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                                1111111              000000000                888888888
                               1::::::1            00:::::::::00            88:::::::::88
                              1:::::::1          00:::::::::::::00        88:::::::::::::88
                              111:::::1         0:::::::000:::::::0      8::::::88888::::::8
    vvvvvvv          vvvvvvv1::::1          0::::::0   0::::::0      8:::::8     8:::::8
     v:::::v        v:::::v 1::::1          0:::::0     0:::::0      8:::::8     8:::::8
      v:::::v      v:::::v  1::::1          0:::::0     0:::::0       8:::::88888:::::8
       v:::::v    v:::::v   1::::l          0:::::0 000 0:::::0        8:::::::::::::8
        v:::::v  v:::::v    1::::l          0:::::0 000 0:::::0       8:::::88888:::::8
         v:::::v v:::::v    1::::l          0:::::0     0:::::0      8:::::8     8:::::8
          v:::::v:::::v     1::::l          0:::::0     0:::::0      8:::::8     8:::::8
           v:::::::::v      1::::l          0::::::0   0::::::0      8:::::8     8:::::8
            v:::::::v     111::::::111      0:::::::000:::::::0      8::::::88888::::::8
             v:::::v      1::::::::::1 ......  00:::::::::::00  ......  88:::::::::::88
              v:::v       1::::::::::1 .::::.    00:::::::00    .::::.    88:::::::::88
               vvv        111111111111 ......      000000000      ......      888888888
```

Build: v1.0.8 (6-19-2012)

Flavor: Retail



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Foreword

What is Fusion

Fusion is a hacked devkit kernel that runs on retail RGH hacked consoles. Think of it as a modified OS for your xbox console. It brings you all the features and capabilities of a real devkit without all of the annoyances. Fusion is more powerful than any normal devkit or modified retail console. It is designed for both developers, and gamers, bringing the best of both worlds together .

For Gamers

Fusion may be designed on a kernel made for developers, but there are many features exclusively for gamers:

- No system-link ping limit, can also system link with both retail and devkit consoles
- Can use both retail and devkit gamer profiles. saves, and game content
- Boot straight to your dashboard of choice
- No restrictions on games or content
- No region checks
- Arcade games are fully licensed all the time
- Multi-disc games can be ran off the hard drive with no insert disc messages
- Built in trainer launcher
- Can easily boot xell, trainer launcher, and settings manager via custom tab on xbox guide
- Games copied to hdd via dashboard no longer need the disc in the dvd drive to play
- And much more...

For Developers

Because fusion is based on a devkit kernel developers may take advantage of all the features of a real devkit, as well as new features exclusively for fusion users:

- Turns console into full devkit
- Full debugging capabilities
- Works with microsoft tools and sdk
- All internal drives are mapping in Xbox Neighborhood
- Xex security checks have been removed
- Full memory access as well as hv privileged access
- All system keys are accessible with user mode access
- Can use both retail and devkit devices
- And much more...

Who is Fusion For

Fusion is currently in its early stages of development which means there may or may not be bugs in the software, some standard features may not work as expected, and it may not be user friendly to everyone who uses it. It is recommended that you have a moderate understanding of basic RGH

techniques, installation procedures for common homebrew software, and good problem solving skills. Everything you need to know as far as installing/updating and using fusion has been thoroughly documented in this readme. If you cannot follow the instructions documented in this readme then it is recommended you seek assistance online for installing and using fusion.

Where To Start

For new and old users it is recommended you start by reading the Release Notes section of this readme. There you will be able to make yourself aware of any documented bugs or problems with this version of fusion. Once done you may proceed to installing or updating fusion to your console. After you have installed or updated fusion on your console it is recommended to read the Getting to Know Fusion section of this readme to become aware of any new features or changes to older features.

Disclaimer

WARNING: Team Xecuter nor anyone affiliated with the creation and distribution of Fusion will be held accountable for any damage you do to your console or devices, as well as any lose or damage of software, games, save games, and any other content you have. Fusion is still in early stages, use it at your own risk! Thoroughly read everything this document covers before trying to install, update, or use fusion.

Installation

If you are going to install this version of fusion over an older installation, please see the Updating Fusion section of this readme. If not please follow the steps below to install fusion to your console.

