Usb loader gx failed to initialize usb device

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This guide will show you how to use USB loader to backup and start games from a USB drive. There are two methods, method 1 loads USB LOADER from the homebrew channel. Method 2 loads USB LOADER from its own channel. This is without a doubt the best medhod to play Wii backups. No more burning disks, much faster loading times! First what is required: A Nintendo Wii Latest Homebrew Channel installed CIOS REV 10 DOWNLOAD HERE For Method 1 - Waninkoko's_SD_USB_Loader_1.5.zip DOWNLOAD HERE For Method 2 - USB_Loader_Channel-v1.5.rar DOWNLOAD HERE The original iOS36-364-v1042.wad file DOWNLOAD HERE METHOD 1: -Extract Cios Rev 10 to / apps folder on the SD card -Install Cios Rev 10 -Extract waninkoko's_SD_USB_Loader_1.5.zip file in the app folder on your SD card. -Stick iOS36-64-v1042.wad file in the root of the SD card. - Boot Homebrew Channel, run iOS installer - Select WAD Installer, it should install automatically -Reset Wii METHOD 2: Basically the same as method one except that you want to extract USB_Loader_Channel-v1.5.rar to /wad and /images folder and install it from wad installer. Running USB loader: -Insert a USB drive into the Wii -Boot homebrew channel, select USB-LOADER (Method 1) -Start usb channel (method 2) Now one of three things should happen. Either A, - You see a code dump. This is bad. Make sure that there is only one USB device on the back of the Wii and that one USB device is securely connected. B, you're getting a REV error. This most likely means that the device you're trying to use isn't working. Or C, -It asks you about formatting and choosing a partition. This will erase everything on the USB drive, so be sure to back it up. Yes, the USB drive can be converted back to normal later, there is no big deal. However, Windows will not be able to read the USB drive while it is formatted under WBFS. - Select the partition and continue. -Insert the game disc (original or backup) into the Wii and press the + button. (give it a second) What to say; -- Open dvd disk.. Ok! -- Then it will continue to with the ripping operation. <center> USB LOADER in action. </center> Latest USB loaders ... These loaders host lots of features that the original Waninkoko 1.5 loader does not. They are even cooler than the one demonstrated above! You may want to check these two out. CoverFlow - USB Loader GX - add your ISO files to your USB drive from Windows. Download WBFS Manager and then just the wrong steps below. Step 1. Selcet the drive letter of the Step 2. Drag .iso .iso you want to place on the USB device in the area pictured below. Step 3. Click the Add to Drive button. A status indicator should appear, and depending on the size of the game, it may take a few minutes or a few seconds to complete the transfer. Enjoy!! <center></center> Troubleshooting: Question: When I install the iOS file, I get to extract #00 ... Error! (ret = -1017)? A: Use AnytitleDeleter to get rid of ISO249. Q: When I start USB Loader, I get: Could not initialize USB subsystem! (ret = -1) ? A: This means that either the USB drive is damaged or it is not supported. Use a different drive or double-check connections. Also, if you have something connected to the other USB port, be sure to remove it. If all that doesn't work, try switching USB port. Someone reported this works via hotswapping, but I do not support this method. Others report that connecting two faulty USB's in at once does one work. Q: While in the ripping process, it freezes. (I got passed 0.01%) A: Mine did this, but because my flash drive was overheating. It sounds ridiculous, but try to keep it cool. Or if you have another flash drive, try it. If the flash drive has an LED and it still flashes, leave it alone, it's just running slow! If it stops flashing for more than 40 seconds, you'll need to reset your Wii. Also, sometimes it will not work the first time, but works well the second or third. Q: When I go to rip the disk, does it freeze at 0.01% or 0.00%? A: If wii is hard modded, I do not have a solution for you :[.. However, if it is not, try reinstalling the iOS file or cleaning the disk. Q: When I go to rip, does it say Invalid Wii game? A: You are most likely using a backed up game or a ligit scratched game. Clean the DVD, sometimes try again. If it fails burn another copy. Q: WTF is a partition? A: The best way to describe it is a segment of the hard drive reserved for one file system. Most