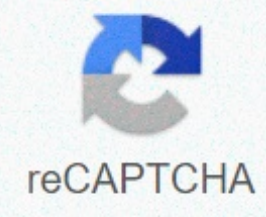




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## Wii usb loader 2019

April 16, 2007 5 min reads This is a giant among video game consoles, a brand name like almost no other, an entertainment product that needs no introduction. Ladies and gentleman, giving it up for Nintendo Wii. Some products and services are so familiar, they hardly need an introduction. Nintendo Wii may not have the name box of McDonald's or Wal-Mart. But it has brand recognition that startups can only dream of. Therefore, there's something to be said for the aftermarket, the concept of customting your business with the customers of a much larger, famous or already existing product or service. For example, think about eBay and the drop-down centers cut up, companies that make products from recycled materials or even the books published that analyze the phenomenon of the Harry Potter series and TheDa Vinci Code. Nintendo Wii are just one of the latest products to inspire entrepreneurs to start new businesses or adjust their current offerings. For example, one component of the Wii is the Mii, which lets game players create their own characters by selecting from a variety of facial properties. Many online retail outlets sell T-shirts, mugs and statuettes with Miis on them. This is probably a good business model, provided that you or at least the infrastructure of your company has the technical expertise to leverage the popularity of the Nintendo Wii. To date, there has been an abundance of third-party add-ons and tools [that] hit the market, ranging from glut of console skins to rechargeable battery docks to computer-based Mii editors, says Chris Moorhouse, creator of WiiChat.com, the video game system's largest unofficial online community. The potential to make money off the back of the console is very untapped right now, and I'm sure it's proving very profitable right now for companies riding the wave of the console's success. But don't thank your day job yet. One stock market analyst, Todd Mitchell of Kaufman Bros., tying up in an online report to his clients. We're getting tired of what we believe is irrational exuberance about the Wii. Yes, it's popular, and yes, it takes share, but one investor recently told us how he thought it would revolutionize the way Americans exercise. And Moorhouse, a web developer in the UK, admits, Wii Chat does make revenue via advertising that helps support the cost and maintenance of the site, but apart from that it's not really a good amount. That doesn't mean, however, that Nintendo Wii can't be a big business for some. Just ask the founder of StumbleUpon. Garrett Camp, now 28, created StumbleUpon five years ago, but it was only last December, not long after Nintendo debuted Wii, that his company began seeing its true potential. StumbleUpon.com, in the words of his website, toolbar that the public can use to find great websites, videos, photos and more on your interests. StumbleUpon learns what you like and makes better recommendations. When Nintendo Wii came out, StumbleUpon stumbled upon the idea of adjusting his technology to work with the video game console. Now, anyone using Nintendo Wii can go to www.stumble.tv, discover videos on the internet and watch the videos on their TV. With 6 million Wii users and counting, StumbleUpon has a growing base of consumers who can chase it, and because these consumers naturally understand the universe of Nintendo Wii, StumbleVideo explains isn't difficult. Our consumers are pretty well tech savvy, says Dave Feller, Stumble's vice president of marketing. If we tried to sell the Wii and StumbleVideo, this might well be another story. What also makes Camp confident is that if Nintendo Wii disappeared tomorrow, his company wouldn't. It exists on the web long before Wii, and StumbleVideo will work in any device a browser has in it. Wii is just the one we use, and it makes the most sense to use. It's a good device. StumbleUpon is not alone. The businesses that flourish from Nintendo Wii are probably the ones that existed before Nintendo Wii. Dan Diotte, 45, owns VenMill Industries, which offers technology - such as the Ship-Away - that cleans and fixes compact discs. The company, which was founded in 2002, brings in about \$4 million a year to sell

products that work for CDs, DVDs and, yes, compact discs for the Nintendo Wii. VenMill puts about a third of its marketing and resources toward satisfying the need for maintenance and repair of disks in this market, says Diotte. And it's not just the hobbies and medium-sized businesses leading the Nintendo Wii parade. Moorhouse cites how G4, a fast-growing TV network aimed at video game owners, owned by Comcast, has a website targeting Wii users who want to browse the internet with their Wii consoles. This approach allows for webmasters to lose out the Wii users and really adjust their ad inventory for maximum conversion under the targeted Wii browser-specific traffic, Moorhouse explains. The economy can be confusing to non-gamers, but with the Wii aimed at even grandparents and young children, chances are more and more people are going to be consumers not only from the Wii, but also the Wii aftermarket. It translates into something every entrepreneur can understand. StumbleUpon, which started from an apartment and was self-funded until a year ago when it received \$1 million in angel funding, has yet to make a profit, but Camp says they are close. He believes StumbleUpon could end up being the