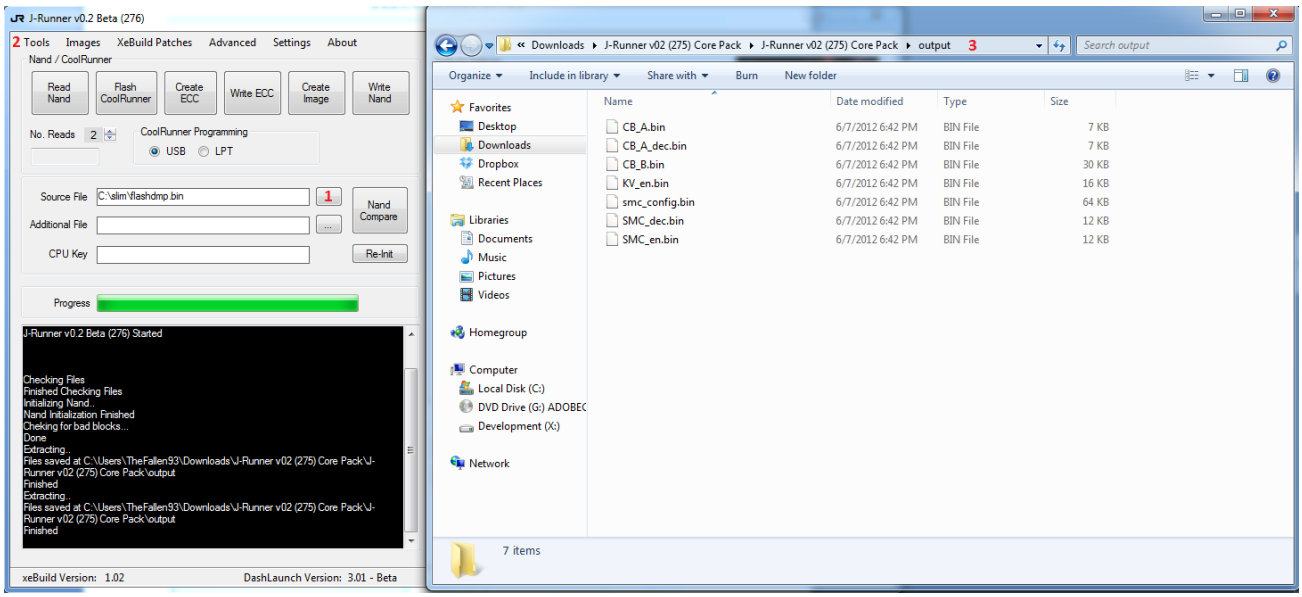
Prerequisites

Before you can begin installing fusion to your console there are a couple tools and files you are going to need:

- J-Runner obtainable from the team-xecuter forums.
- Stock or glitch nand image for the console you are installing fusion to. As long as it contains your smc_config and CB bootloader it will work.
- A USB stick OR some type of burnable media, CD-R/DVD-R etc, and a CD/DVD burner. If you are burning the boot disk you will also need your cd/dvd burning software of choice.

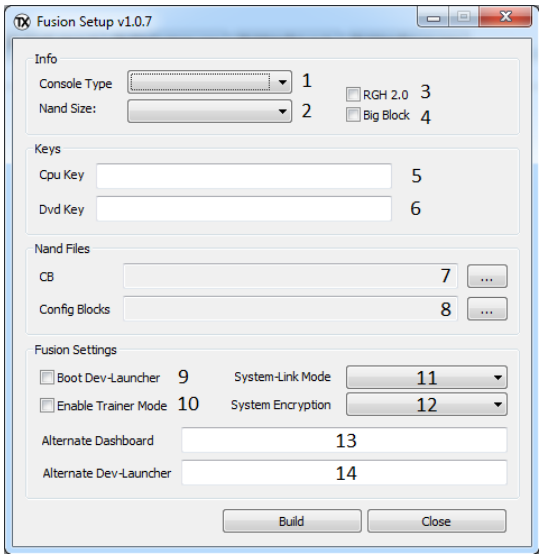
The first step in setting up your console to run fusion is to obtain your smc_config.bin and cb_dec.bin files.

1. Start by running J-Runner and loading your stock/glitch nand image into the "Source File" section of J-Runner. You do not need your cpu key for this, although you can use it if you want to.
2. Once J-Runner has loaded your nand image, you may extract the necessary files by clicking on the Tools menu at the top left of the program window, and selecting "Extract Files" from the drop down list.
3. Once J-Runner has finished extracting the files, you will find them in the output folder in your J-Runner directory.



Building Your Nand Image

Start by running FusionSetup.exe in your fusion installation folder. You should see something that closely resembles the following picture, where each option is thoroughly explained:



1. Console Type, this is the motherboard type the fusion image will be made for.

2. Nand Size, this is the size of the output fusion image, and should match the size of the nand on your console.

3. RGH 2.0, if your console is wired to use RGH 2.0 methods, you will want to check this box. If not, leave it unchecked. If your console is a slim this box will be auto checked as slims only use RGH 2.0.

4. Big Block, if your console uses a big block nand then you need to check this box. Consoles that are big block have nands larger than 16mb, ex 64/256/512mb nands.

5. Cpu Key, this is the cpu key of your console, which should be 32 characters long and in hex format, ex 00112233445566778899aabbccddeeff.

6. Dvd Key, this is the dvd key for the dvd-drive in your console, which should be in the same format as the cpu key. This field is optional, and is not required to build a fusion nand image.

7. CB, this field is only needed if you are building an RGH 1.0 nand image. For this field you are going to want to select the decrypted CB bootloader (CB_dec.bin) you obtained as part of the prerequisites.

8. Config Blocks, this field should be set to the smc config block file that you obtained as part of the prerequisites.

Fields 9-14 are all fusion settings that are optional and are not required to build a fusion nand image. However it is highly recommended that you set these in now. However you may change any and all fusion settings through the fusion settings manager at any time after installation.

9. Boot Dev-Launcher, devkits have their own development dashboard called xshell, or dev-launcher. If you are a developer and wish to utilize this dashboard you may check this box. If not it is recommended you leave this box unchecked as the dev-launcher is for moderate users only.