computer comes with the entire hard drive as a partition, but you can split hard drives into multiple partitions for better organization or different file systems. Q: How do I turn my USB device back compatible with Windows? A: Using XP, right-click My Computer and go to Manage while the USB drive is connected. Click Disk managment. Right-click the device and format or create a new partition. Q: I know what a partition is, is there any way for me to partition my drive without losing current data? A: Unfortunately there is no easy way to simply partition without deleting previous partitions that I know about. [EDIT: Apparently you can use Partition Magic, but I have no experience there] Q: Can I dump Gamecube games? A: No, I'm sure it will eventually be supported, not at this time. Q: It says that it's only x.xxgb is available, but I have a lo tmore space than that! A: Either you messed up with partitioning, or you are not my USB Loader package. Q: Do I need FW v4.0? A: No. Q: Can I put ISO on my hard drive through Windows? A: Yes, [Only registered users can see links. Click here to register]. Q:

How big are the Wii games and how long do they take to dump? A: Most games take less than 20 minutes to dump, except super smash bros brawl. Here are some examples. The Legend of Zelda: Twilight Princess :::: 1.12gb :::: 13 min Link's Target Training :::: 0.25gb :::: 3 min, 25 seconds Wii Sports :::: 0.36gb :::: 5 minutes, 13 seconds Super Smash Bros Brawl :::: 6.87gb :::: 1 hour, 34 minutes, 8 seconds Q: My disk drive is very loud and makes weird noises!! A: Don't worry about it. The amount of noise varies between models and usage. Q: My image is black and white / distorted / Kornete / ect? A: There is compatibility across videos. Some PAL games work well on NTSC consoles, others don't, and screws vice versa. There have been many reports of repairs and video updates, forcing the NTSC, but nothing is clear yet. Q: Does this include USB 2.0 support? A: Yes Q: Does usb loader dump brickblocked backup discs? A: Yes. Q: How big can my partition be? A: 512gb max for now. Original guide found on gbatemp, modified by: MattMan Skip to Content AfterDawn Discussion Forums Home Forums > Consoles > Nintendo Wii / Wii U > Discussion in Nintendo Wii / Wii U started by smilesy, July 2, 2009. AfterDawn Discussion Forums Home Forums > Consoles > Nintendo Wii / Wii U > By ablebodyoungman, Nov 3, 2017 37,648 12 0 Reply: 32 Views: 35309 It looks like you're using ad block :'(Thread starts notoriousbhr Start date May 31, 2015 I have an original white US WII with 4 Game Cube controllerports on one side that I updated to 4.3 before soft modding. I also run the latest version of USB Loader GX and the latest available vesion of Homebrew. I made a backup of a few of my WII and original Game Cube games to a 16 GB Lexar USB stick, but now the stick is all working well when I tried to save my games, but because of the 4GB limit on FAT32, I had to back them up using a backup manager on my PC (running Linux, not Windows), then converted them to . WBFS, and saved them back to the USB stick with the WII games that go into the WBFS folder as follows: usb:/wbfs/LEGO Star Wars - The Complete Saga [RLGE64]/RLGE64.wbfs And GC games that go into the GAMES folder as follows: usb:/games/Mario Party 6 [GP6E01]/game.iso (GC ISOs were converted to WBFS to get around the 4GB limit, GB, but I renamed it game.iso so to follow the naming conventions outlined in the wiki). According to all documentation documentation This seems to be correct, so I do not know why USBLGX will not load the USB drive now. I backed up as many games as I could fit in 16 GB and on the drive, I have 1.2 GB left. Could that be the problem? That I need at least 10% free space or something? Is there more information you need? This guide will explain how to install USB Loader GX on your Nintendo Wii. There are two different installation methods (automatic or manual), and two different installed channels that appear on the Wii (Full Channel or Forwarder). The differences will be described on this page. Requirements Installation After installation Select a hard drive requirement To use USB Loader GX you need: A Soft-modded Nintendo Wii with Homebrew Channel and the latest cIOS installed. (cIOS d2x recommended) A USB 2.0 hard drive or flash drive (see bellow for HDD format) An SD/SDHC card (optionally you can use one if you have limited USB storage or if you find SD access on your computer easier than USB) Additional