

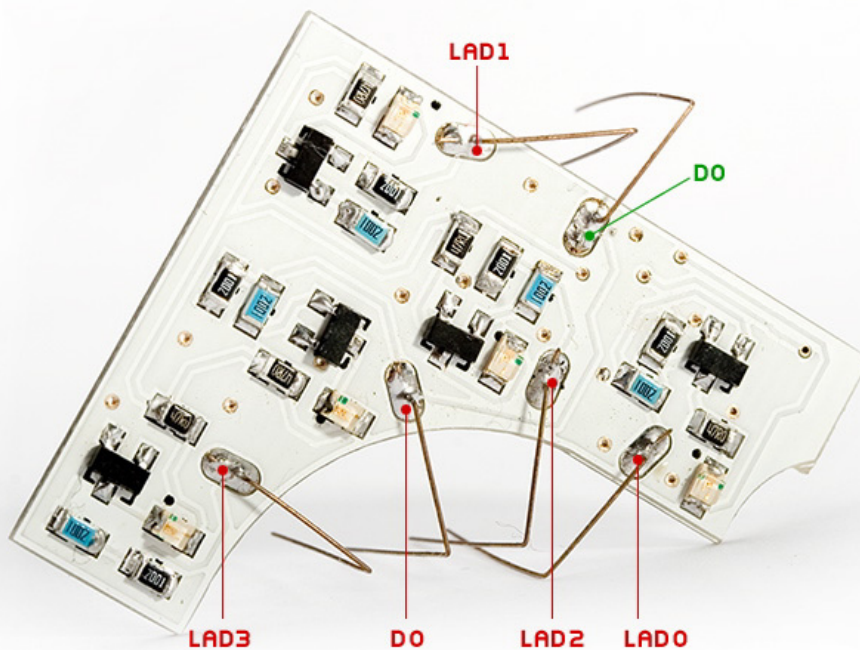
SpiderGX

Installation Guide



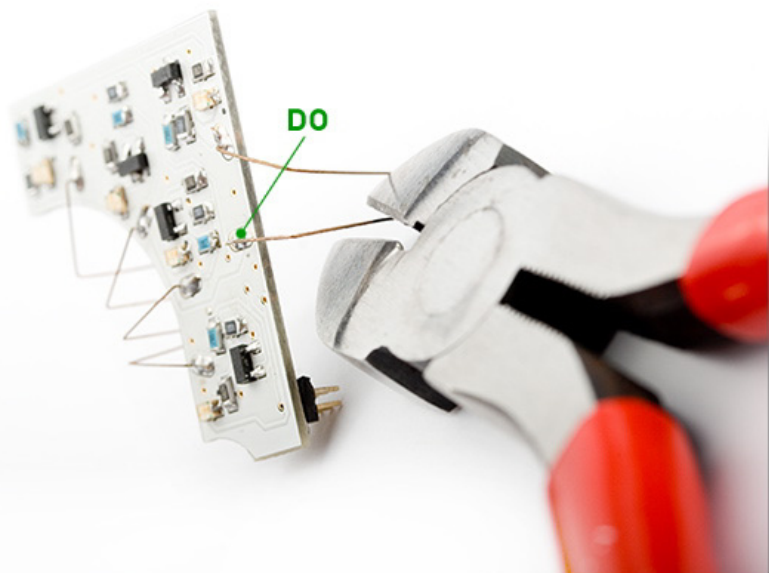
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Description of the SpiderWire PCB:



Red wires are for version SpiderWire PCB v1.6-v1.6b
Green wires are for older version SpiderWire PCB v1.0-v1.5

If installing SpiderWire PCB v1.6-v1.6b you need to isolate the Green wire
(This might disable to chip).



For version older version v1.0-v1.5
You will need to cut the Red wires.

Only use the Green wire is useful here



Version v1.0-v1.5 Installation:

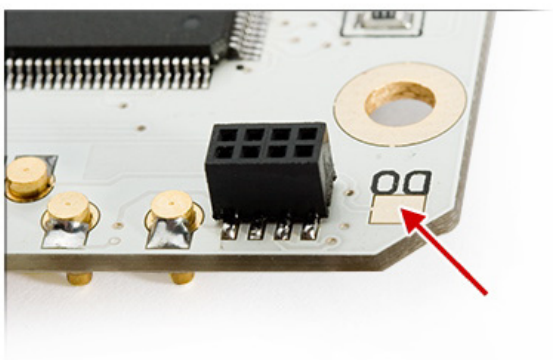
Install the SpiderGX inside your Xbox on the LPC connector by assuring that the pogo pins make contact.

Installation with SpiderWire PCB:

In the case where you want to use the SpiderWire PCB, you will need to assure that all wires at the exception of D0 are cut. You must then place D0 (Green Wire) of the PCB wire on the place on the Xbox D0 location as illustrated on the image below.

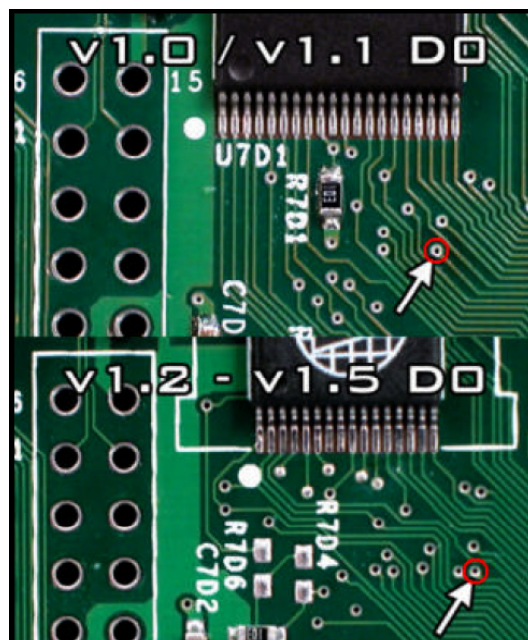
Installation without SpiderWire PCB:

If you don't want to use SpiderWire with it's wire, you have the possibility to solder the wires directly on the SpiderGX. Solder the other side of the Xbox motherboard at D0 as indicated on the figure illustrated below. It's also possible to solder the Xbox motherboard D0 to the directly to the ground (also called ground link).