10. Enable Trainer Mode, fusion has a built in trainer launcher that is accessible via hot-key launch, or through the xbox guide. If you wish to use the trainer launcher you may check this box. If not you may leave it unchecked, however it is recommended you check this box as the trainer launcher will not affect normal operation of your console if you do not use it.

11. System-Link Mode, fusion allows you to change the system link encryption mode for your console. If you want to system link with retail consoles, you will want to set this field to the Retail value. If not, set it to the Devkit value.

12. System Encryption, some games like Rock Band use special encryption keys to protect the game's files. These encryption keys are different for retail and devkit consoles. If you wish to play said games while running fusion you will want to set this field to the Retail value. If not set it to the devkit value.

13. Alternate Dashboard, if you want fusion to boot to your dashboard of choice instead of the normal xbox dashboard, you will want to define the custom dashboard path here. For more information on how the alternate dashboard system works and defining your dashboard's path, please see the Alternate Dashboards section of the Getting to Know Fusion chapter of this readme.

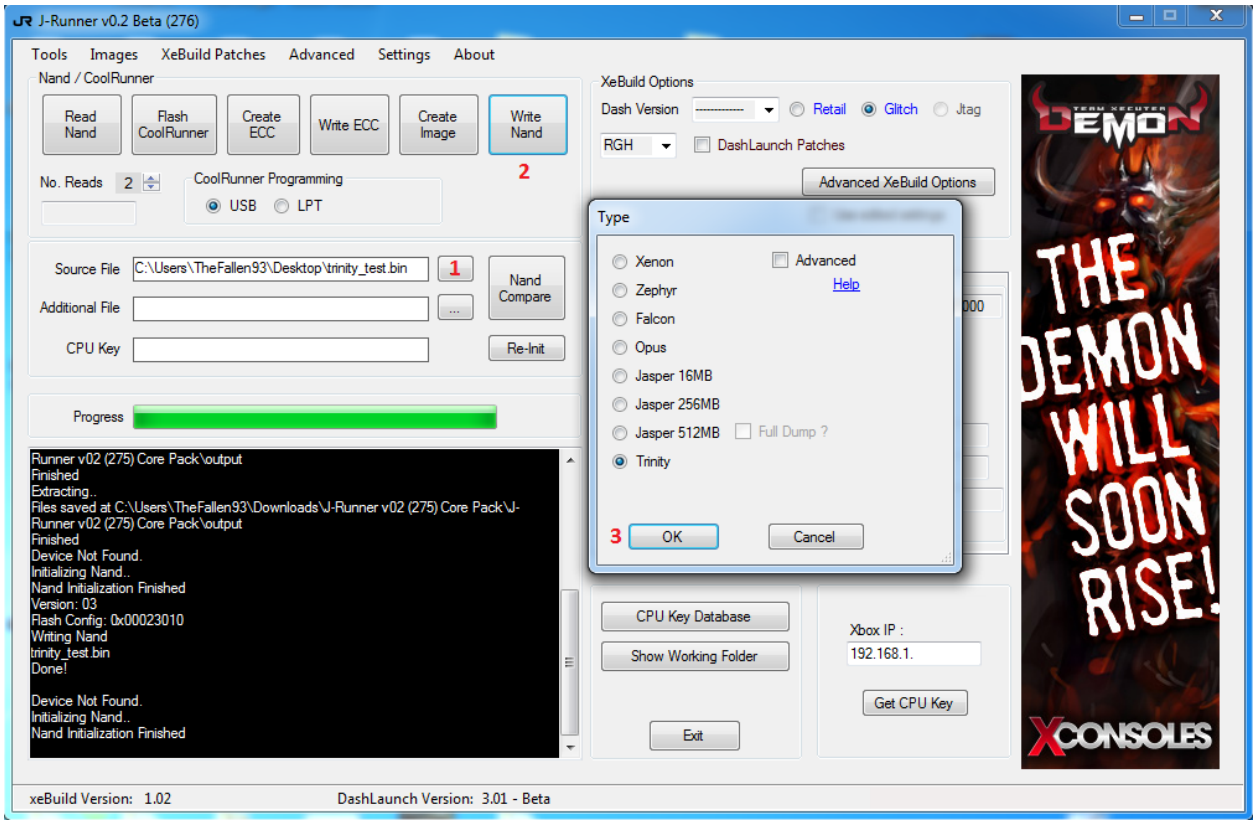
14. Alternate Dev-Launcher, if you want fusion to boot your dashboard of choice instead of the normal dev-launcher, you will want to define the custom dashboard path here. In order for the alternate dev-launcher to boot you must check the Boot Dev-Launcher (9) option. For more information on how the alternate dashboard system works and defining your dashboard's path, please see the Alternate Dashboards section of the Getting to Know Fusion chapter of this readme.

Once you have filled out all of the required fields to build a fusion nand image, you may proceed to building the image by pressing the Build button on the Fusion Setup tool. Save your image in a place you will remember, and the tool will create your image. Upon completion the fusion setup tool should display a message box that says "Successfully created flash image!". If the box says something different, check your files and settings are correct and try again. Once you have successfully created a fusion nand image you may proceed to writing the image to your console.