information you need to know: If you do not have Homebrew Channel installed on your Wii, or if you do not know if wii have the necessary cIOS installed, You can follow one of these tutorials first (Select one based on your knowledge and understanding, they are both identical): ModMii guide Change some Wii 4.3 and bellow Through this guide, you will see references to things like \apps\usbloader_gx_ or \wad_. This is simply the location of the appropriate folder or file on the SD card or USB drive. For example: See how my USB drive is _E:_. Well yours can be _D:_ or _G:_. We remove the drive letter path (E:) in this guide to avoid confusion. SD or USB? The Homebrew channel can only recognize devices that are formatted as FAT32. If you choose to use a USB drive for the installation, you will need a FAT32 partition. To keep only the USB drive with NTFS partition(s), select a FAT32 SD/SDHC card for the installation. Installation USB Loader GX can either be installed as Homebrew Channel program (HBC) or as a channel on the Wii. USB Loader GX on Homebrew Channel USB Loader GX as channel on the Wii system menu USB Loader GX is not physically installed on the Wii, it is copied only on the SD card or USB device and launched from the Homebrew Channel. The advantage of this installation is that it is very easy to install and update the loader manually (place the executable file on the SD card or USB device using the computer). Full channel mode means that the USB Loader GX executable file is copied on the Wii internal memory. It appears as a channel directly on the Wii System menu. You don't need the executable file on an SD card or USB device to start the USB Loader GX, but you need a USB or SD to save the configuration files. To update the loader, install the new channel again the old one, or reuse the loader's internal online update function. Updating a channel is not as simple as when updating from HBC or the forwarder. Forwarder mode is a mixed method from both previous modes. It installs a channel in the Wii System menu, but it does not include the executable USB Loader GX file. Instead, this forwarder channel starts the executable USB Loader GX file on the SD card or USB device. Forwarder is the preferred installation of many users, and it shares the benefit of both of the first modes: Easy update from your computer, and a Channel available on the Wii System menu. You don't have to enter the Homebrew channel anymore to start the loader, and all required files are kept on the external device. Automatic installation Installation can be done by a program on your computer (Windows only). To install USB Loader GX on SD or USB, use USB Loader GX Installer v1.8. This is a multilingual Windows application that downloads and copies the latest USB Loader GX release on the SD card or USB device. The installer has the following additional options: - Allows you to pre-install language files (note: you can still do this easily in the loader), - Download the latest Full Channel of USB Loader GX (note: you need a WAD manager to be able to install on the Wii), - Delete existing game covers Note: The automatic installer does not install Forwarder Channel. Manual installation Installation can also be done manually and gives you several options, such as different iOS versions and installation of Forwarder Channel. Download the full package from the menu on the left side of the main page. Select __USBLoader_GX_Vx_x_ AllinOnePackage_IOS249.zip, download and save it to your computer. Open the downloaded package using winrar or 7zip. The package contains two folders: apps and wad. Extract and copy the apps and wad folder on SD or USB. The device should look like this: \apps\usbloader_gx\boot.dol \apps\usbloader_gx\icon.png \apps\usbloader_gx\meta.xml \wad\USBLoader_GX_Vx_x_UNLR_Channel_AHBPROT.wad\USB Loader GX-UNEO_Forwarder_4_0_AHBPROT.wad (The other files in the package are not required) Installing entire channel or Forwarder Channel: You can stop here or delete the wad folder if you do not want any channel on the Wii System menu. USB Loader GX will act as a Homebrew application and can be launched from the Homebrew Channel. To install a channel, you need another homebrew program: A WAD Manager. - Download a WAD Manager (for example, Wad Manager 1.7, or WAD Manager GUI 1.5v2, or something else). - Extract and place WAD manager boot.dol on the SD card as for USBLoader: \apps\wad manager\boot.dol \apps\wad manager\icon.png (optional) \apps\wad