WII HOMEBREW INSTRUCTIONS

Disclaimer: Both Nintendo and the publisher of this manual are not responsible for any damage inflicted upon your Nintendo Wii systems or their software. Please homebrew responsibly and follow the instructions in this manual very carefully to ensure their safety.

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Many people are familiar with what the Nintendo Wii is but are not aware of what its modern-day capabilities are. Through a process called homebrewing, the Wii can be used to do a lot more than it was originally intended to do. These instructions will guide you in learning how to homebrew it yourself, as well as installing a few key programs for playing Wii games.

Getting Started

Before attempting these instructions, make sure you are in possession of the following (Note: Optional items will be explained in **bold** when they are applicable during the processes):

A) An empty SD or SDHC card above 2 GB
B) USB to SD adapter (optional)
C) A USB or external hard drive
D) Wii Backup Manager
E) NKit (optional)
F) fat32format (optional)

A   B   C

Step 1: The Homebrew Channel

The Homebrew Channel is the biggest and most important step into getting your Wii homebrewed. No other custom software will run without this installed, but the process doesn't take many steps.

1. Turn on your Nintendo Wii and navigate to the options in the bottom left corner of the main menu. Choose "Wii Settings" (taking note of the system version in the top right), "Internet" on page 2, and then open "Console Information". Take note of the MAC address on screen and save it and the system version somewhere you can read them, like a post-it note. Turn the console off.

2. Now on a computer, insert your SD card into the available slot. If your computer does not have one, use a **USB to SD adapter**, as pictured on page 2.

3. In a web browser, go to please.hackmii.com, choose your system version and enter your Wii's MAC address as previously noted. Keep the "Bundle the HackMii installer for me!" box checked, complete the CAPTCHA, and select the "cut the red wire" button.

LetterBomb

System Menu Version
○ 4.3U   ● 4.3E   ○ 4.3J   ○ 4.3K

MAC Address

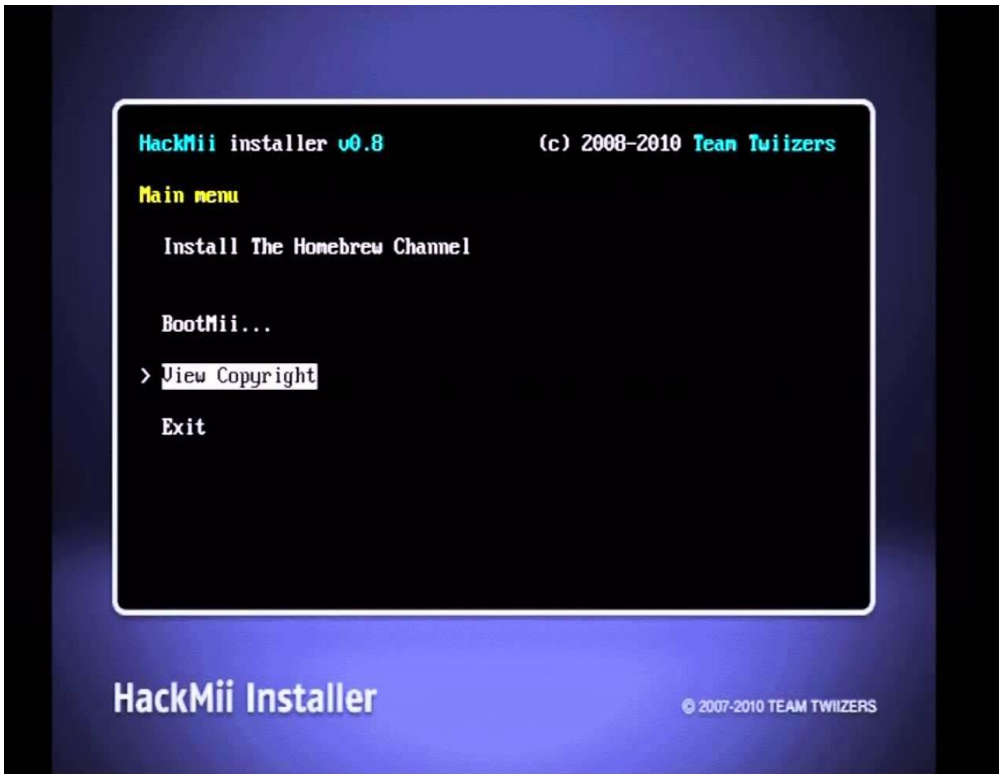| AA	BB	CC	DD	EE	FF

Necessary to create and sign the correct file

☑ **Bundle the HackMii Installer for me!**

☐ I'm not a robot   reCAPTCHA
Privacy - Terms

[Cut the red wire] [Cut the blue wire]

4. Unzip the file once it finishes downloading and copy the "private" folder and the "boot.elf" file to the SD card.

5. Take the SD card out and insert it into the slot on the front of the Wii behind the little panel next to the disc slot. Turn the console back on and open the Wii Message Board. If a red letter with a bomb in it does not appear immediately, check the previous day or two instead. Once visible, click on it.