Writing Your Nand Image

To write your new fusion image to your console we will again be using J-Runner.

1. Start by loading your fusion nand image into the "Source File" section of J-Runner. You do not need your cpu key for this so don't bother entering it.
2. Next click the "Write Nand" button located at the top middle of the program window. A window will pop up and prompt you to select the correct nand type. By default J-Runner will have selected which nand type it thinks the image is made for, if it has not selected the correct one, change it now.
3. Once you have the correct nand type selected, press the "Ok" button, and J-Runner will begin to write the image to your console.



Creating the Bootdisk

Fusion has two options when creating your bootdisk. You can burn the bootdisk to a cd/dvd, or you can copy it to a usb stick. Both methods are described below, although it is recommended you use a usb stick.

Creating a CD/DVD Bootdisk

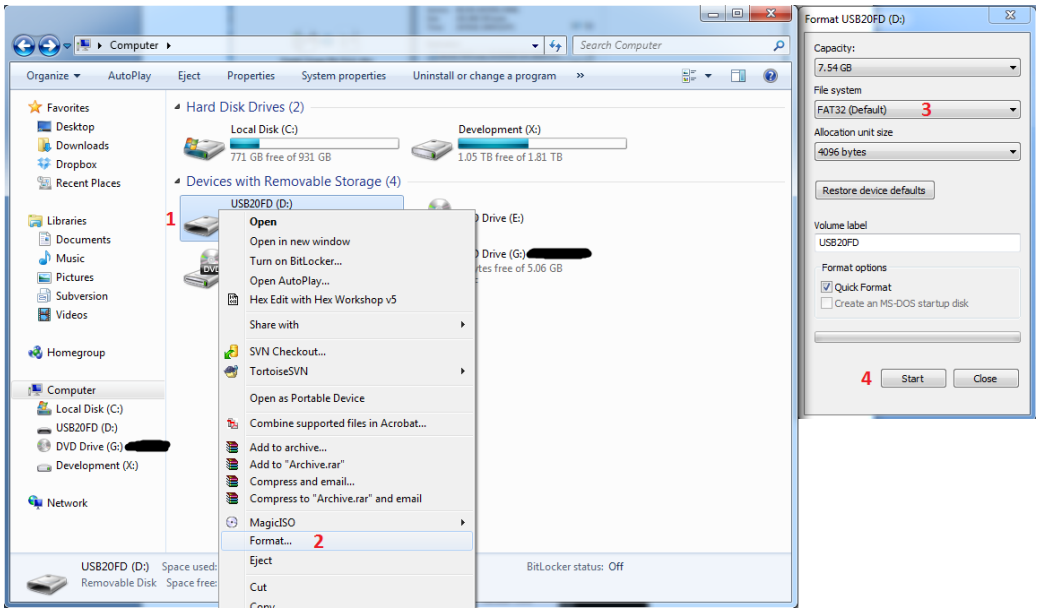
Creating a cd/dvd based bootdisk is very easy. Simply burn the contents of the "bootdisk" folder located in your fusion setup directory to any type of burnable cd or dvd disk. Once you have finished burning the files to a disk, you have finished the cd/dvd bootdisk creation process and you are now ready to boot your console. Proceed to the Booting Your Console section of this readme to finalize your fusion installation.

Creating a USB Bootdisk

In order for the xbox to read your usb stick it must be formatted to the Fat32 filesystem. **When formatting your usb stick you will lose any and all data on it, so backup anything important before doing so!** Plug your usb stick into your computer and wait for it to be detected, once your computer has detected it you may follow the steps below to turn it into a fusion bootdisk.

1. Open MyComputer or the equivalent for your operating system, and find your usb stick in your list of storage devices.
2. Right click on your usb stick, and select Format from the list that appears.

3. The format dialog should come up. Click on the "File system" drop down menu and select Fat32 from the list that appears.
4. Click the "Start" button at the bottom of the format dialog, this will begin the formatting process for your usb stick. This process may take several minutes depending on the size of your usb stick.
5. Once your usb stick has successfully been formatted to the Fat32 filesystem, you can copy the contents of the "bootdisk" folder that came with your fusion setup tool to the root of your usb stick.



Once your usb stick is formatted and the contents of the "bootdisk" folder have been copied to the root of it, you have finished the usb bootdisk creation process and you are now ready to boot your console. Proceed to the next step to finalize your fusion installation.

Booting Your Console

Now that you have your nand image written to your console, and your bootdisk created, you are ready to begin the final step in installing fusion to your console. If you are using a burnable disk as a bootdisk, insert the disk into your xbox console and turn it off. If you are using a usb bootdisk, plug the usb stick into your console. If you do not have a hard drive connected to your console, connect one now, as fusion will not work without one. Now that your bootdisk is in/connected to the console, power on your console. Within a moment or two you should see the installation screen for the fusion bootdisk on your screen. The bootdisk may take several moments to copy the required OS files to your hard drive. Once done your console will reboot, and you should see the fusion boot intro.



You now have successfully installed fusion to your console! It is recommended you read the Getting to Known Fusion section of this readme for more information on how to take full advantage of all the features fusion offers.