manager\meta.xml (optional) - Insert SD or USB into Wii - Start WAD Manager. - If you are not already in the correct folder, browse through the folders found on the storage device to \wad\ if you want full channel: Select and install the file UNLR_Channel_AHBPROT.wad. If you want Forwarder Channel (recommended!): Select and install the file UNEO_Forwarder_4_0_AHBPROT.wad. - Exit WAD Manager and return to Wii System Menu to watch the channel you just installed. You can now launch usb loader GX from this channel. Note: If you selected Forwarder Channel, remember that you need to keep \USBLoader_gx\boot.dol file on SD or USB. What is the difference between the file version iOS222, iOS249 and iOS250? There is no difference in how usb loader GX works. This is just an option used to speed up the launch process. Just use the file with iOS249 if you don't know which version to choose. Note: This iOS number is not the one used to specify which function you want to access, it is only the one used at the launch of the application to find the settings files. USB Loader GX will later allow you to enter a different iOS slot if you want to use different features (they will be described on other pages in this guide). The default iOS defined in the user's settings is 249. For more explanations, read this: USB Loader GX (and any game or homebrew running on the Wii) requires an iOS to access the Wii hardware, iOS defined at the very beginning of the program. When you start the loader, it starts by loading an iOS-compatible or accessing hardware (such as SD or USB). This iOS is usually placed in slot 249. Now that usb loader GX is running and has access to SD card or USB device, it can load the user's settings to read your preferences and see which iOS you really want to use. If you want to use iOS in slot 249, and you already use USB Loader GX version iOS249, then that's fine, and it continues the loading process. To use an iOS other than the one loaded, usb loader GX must change it and reload the one you specified in the user's settings before continuing the loading process. Reloading an iOS can take up to 2 extra seconds. By using an iOS track number that matches the iOS you defined in the user's settings, you prevent 2-second reload delay, and it speeds up the startup process. It has no intention other than to speed up the launch delay of the loader. If you don't understand what it means, don't worry like they all work the same way. Advanced Users: This option can be bypassed by editing the meta.xml arguments and specifying which iOS track you want to load for the first time. Enter the same iOS track number than that defined in the user's settings to prevent iOS from reloading. After installation, the USB Loader GX uses the path of the sd or USB as the main location to save all the settings and You need to keep that folder on SD or USB all the time. Keep in mind that Homebrew Channel requires a FAT32 partition to recognize your SD or USB devices. If you choose to always start USB Loader GX from the channel or Forwarder, you do not need a FAT32 partition, and you can move the _\apps\usbloader_gx_ folder either on: SD/SDHC card as FAT or FAT32 partition format, USB on a FAT32 partition, USB on an NTFS or ext2/3/4 partition. USB Loader GX looks in all partitions on the USB drive until it finds the installation folder (up to 8 partitions supported). The SD card is the first device available, it will load faster if you place the installation folder on the SD/SDHC card. Note: Keeping a FAT32 partition on SD and/or USB is a good idea if you want to utilize all the features of usb loader GX, and to have access to a greater variety of homebrew. If you have Internet access on your Wii, you can update the USB Loader GX directly from the loader. In Settings, go to the Update menu. If you do not have Internet access or want to update USB Loader GX manually: - If you are using Homebrew Application mode or Forwarder Channel mode: Download the latest package and replace the file \apps\usbloader_gx\boot.dol found on the SD card of it from the package. - If you are using Full Channel mode: Download the latest package, extract the UNLR_Channel_AHBPROT.wad file and place it in the _\wad_ folder. Use a Wad Manager to install the new version. It will overwrite the previous version. Choosing a hard drive Many hard drives are compatible with wii, but you may want to check the compatibility list for USB devices first. Wii can be used with self-powered hard drives, but