Google of video searching with the Wii. If that happens, StumbleUpon could one day be a company that needs no introduction, which also includes the of VenMill Industries could be, or so hope its CEO. Like Diotte quips, Fortunately, Wii has made us all breathe a 'Wii' bit better. After After the enormous a few-hour line to get into the inner sanctuary of Nintendo's booth on the first two days of E3, I thought I'd never get to try out the Wii. Thanks to their useful PR, I was able to skip the line today and go waiting in a bunch of somewhat smaller lines in the booth to try out the Wii games. A few hours later, I had some hands-on time with Nintendo's new console. First I played some of the simple sports games, like baseball and tennis. They are... Well... Basic. The controller is very sensitive and it's really easy to get into the games. I know that's what they're going for. But there simply is no depth there. Maybe some of the Wii Sports games will be deeper once they're released, but then there's a big graphic problem. Yes, Nintendo talks about how graphics are secondary, but it's some seriously ugly stuff here. I also played a flying demo where you hold the controller like a paper plane, and it's rounding up to send a plane to the screen. This is a great example of the sensitivity and accuracy of the Wii remote, but it's not a game by any stretch. Far more impressive were Mario Galaxy and Zelda: Twilight Princess. These games have a fantastic look at them. They are charming, colorful, and a good showcase for the technical graphical capabilities of the system. Speaking of which – don't expect Xbox 360 or PS3-level graphics from the Wii. Nowhere near. The best games look like they can be done on a Gamecube. They look like really good Gamecube games, but Gamecube games nonetheless. Mario and Zelda also make much more extensive use of the Wii remote (the Wiimote) and nunchuck controller. You have to use both in concert, which isn't as confusing as it seems. So am I sold on the whole Wii concept? Not entirely. Nintendo says that to bring in more gamers, you have to enrich the real playing experience. Their method of doing this is to change the man/machine interface. It works, to be sure. There were many non-gamer business types in line who, after a minute or two, seemed to have a good handle on how to play, and had a great time. But changing the way a game can be done by in more ways than just changing the man/machine interface. Graphics, sound, AI, physics, everyone can engage players when they improve. Having played several games on the Wii, I'm not entirely sold on the idea that their movement and position sensitive remote control is inherently superior to the Microsoft/Sony approach of improving play by those other methods. This is different. It's no worse. And there will be games where using the remote feels like it's the only way you put it play. But I'm not convinced it's going to revolutionize playing, and I don't necessarily want to give up good old-fashioned gamepad play. We showed you how to your your for home-vomiting software and DVD playback as well as how to secure and overload your Wii. Now we take a look at Wii game chargers so you can back up and play your Wii games from an external HDD. Wii game chargers are a sub-class of Wii homebrew software designed to load games from an external source, typically a USB 2.0 external hard drive. (Some people use flash drives, but the cost for GB ratio on flash drives is still weak compared to external hard drives.) What does this mean for you, the end user? This means that once you have your Wii hacked for homebrew software you can easily insert into a loader and a cheap USB drive for game backup and fast playback. How speedy? For example, when you download a new level in Super Smash Bros. Noise from disk, it can take up to 20 seconds or more; the same load time down a USB HDD is usually about 3-4 seconds. Check out the video below to see it in action if you need a little convincing: It's so cheap and easy to perform this hack (and the benefits of backing up your expensive games and enjoying faster load times is so great) there's no reason not to do it. You need for this hack you need the following items: a Wii already modified to play housebreaking software and with the Trucha patch iOS and cIOS installed. If you don't have these things, start with our housebreaking guide and then our guide on securing and supercharging your Wii to get up to speed. A copy of USB Loader GX. We recommend grabbing the AllInOnePack for ease of setup. A USB external HDD. While we've never had any compatibility issues you can play it safe and browse through this list of hard drives as you shop for a new one and want to play it safe. The drive above with the Wii matching blue/silver/white color scheme is the FileMate 3.5 to USB 2.0 enclosure. It looks great to sit next to the Wii. An SD card. (You should already have one if you've been moddling your Wii for housebreaking.) A copy of WBFS Manager if you want to communicate and manage your Wii HDD from your Windows computer. This tool is not required unless you want to back up your games to another drive or to your computer. Check the list twice and make sure your Wii has been modified for home broad playback with the patched iOS and CIOS installed before proceeding. Install USB Loader GX and set up your hard drive why USB Loader GX? There are more than a few USB chargers available, but we've selected USB Loader GX for this tutorial. USB Loader GX is