Updating Fusion

If you already have an older version of fusion installed on your console, you will be able to update it by booting into recovery mode with the fusion bootdisk that came with this version of fusion. The following steps outline how to update an existing fusion installation.

Creating a New NAND Image

Start by creating a new fusion nand image just as you would if you were installing fusion for the first time. Be sure to redo your fusion settings as the old settings will get erased when writing the new image.

Once the image has been created you may write the image to your console. It is not required that you use J-Runner or NandPro to write the image. If you wish you may write the image to the console by using Xell or Flash360.

Creating a New Fusion Bootdisk

Now that your image is written to the console you will need to create a new fusion bootdisk for this version of fusion. For instructions on how to create the new fusion bootdisk, please see the Creating the Bootdisk section of this readme. Once you have successfully created your new bootdisk you may proceed to the next step.

Booting into Recovery Mode

Once you have created your new fusion bootdisk you can now boot into recovery mode. If you used a cd/dvd type bootdisk, place it inside of your consoles dvd drive, and power it off. If you chose to use a usb stick type bootdisk plug it into your console's usb port. Power on your console by pushing the eject button, and if you used a cd/dvd type bootdisk push the eject button again to close the dvd drive. Within a few seconds you should see the installation screen for the fusion bootdisk. It may take several minutes to copy the required OS files to your hard drive. Once done your console will reboot, and you will have completed the update process.

Getting to Know Fusion

Recovery Mode

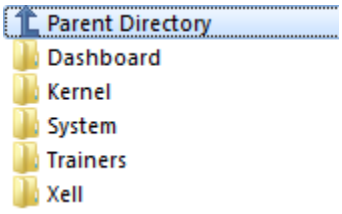
Fusion has a built in recovery mode that allows you to boot straight to your fusion bootdisk instead of booting into the dashboard. This allows you to fix your fusion installation should any problems arise and you can't boot to the dashboard. To boot into recovery mode you are going to need your fusion bootdisk cd/dvd or your bootdisk usb stick. It is recommended you use the usb stick method as it is easier to do than the cd/dvd method.

1. Start by placing your bootdisk into your console, either by placing your cd/dvd into the dvd tray, or plugging in your usb stick.
2. Turn your console off.
3. Turn your console on by pressing the eject button, if you are using the dootdisk on a cd/dvd press the eject button again to close the dvd drive.
4. The system will start up and boot straight to the dootdisk instead of the dashboard.

Once the bootdisk loads you should see the same image you saw when running it the first time. The bootdisk installer will delete your fusion OS files only, keeping your dashboard, xell, and trainer files intact. Once it is done copying the new OS files to the hard drive your console will reboot.

The Fusion File System

Fusion makes it easy to keep track of all your system files, trainers, dashboards, and BootOS options. Whether you are using ftp with FSD, or Xbox Neighborhood with the Microsoft XDK, it is easy to manage your system files. If you are using the Microsoft XDK then you will be able to drag and drop your files through the special drive fusion mounts in Xbox Neighborhood labeled FIRMWARE. If you are using FTP then you will find the Firmware folder in your Hdd drive. Once you have navigated to the Firmware folder/drive you should see the following folder structure:



Dashboard: This folder is where fusion will search for your alternate dashboard files. For more information on alternate dashboards, see the Alternate Dashboards section in this chapter.

Kernel: This is where fusion finds all the xbox 360 core system files. It is HIGHLY recommended you do NOT touch this folder or its contents, as it is for advanced users only!

System: This is where fusion stores the files for added in features such as the trainer launcher, settings manager, and BootOS. This folder will never need to be accessed or modified by normal users.

Trainers: This is where all of your trainers will be stored. For more information on trainers and the trainer launcher, see the Trainer Launcher section of this readme.

Xell: This is where BootOS will look for your configuration and xell files. For more information on BootOS and booting xell, see the BootOS section of this chapter.

The Xbox Guide

The Marketplace tab in the xbox guide has been modified to act as a tab for Fusion. From this tab you can quickly boot into the fusion trainer launcher, the dev-launcher, xell, or the fusion settings manager.



Trainer Launcher: Pressing this button will being you to the fusion trainer launcher. For more information on the trainer launcher see the Trainer Launcher section of this readme.

Dev-Launcher: Pressing this button will bring you to the development kit dev-launcher. If you have an alternate dev-launcher dashboard set it will boot to that dashboard instead. For more information on alternate dashboards see the Alternate Dashboards section of this chapter.

Boot Xell: Pressing this button will boot into xell, provided you have setup the configuration file for the BootOS application. For more information on setting up the BootOS application see the BootOS section of this chapter.

Fusion Settings: Pressing this button you bring you to the fusion settings manager. Here you will be able to see information about your console, as well as change various console and fusion settings.

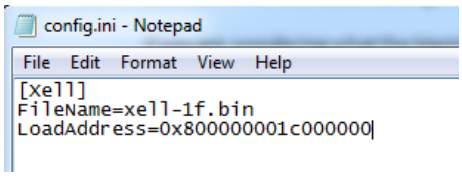
If you are wondering what the blank button on the fusion tab of the guide does, well, it does absolutely nothing. It is reserved for future features and pressing it will do nothing at all.

