



## INTRODUCTION

HyperBoot is a code injector device which will override the system Initial Program Loader (IPL) at time of boot. The system IPL is comprised of two parts: 1. Hardware initialization and 2. Application Menu. HyperBoot delivers its own menu to replace the Application Menu allowing an instant “jailbreak” of the console to load a Homebrew application from SD card or USBGecko device.

## HOW TO BOOT HOMEBREW

Hyperboot will search for and automatically detect USBGecko or an SD card located FIRST on SlotB and then SlotA.

### \* SD Card

If an SD card is detected, Hyperboot will search for a directory on the SD card named "HYPERBOOT" and load the first DOL detected in that directory. If multiple DOL files are in the directory then the FIRST one alpha-numerically identified will ALWAYS be loaded. *Highly suggest having only one DOL in the HyperBoot directory.*

### \* USBGecko

If USBGecko is detected, Hyperboot will await for PC connection and DOL file transfer through [usb-load](#) PC application.

### \* Default

If no device is detected the HyperBoot Main Menu will be displayed.

### \* Homebrew with CLI

Currently CLI is only supported through SD card loading. HyperBoot will always search for a DOL then check if a matching CLI exists. The CLI file must share the same filename as the target DOL and must be located in the same "HYPERBOOT" directory as the DOL. All arguments within the CLI will be parsed and passed to the DOL automatically.

## MAIN MENU

The Main Menu displays HyperBoot firmware version, system IPL version and offers loading location options using the A or B button to select the search location. No options are required to select SD or USBGecko since this detection is performed automatically. Pressing the Start button will exit the HyperBoot menu allowing the original System Menu to appear.

## UPDATE MENU

The Firmware Update Menu can be accessed from the Main Menu by holding the L trigger and X button on the controller. Updates can be performed via SD card or USBGecko using a HyperBoot “BSX” update file. The update process is simple and straightforward with automatic pre-update validations and post-update verifications.

### \* SD Card

If an SD card is selected to perform the update process then Hyperboot will search for a directory on the SD card named “HYPERBOOT” and then search for a “BSX” update file.

### \* USBGecko

If USBGecko is selected to perform the update process then Hyperboot will await for PC connection and file transfer of the “BSX” update file through [usb-load](#) PC application.

## QUICK REFERENCE

### Start Button:

- Hold during powerup to directly boot into the original System IPL Menu.
- Press while at the Main Menu to exit HyperBoot menu and load the original System IPL menu.

### L Trigger:

- Hold during powerup to bypass automatic device detection and load the HyperBoot menu.

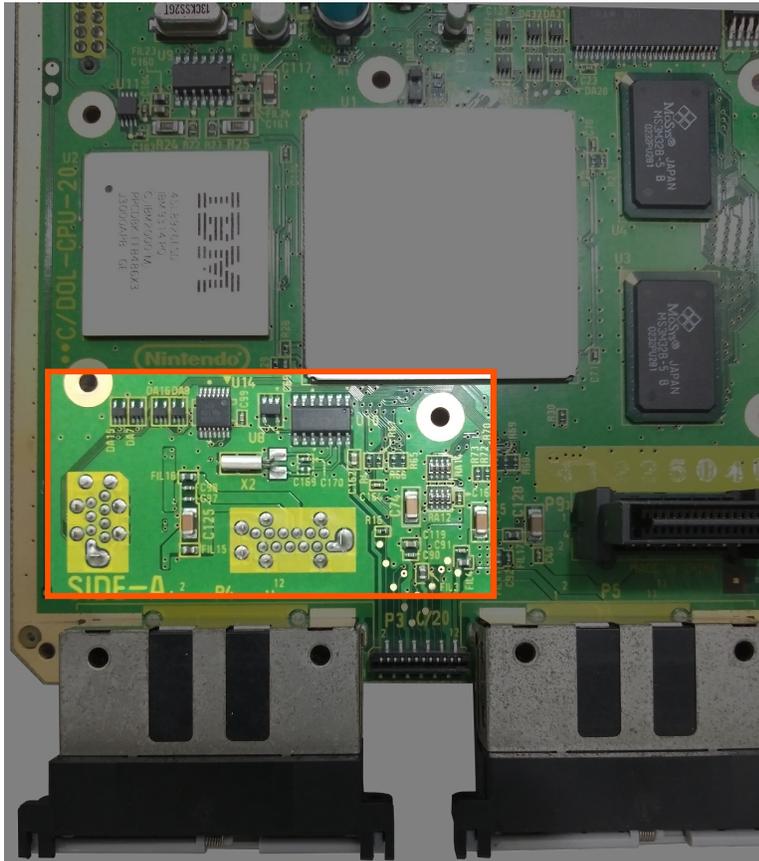
### L Trigger + X Button:

- Press while at the Main Menu to enter the Update Menu.

### A Button / B Button:

- Miscellaneous actions, follow on-screen menu for usage.

