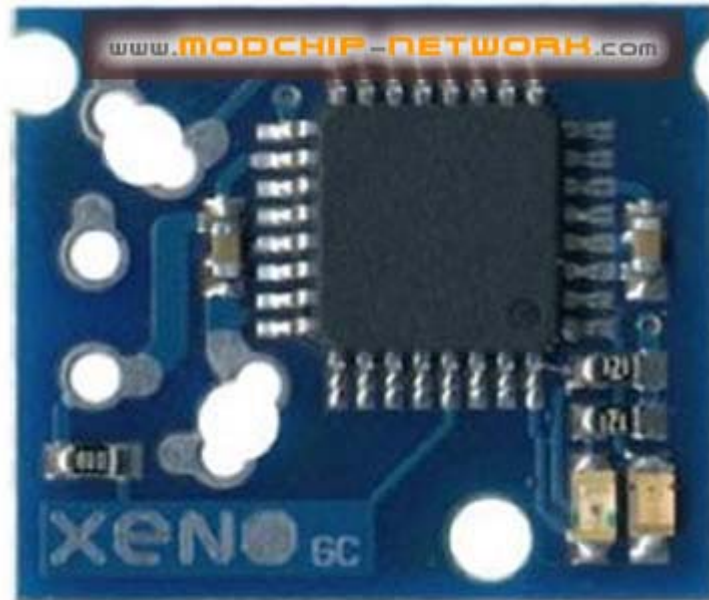


GameCube XENO - installation

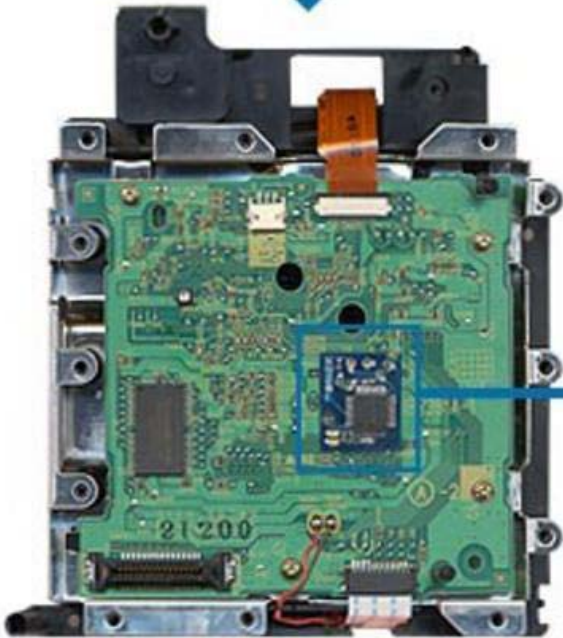
**In order to begin your ModChip modification you will need the following:**

- Low watt soldering iron (15-30 watt) with a fine tip
- Solder
- GameCube Security BIT

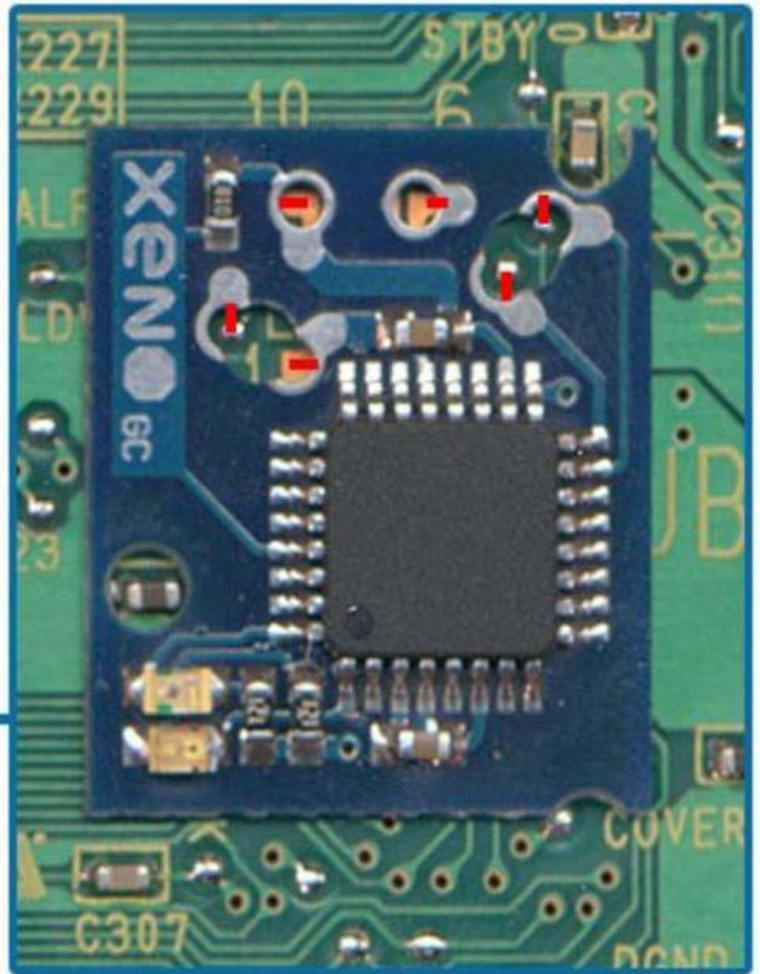
**Installation:**

- Remove with the Security BIT the 4 screws on the GameCube bottom side
- Open the GameCube cover
- Remove the GameCube drive
- Put the XENO chip on the drive unit bottom side. Solder the red points to the drive unit board (for more information look at the following picture).

DRIVE UNIT



DRIVE UNIT BOTTOM SIDE



GameCube XENO-Chip direction:

You can adjust a few settings by holding various buttons on controller 1 while booting a game. The settings will be in effect per boot and not change behavior permanently.

[L] – Button → Disable audiofix:

If you modified your backup images to work with bioses that didn't support streaming audio correctly, you can disable the native fix.

[R] – Button → Disable DREfix:

Turns off the native read adjustment/retries. Can be useful if you want to scan a disc for read errors. The chip will not try to prevent any errors and use the default read settings

[X/Y] – Button → Force NTSC/PAL display mode:

Will force the selected region's display mode regardless of the actual game region. This will work for some games, for others it won't.

[START] – Button → Version display:

Shows some basic version info (Chip, GC and drive)

Status LEDs on the XENO Chip:

The XenoGC features two status LEDs to indicate correct function. The **red LED** is active when the drive resets and the chip is doing its job. Once the drive has been patched successfully, the **green LED** will light up.

Check your install if you only get the red LED, or it doesn't light up at all.