BootOS

BootOS is a built in application that will allow you to quickly boot into xell at anytime while running fusion. BootOS comes with Xell Reloaded v0.991 already installed, but you can easily change or update the xell image it will boot. Your BootOS config file, config.ini, and all xell/os files, can be found in the Firmware\Xell folder on your hdd.

Config.ini

Creating or modifying your config.ini is easy, but should only be done by moderate users. The config.ini file is composed of 3 important details:



The config.ini file must start with "[Xell]" without quotations in order for BootOS to properly read it.

FileName: This is the file path of your xell/os file relative to the Firmware\Xell\ folder. In this case the file xell-1f.bin would be in the root of your Firmware\Xell\ folder.

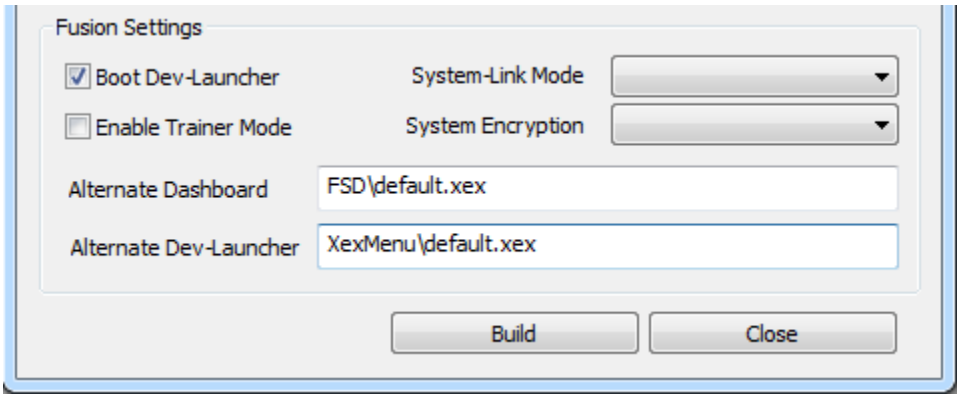
LoadAddress: This is the loading address of your xell/os file. In the case of xell the loading address for each xell file can be found in the readme. The address needs to be 64bits long. Because the address in the xell readmes are only 32bits long, the address is ORed to the base address 0x8000000000000000.

Alternate Dashboards

Fusion allows you to easily change the default dashboard and dev-launcher to your own. There are two parts to setting up your custom dashboard.

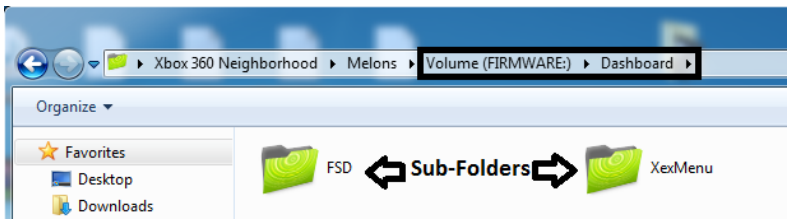
Setting up Fusion to Boot Your Dashboard

In order for fusion to boot your alternate dashboards you must specify the dashboard paths when building your nand image. Fusion will search for your dashboard xex files relative to the Firmware\Dashboard\ folder. Before you set your dashboard paths in the Fusion Setup tool, it is recommended you read the Installing Your Dashboard section below, in order to better understand the folder structure for alternate dashboards. Once you understand the alternate dashboard folder structure and know how you are going to organize your dashboard(s), you may fill in the alternate dashboard paths in the Fusion Setup tool. Note: If you wish to boot an alternate dashboard in place of the dev-launcher, you must have the Boot Dev-Launcher option checked in the Fusion Setup tool. Here is an example that corresponds with the folder structure picture in the Installing Your Dashboard section:



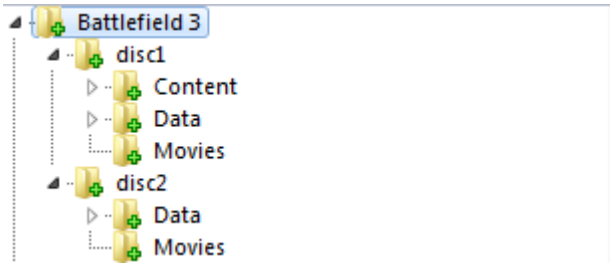
Installing Your Dashboard

Fusion will look for all of your custom dashboard files in the root of the Firmware\Dashboard\ folder. You may put them in the root of that folder, or in a sub folder, although it is highly recommended you put them in a sub folder to avoid complications. Below is an example of the typical folder structure for using more than 1 alternate dashboard:



Multi-Disc Games

Multi disk games can now be run from the hard drive and still function properly when the game requests to switch disks. In order for Fusion to auto detect and switch to the next disk of a game, the game must be put into a special folder structure. Every disk for the game needs to be ripped to its own folder named disc1, disc2, etc. Each disk folder must be placed inside a folder just for that game. Here is an example folder hierarchy:




```
\Battlefield 3\
\Battlefield 3\disc1\
\Battlefield 3\disc1\...