## INSTALLATION: DOL-001

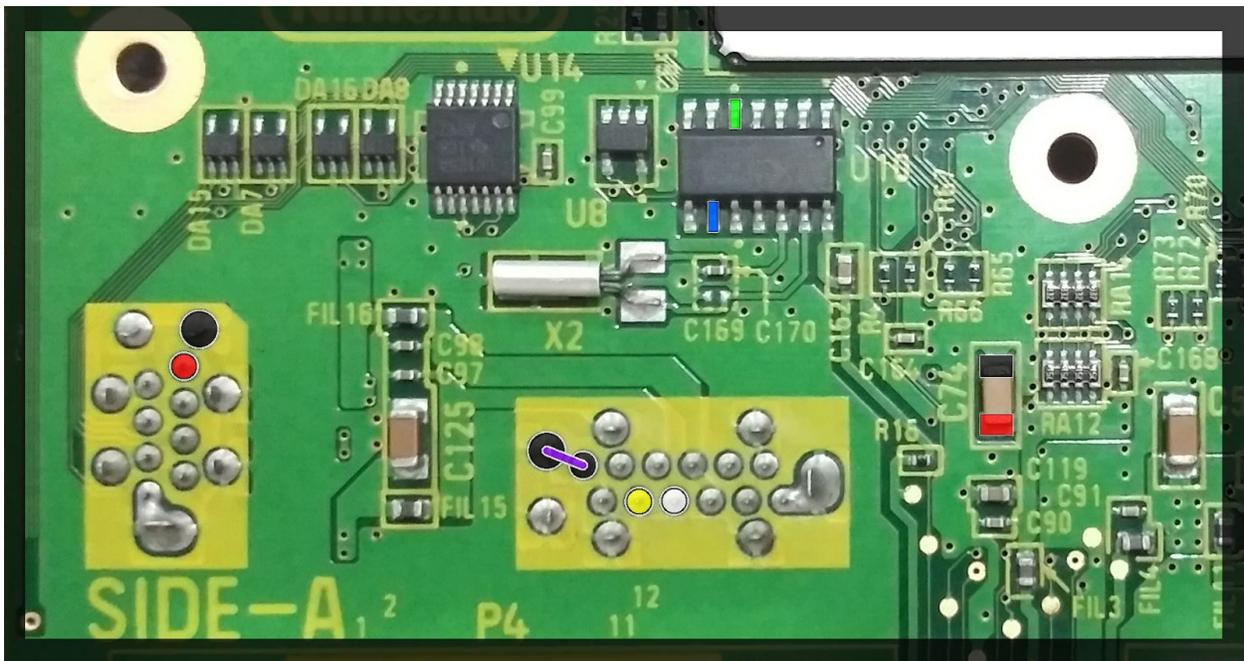


HyperBoot installation is performed on the topside of all DOL-001 motherboards. Wired connections are made to both Serial Port 1 and the MX IPL-ROM.

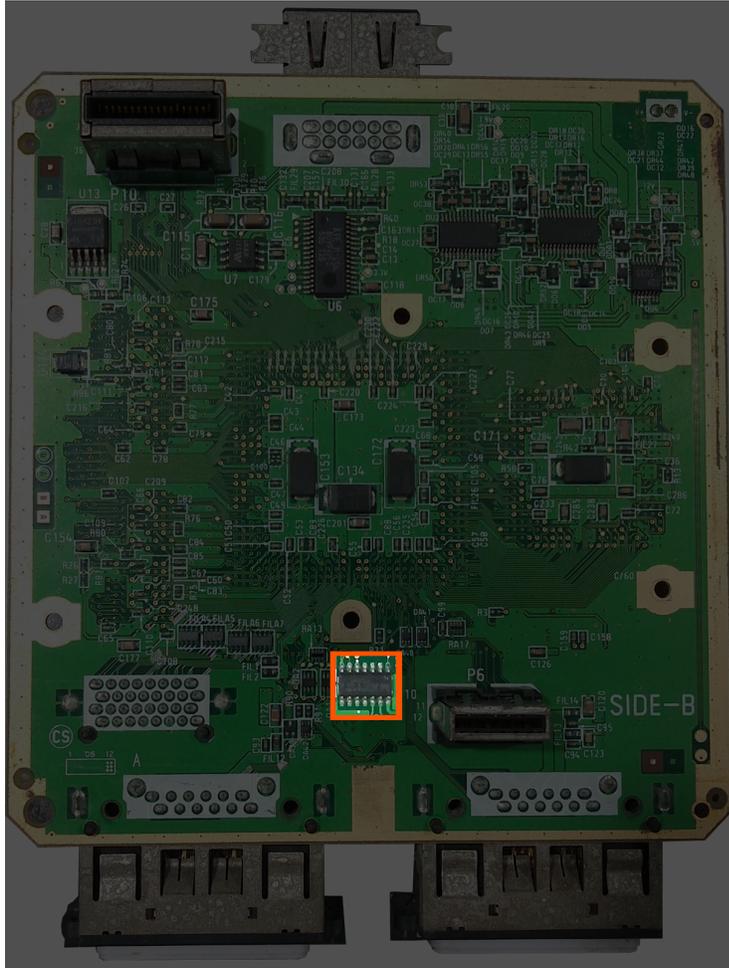
- Match the wire color to the points shown in the picture below.

- Create a Solder Bridge connecting the two pads shown in purple.

- Power can be connected to either the right side capacitor or the left side Serial Port 2.



## INSTALLATION: DOL-101



HyperBoot installation is performed on the bottom side of all DOL-101 motherboards. Wired connections are made to the MX IPL-ROM.

- Match the wire color to the points shown in the picture below.