user-friendly, feature rich, and provides a good balance between usability and eye candy. Once you've installed one charger, you've all essentially installed them, so it won't be much of a hassle to help others like trying out the eye-knot-a-riffic WiiFlow. First, let's take a look at AllInOnePack's content you downloaded from the USB Loader GX website. If you don't have your Wii SD card on your computer will now be a good time to do so. Copy the following files from the ZIP file to your SD card: the entire lapps\usbloader\_gx\ folder as well as \wad\USB Loader GX-UNEO\_Forwarder\_2.0.wad. Remember, keep the directory structure the same! Note: If you're curious about the difference between a Channel and a Forwarder, we'll briefly explain here. A forward is like a shortcut on the Wii System Menu showing at the app on the SD card. A channel is actually an application installed on the Wii. Installing the USB Loader GX channel (instead of the forward) takes up more system memory and allows for fewer customization options (and no cover art!) but you can play in the Wii without an SD card. Installing it as a forward is preferred, as it allows you to save settings and download coverage and disk art. If you're still curious, you can read a point-by-point comparison here. Once you've copied the USB charger GX files over, it's time to pop the SD card back into your Wii. Plug your USB drive into the USB port on the back of the Wii. It is important to use the USB port closest to the bottom of the Wii - in this case, the bottom is the port near the rubber feet. The other USB port is reserved for games with USB accessories and you'll run into errors if you try to use them. Run the Wii and run the Homebrew Channel. Listed under your apps you will see USB Loader GX. If it's not there, you couldn't copy it properly to your /apps/folder. Once you launch USB Loader GX, it will ask you, if it's your first time loading it with a new drive, to format it. Go ahead and format the drive in WBFS format. You can format it in other formats like FAT32 and NTFS, but its advantages are few and the hassles are many. WBFS is the Wii's personal format system and it is best to stick to it. At this point you are ready to start backing up your games. You never need to use a computer if you don't want to. All the backups and loading are done with the Wii disk drive and the external HDD. Pop into any of your game disks in the Wii while USB Loader is running GX. You'll see a screen like this: When you put a physical disk in the Wii drive while the charger is active, it will prompt you to either install or mount (mounting will start the game without copying it to the disc). Let's install. Notice anything peculiar? The game is only 0.5GB. You'll find that the vast majority of Wii games are below 2GB in size with only a few crawls left in the 2-3GB area and even less in the 4+ GB zone (like Super Smash Bros. Noise). Even a 200GB hard drive can hold more Wii games than you can even get to play. Click OK and view the slide through, for a small game like Wii Sports Resort should only take it a minute or two. Once you've copied your first game, you can see it lacks the cover art. When cover art is missing you just get a box cover with a question mark on it. It's no fun, now it is? Press 1 on your Wiimote to access the Cover Download menu. Whether you get the normal covers or the 3D cover is a personal choice. We used the 3D covers throughout this tutorial, they look pretty swanky. Be sure to download both the covers and the disk images if you want to see the disk art when you're going to load a game, like well: Note: If you're not connected to the Internet when you're trying to download the lids and disk art, you'll get an error message with a URL that leads you to a place where you can download the folder manually. It's a problem though, so turn on your Wi-Fi if it's just for a moment and let it do the work of downloading and sorting the artwork for you. If you will tear many discs at one time, it is worth waiting until the end to grab the cover art; it will grab it all at once for you. Installing the Forwarder At this point in the game you have everything you need to back up and play your games, but it's kind of great to download the Homebrew Channel every time you want to load the USB Loader. To install the forward, you need a WAD driver of some sort, if you followed along with all our Wii tutorials, you'll already have the Multi-Mod Manager installed (if not, visit the supercharge tutorial and grab it from our tool package). Download the Homebrew Channel, start Multi-Mod Manager, navigate to/wads/and select the USB Loader GX forward wad for installation: Once you've installed the WAD, you'll have a pretty USB Loader GX icon on your Wii System Menu just like you saw in the video earlier in the tutorial (and the screenshot at the beginning of this section). That's it! Now you can suck games right on your hard drive, no mod-chip or hardware hacking required. The next time you spend \$50 for a game you can unravel it, copy it to the HDD, and then put the game safely where your kids, idiot roommate, or destructive dog can't turn your game into a coaster. For an in-depth look at each button, setting, and toggle in USB Loader GX, make sure to check out the full Read my file here. Do you have a great charger to recommend or other Wii hack to share? Sound off in the comments and share the game goodness with your fellow readers. Readers.

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