\Battlefield 3\disc2\
\Battlefield 3\disc2\...
```

Trainer Launcher

Fusion has a built in trainer launcher that will allow you to easily sort and load your game trainers. However fusion uses a proprietary trainer system which means that dashlaunch/fsd trainers are not compatible with fusion, and vice versa. Soon you will be able to easily port the trainers over using the Fusion Trainer SDK. Fusion trainers allow you to easily toggle options on an off, as well as reduce the impact on memory older style trainers had. The following sections outline the core features of the fusion trainer launcher.

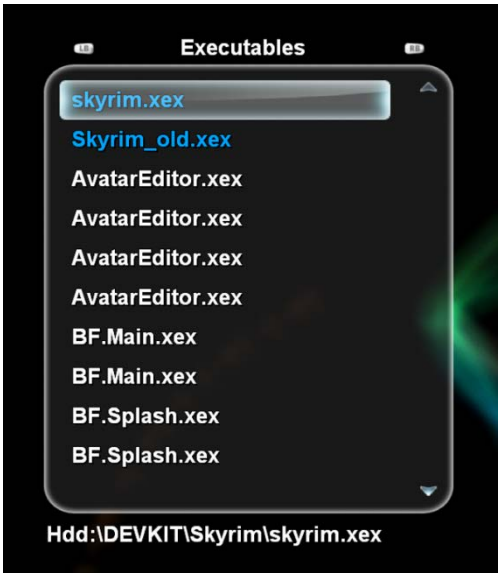
Hot-Key Launch

The fusion trainer launcher can be launched in one of two ways. Either by pressing the Trainer Launcher button in the Fusion tab on the xbox guide, or by holding the X button on your controller while loading a game to perform a quick launch. When you quick launch the trainer launcher with a game, the trainer launcher will automatically bring you to a list of any trainers you have for that game. If none are found the trainer launcher loads normally. The following steps show how to perform the hot key launch technique:

1. Whenever you are launching a game whether it is from the dashboard, xshell, or your own custom dashboard, you can quick launch into the trainer launcher.
2. Immediately after pressing A to launch your game, hold the X button on your controller until you see the ring of light on your console flash green for slims, and orange for phats.
3. Once the ring of light flashes let go of the X button and the trainer launcher will load a few seconds after. Do NOT continue to hold the X button down or the trainer launcher will continuously perform a quick launch until you let go.

Trainer Launcher UI

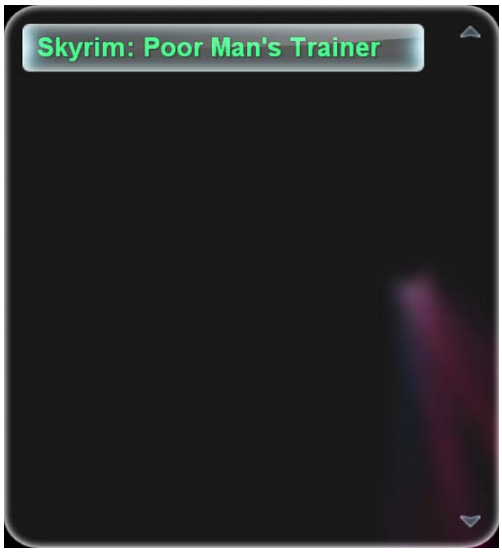
The trainer launcher ui is easy to navigate and even sorts your games and trainers for you. At any time while in the trainer launcher you may press the X button to show the help screen. The ui has 3 basic menus:



Game Selection

This is the main screen for the trainer launcher as well as where your games are listed. The trainer launcher will scan your hard drive, dvd-drive, memory units, usb sticks, and your shared network for any xex files and content packages. Games can be filtered by plain xex files, or games that are in packages/containers by using the LB and RB buttons. The games are listed in alphabetic order, and any games that have trainers are listed with blue text in alphabetic order before games that do not. Pressing A on a game will either

bring you to the list of trainers for that game if it has any, or if it does not it will launch the game instead. Pressing the START button on any game in the list will launch that game without loading any trainer options.



Trainer Selection

The trainer selection screen is where you will find all the trainers for the game you selected. The list of trainers is sorted alphabetically. Any trainer listed in green text means that the version of the game you selected is supported by the trainer. If that version of the game is not supported by the trainer, the trainer name will be listed in red text. Hovering over each trainer on the list will display a preview of the options that trainer has. Pressing A on a trainer, will select that trainer and allow you to choose the trainer options you want to enabled. Pressing B will bring you back to the Game Selection menu.

Trainer Options

The Trainer Options menu allows you to enabled the options you want to be active in your trainer. The options listed in green text will be enabled by the trainer, and the options listed in red text will be disabled by the trainer. Pressing A on a trainer option will toggle it enabled/disabled. Once you have enabled all the options you desire, you may start the game by pressing the START button. Pressing the B button will bring you back to the Trainer Selection menu. Anytime you run a game with any trainer options enabled, the trainer launcher will remember your trainer settings and enabled/disable the same options the next time you select that trainer.