if the drive is large (> 500GB), you should prefer external powered drives, as the Wii USB port may not provide enough power. HDD Format USB Loader GX supports a lot of partition format: WBFS, FAT32, NTFS, Ext 2/3/4 WBFS: Old and deprecated Wii Backup File System format. Not compatible originally with computers, you need a dedicated application to manage the content of this partition, and you can save only Wii games on it. The partition must be primary and active. This partition format is limited to 500 games. FAT32: Compatible with Wii and all computers. Partition size limited to 2.2 TB, maximum file size limited to 4GB (Wii games are automatically split into multiple parts if needed). NTFS: No size limit. Not supported by much Wii Homebrew. Ext2/3/4: No size limit. Not compatible with other Wii Homebrew. The Wii Homebrew programmes (for example, Homebrew Channel, Games, media players, etc.), USB Loader GX NAND emulation function and DIOS MIOS (Lite) require a FAT32 partition format. You can use a FAT32 SD/SDHC card for this purpose and set the USB hard drive as NTFS or Ext partition format. You can of course create multiple partitions format on your hard drive if you want to separate partitions for Wii Homebrew, Wii games or computer data. USB Loader GX supports up to 8 partitions. For more information between each format, read this. Page 2This guide explains how to install USB Loader GX on your Nintendo Wii. There are two different installation methods (automatic or manual), and two different installed channels that appear on the Wii (Full Channel or Forwarder). The differences will be described on this page. Requirements Installation After installation Select a hard drive requirement To use USB Loader GX you need: A Soft-modded Nintendo Wii with Homebrew Channel and the latest cIOS installed. (cIOS d2x recommended) A USB 2.0 hard drive or flash drive (see bellow for HDD format) An SD/SDHC card (optionally you can use one if you have limited USB storage or if you find SD access on your computer easier than USB) Additional information you need to know: If you do not have Homebrew Channel installed on your Wii, or if you do not know if wii have the necessary cIOS installed, You can follow one of these tutorials first (Select one based on your knowledge and understanding, they are both identical): ModMii guide Change some Wii 4.3 and bellow Through this guide, you will see references to things like \apps\usbloader_gx_ or \wad_. This is simply the location of the appropriate folder or file on the SD card or USB drive. For example: See how my USB drive is _E:_. Well yours can be _D:_ or _G:_. We remove the drive letter path (E:) in this guide to avoid confusion. SD or USB? The Homebrew channel can only recognize devices that are formatted as FAT32. If you choose to use a USB drive for the installation, you will need a FAT32 partition. To keep only the USB drive with NTFS partition(s), select a FAT32 SD/SDHC card for the installation. Installation USB Loader GX can either be installed as Homebrew Channel program (HBC) or as a channel on the Wii. USB Loader GX on Homebrew Channel USB Loader GX as channel on the Wii system menu Homebrew Channel mode means that USB Loader GX is not physically installed on the Wii, it is copied only on the SD card or USB device and launched from the Homebrew Channel. The advantage of this installation is that it is very easy to install and update the loader manually (place the executable file on the SD card or USB device using the computer). Full channel mode means that executable USB Loader GX copied on Wii's internal memory. 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Open the downloaded package using winrar or 7zip. The package contains two folders: apps and wad. Extract and copy the apps and wad folder on SD or USB. The device should look like this: \apps\usbloader_gx\boot.dol \apps\usbloader_gx\icon.png \apps\usbloader_gx\meta.xml \wad\USBLoader_GX_Vx_x_UNLR_Channel_AHBPROT.wad\USB Loader GX-UNEO_Forwarder_4_0_AHBPROT.wad (The other files in the package are not required) Installing entire channel or Forwarder Channel: You can stop here or delete the wad folder if you do not want any channel on the Wii System menu. USB Loader GX will act as a Homebrew application and can be launched from the Homebrew Channel. To install a channel, you need another homebrew program: A WAD Manager. - Download a WAD Manager (for example, Wad Manager 1.7, WAD Manager GUI 1.5v2, 1.5v2, others). - Extract and