6. Wait for the screen to prompt you to press the 1 button on your Wiimote. Use the A button to continue once prompted, and then select "Install the Homebrew Channel". Wait for it to finish and then exit the HackMii menu.
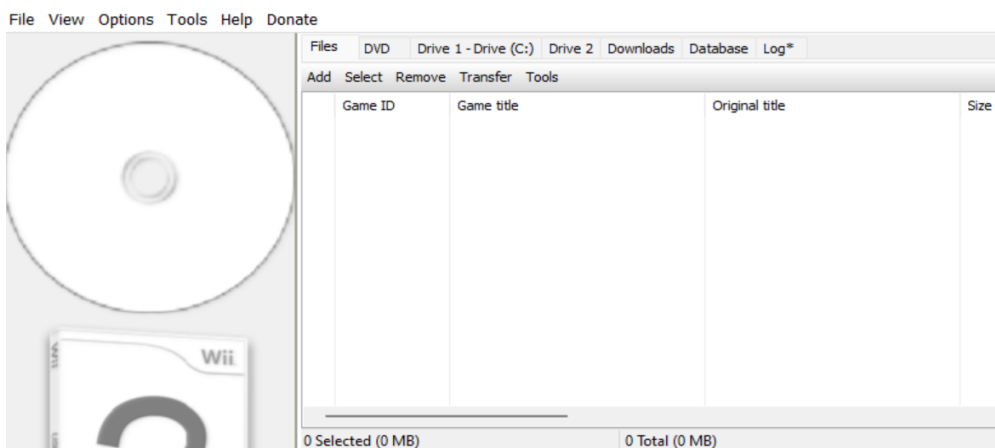

The Homebrew Channel should now be in the first open space on your Wii Menu and can be opened. However, nothing has been installed on it, so nothing will appear. The next section will remedy this.

Step 2: USB Loader GX

Now that the Homebrew Channel is installed, we can install USB Loader GX to support playing games. Whether you rip the disc files yourself or gain them from the internet, it makes for a good way to keep a more permanent collection safe from damage.

1) Gather the disc files through means as discussed above. The games should be kept as .iso files.
    a) If they are kept as nkit.iso, use **Nkit** to convert them. Drag your disc files to the "ConvertToISO" application and let it run. The final files will be in the "Wii" folder within the one labeled "Processed". Close the program.

2) Insert the USB into your PC. Open its Properties through the right-click menu and take note of its file system. If it is not FAT32, use **fat32format** to change it. Open it and create a folder called "wbfs".

3) Open Wii Backup Manager and use "Add" to insert the .iso files you want to transfer to your external drive. Move to the "Drive 1" tab and in the dropdown labeled "Inactive" and choose your external drive. Move back to the "Files" tab, check the boxes of the games you want to move, hit the "Transfer" button, and select your drive. Close the program when the transfer is done.

4) Download both USB Loader GX and d2x cIOS installer. Put the "apps" folders from both .zip files into the SD card you used before.

5) Remove the SD card and take it and the external drive to the Wii. Put the SD card back in its slot on the front and enter the external drive onto one of the USB ports on the back. Turn the Wii on and select the Homebrew Channel.

6) Make sure your Wii has an internet connection and open "d2x cIOS installer". Continue and enter the 3 combos shown below by pressing the A button twice. Once done, exit the program and return to the Homebrew Channel.

```
[*] SETTINGS
 Select cIOS <v10 beta52 d2x-v10-beta52>
 Select cIOS base <57>
 Select cIOS slot <249>
>Select cIOS revision <65535>
```

```
[*] SETTINGS
 Select cIOS <v10 beta52 d2x-v10-beta52>
 Select cIOS base <56>
>Select cIOS slot <250>
 Select cIOS revision <65535>
```

```
[*] SETTINGS
 Select cIOS <v10 beta52 d2x-v10-beta52>
 Select cIOS base <38>
 Select cIOS slot <251>
>Select cIOS revision <65535>
```

7) Open USB Loader GX. If all steps have been performed correctly, the program should load, and the games contained on the external drive should be shown.
   a) If this isn't the case and your drive has been formatted to FAT32, it's possible your external drive may be incompatible with the software and a different one needs to be used. If you want one that works for certain, check here: https://wiki.gbatemp.net/wiki/USB_Devices_Compatibility_List
   b) Note that hard drives have better performance than flash drives.

Just like that, your Wii is all ready to go! Have fun with your backed-up collection of games and a gateway into fun modifications!

Glossary

- d2x cIOS installer: A homebrew program for the Wii designed to allow it to run custom IOS wads that aid in running other homebrew programs. Found at https://wii.guide/cios

- FAT32: A format for storage that can communicate with the Wii for USB loading.

- Fat32format: A PC program that can format any USB as FAT32. Found at http://ridgecrop.co.uk/index.htm?guiformat.htm\

- .iso: A disc image file that contains the data contained within a disc.

- NKit: A PC program that compresses and restores .iso files for use with emulators and real hardware. Version with Wii Partitions found at https://vimm.net/vault/?p=nkit

- Nkit.iso: An iso that's been compressed with Nkit and can be converted back to a regular iso with the same program.

- USB Loader GX: A homebrew program for the Wii designed to load games from an external drive, in addition to the disc drive and the Wii Menu. Found at https://wii.guide/usbloadergx.html

- Wii Backup Manager: A PC program that allows .iso files to be converted to folders that can be read by a USB Loader on a Nintendo Wii. Found at https://wii.guide/wiibackupmanager.html

- Wii Message Board: A part of the Wii Menu, in the bottom left corner, that displays memos and other documents.

- Wiimote: Short form for a "Wii Remote", the main controller that the Wii uses.