Trainer Files and Cache Files

The trainer launcher will look for all your trainer files in the Firmware\Trainers\ folder on your hard drive. It will also search any sub folders in that directory allowing you to put all your trainers in a separate folder for each game, or how ever you please. Each trainer file MUST have the extension ".dll" or the trainer launcher will not find it. Whenever you run a game with trainer options set the trainer launcher will remember these options by creating a cache file. The next time you run the trainer launcher and select the same trainer it will auto set the same options you last set by reading the cache file. If your trainer is updated or has been modified the trainer launcher will delete the old cache file and create a new one for that version of the trainer. Should you have any problems with the cache files you

can delete them by looking in the Firmware\Trainers\ folder and deleting the file that has the same name as your trainer, with an appended extension ".cache".

The Trainer SDK

Soon you will be able to create and port your own trainers for the fusion trainer launcher by using the fusion trainer sdk. The trainer sdk will allow you to create option menus in your trainers, hook into various game services such as input, graphics, and file storage, bringing more control and creativity to your trainers than ever before. The trainer sdk will install alongside the official xbox sdk and visual studio installation. It will contain tools, code, samples, and ida scripts to help you reverse engineer and create trainers for your favorite games. While the sdk requires you use microsoft code and files, it does not contain any microsoft code or files itself.

Release Notes

The following section documents known problems and bugs with the current version of fusion. Please read all of them to make yourself aware of any problems you may encounter while using this version of fusion.

- ✗ Xbox 1 backwards compatibility does not work which means you will currently not be able to play any xbox 1 games while using this version of fusion.
- ✗ Some newer games such as Forza 4 or Max Payne 3 require a newer dashboard in order to load. Because of this those games and ones similar will not work with this version of fusion.
- ✓ A sample trainer has been included for the game Skyrim. It currently supports the base version of the game as well as the first title update.

Change Log

- v1.0.8
  - + Dashboard and dev-launcher can now be remapped to custom dashboards via firmware settings
  - + Marketplace tab in guide has been changed to Fusion tab
  - + BootOS is now built into fusion, allowing users to boot xell
  - + Trainer launcher, firmware settings, BootOS and dev-launcher are now accessible via Fusion tab in guide
  - + System files are updatable via stand alone updating utility
  - + Pressing start at dev-launcher boots to custom dashboard if one is set
  - + Fixed multiple issues with the bootdisk
  - + Bootdisk can now be ran via usb stick
  - + Recovery mode has been added via usb stick bootdisk
  - + Fixed system extended packages on retail hard drives. All sysext files are now loaded from Firmware:\\SYSEXT\\
  - + Fixed UAC issues on windows 7/vista
  - + Fixed a bug in the fusion setup tool that would cause it to crash on windows xp
  - + Quicker boot animation added

- v1.0.7
  - + Big block support added
  - + Profile encryption bug fixed, retail profiles are now encrypted with proper keys

- v1.0.6
  - + Ported to retail consoles
  - + Added XeKeys status to ConfigManager console info screen
  - + Trainer launcher added, accessible through hot-key launch

- v1.0.5
  - + Hdd load redone, now works 10x better
  - + Arcade license patch fixed to work with all arcade games
  - + Hud.xex button remaps now work when in dashboard
  - + Kernel folder has been changed to Firmware
  - + Neighborhood now maps a few more drives
  - + Major code/patch revamp and clean up
  - + Retail and devkit profiles can be used, all profiles written as dev
  - + Games ripped to the hdd no longer need the disc in drive to play
  - + Minimum version check on module imports removed
  - + Removed hdd authentication checks, retail and dev hdds now work
  - + Multi disk games can be ran from the hdd without problems

- v1.0.4
  - + Changed hdd loader to be dynamic
  - + Fixed a bug with HvxPeekPoke
  - + Repurposed "Family Settings" in hud.xex to "Firmware Settings"
  - + Added Config Manager to change fw settings
  - + Xbdm.xex patched to show all drives in explorer
  - + Xbdm.xex now mounts Kernel

    + Xex module hash checks removed
    + Fixed a dvd drive pairing bug in ConfigManager
    + Fixed a bug in xbdm.xex with mapping KERNEL:\\

- v1.0.3
    + Hv extensions re-enabled
    + All XeKeys values unblocked
    + Syscall 0x75 is HvxPeekPoke(ULONGLONG Dst, ULONGLONG Src, DWORD Size)
    + Loads retail xex files
    + Loads retail game disc's
    + Bypass xex version/media/bounding path/region checks
    + Xam/xbdm/bootanim.xex are loaded from Hdd:\Kernel\
    + Boot into recovery mode by eject press
    + Unsigned containers allowed
    + Unlicensed/unpackaged arcade games are full
    + Slim testkit bug fixed
    + Internal drive map always enabled

Thanks & Shouts

Thanks to the following people:

TheFallen93	Sonic-Iso	k3rn3l
Podger	tuxuser	stefanou
Xmods	RF1911	tydye81
RickyB82	BaT420	BraveH43
Carlitosb	CouRieR	Cypher21
IceKiller	J2G	jsinger47
MomDad	prankster	

Shout outs to the following people:

Xenon.7	Redline99	Tiros
l_oliveira	MODFREAKz	xorloser
	Team FSD	