place wad manager boot.dol on the SD card as for USBLoader: \apps\wad manager\boot.dol \apps\wad manager\icon.png (optional) \apps\wad manager\meta.xml (optional) - Insert SD or USB into Wii - Start Homebrew Channel - Select and restart WAD Manager. - If you are not already in the correct folder, browse through the folders found on the storage device to \wad\ if you want full channel: Select and install the file UNLR_Channel_AHBPROT.wad. If you want Forwarder Channel (recommended!): Select and install the file UNEO_Forwarder_4_0_AHBPROT.wad. - Exit WAD Manager and return to Wii System Menu to watch the channel you just installed. You can now launch usb loader GX from this channel. Note: If you selected Forwarder Channel, remember that you need to keep \USBLoader_gx\boot.dol file on SD or USB. 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Enter the same iOS track number than that defined in the user's settings to prevent iOS from reloading. After installation, USB Loader uses GX _\apps\usbloader_gx_ the path of SD or USB as the main location to save all your settings and downloads. You need to keep that folder on SD or USB all the time. Keep in mind that Homebrew Channel requires a FAT32 partition to recognize your SD or USB devices. If you choose to launch USB Loader GX from Homebrew Channel, you do not need a FAT32 partition to save the boot.dol file on it. If you have multiple partitions on the USB drive, it is recommended to format the first partition as FAT32 for homebrew compatibility reason. If you choose to always start USB Loader GX from the channel or Forwarder, you do not need a FAT32 partition, and you can move the _\apps\usbloader_gx_ folder either on: SD/SDHC card as FAT or FAT32 partition format, USB on a FAT32 partition, USB on an NTFS or ext2/3/4 partition. USB Loader GX looks in all partitions on the USB drive until it finds the installation folder (up to 8 partitions supported). The SD card is the first device available, it will load faster if you place the installation folder on the SD/SDHC card. Note: Keeping a FAT32 partition on SD and/or USB is a good idea if you want to utilize all the features of usb loader GX, and to have access to a greater variety of homebrew. If you have Internet access on your Wii, you can update the USB Loader GX directly from the loader. In Settings, go to the Update menu. If you do not have Internet access or want to update USB Loader GX manually: - If you are using Homebrew Application mode or Forwarder Channel mode: Download the latest package and replace the file \apps\usbloader_gx\boot.dol on the SD card of it from the package. - If you are using Full Channel mode: Download the latest package, extract the UNLR_Channel_AHBPROT.wad file and place it in the _\wad_ folder. Use a Wad Manager to install the new version. It will overwrite the previous version. Choosing a hard drive Many hard drives are compatible with wii, but you may want to check the compatibility list for USB devices first. Wii can be used with self-powered hard drives, but if the drive is large (> 500GB), you should prefer external powered drives, as the Wii USB port may not provide enough power. HDD Format USB Loader GX supports a lot of partition format: WBFS, FAT32, NTFS, Ext 2/3/4 WBFS: Old and deprecated Wii Backup File System format. Not compatible originally with computers, you need a dedicated application to manage the content of this partition, and you can save only Wii games on it. The partition must be primary and active. This partition format is limited to 500 games. FAT32: Compatible with Wii and all computers. Limited partition size 2.2TB, maximum file size limited to 4GB (Wii games are automatically split into multiple parts if needed). NTFS: No size limit. Not supported by much Wii Homebrew. Ext2/3/4: No size limit. Not compatible with other Wii Homebrew. The Wii Homebrew applications (such as Homebrew Channel, Emulators, Games, Media players, etc.), USB Loader GX's NAND emulation function and DIOS MIOS (Lite) require a FAT32 partition format. You can use a FAT32 SD/SDHC card for this purpose and set the USB hard drive as NTFS or Ext partition format. You can of course create multiple partitions format on your hard drive if you want to separate partitions for Wii Homebrew, Wii games or computer data. USB Loader GX supports up to 8 partitions. For more information between each format, read this. USB Loader GX Guide, copyright © 2012. Created by Shano56 and Cyan. All rights reserved. Booked.