Location of D0: For use of version V1:

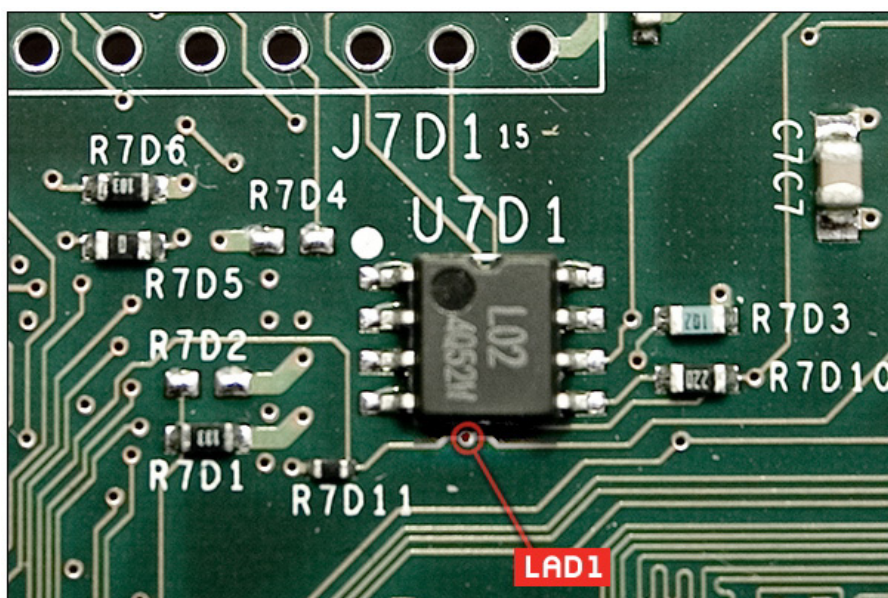
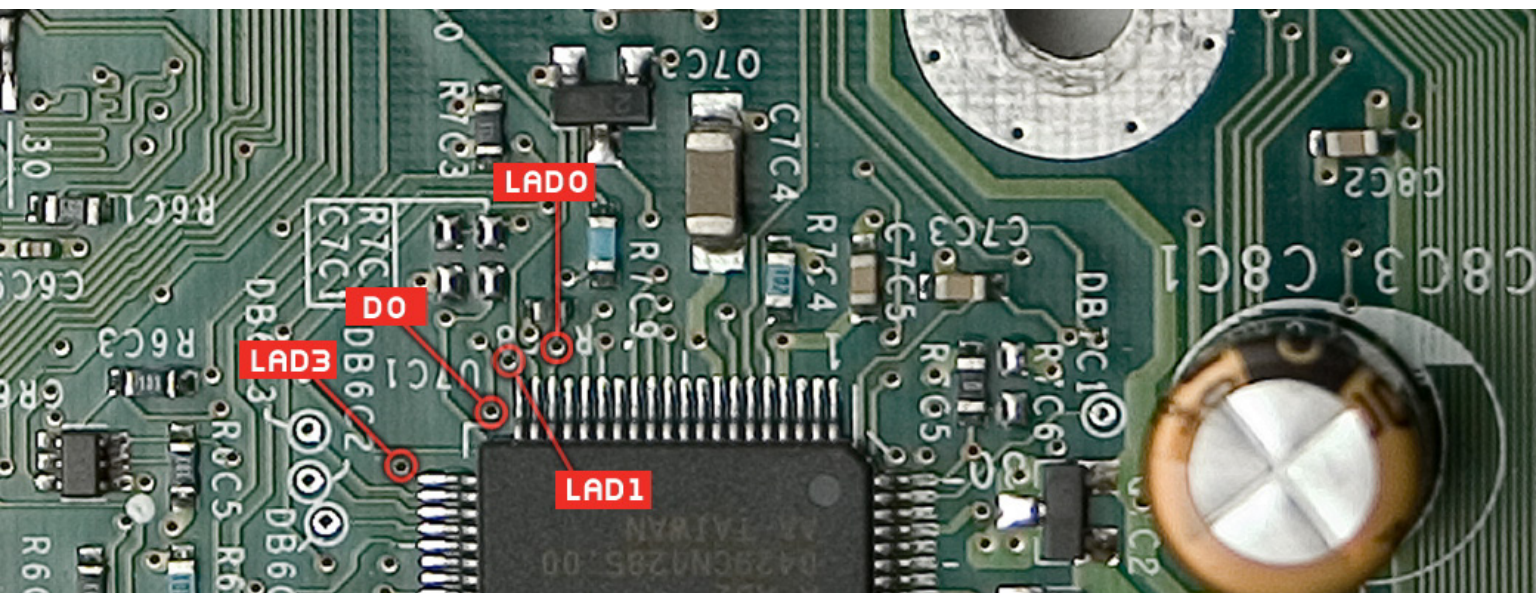
Place the wire inside the whole as Indicated by the arrows.



Installation on version v1.6-v1.6b:

Cut the D0 (Green wire). This wire is useless for these Xbox version and risks of short circuits are possible).

The installation process is fairly simple. All you need to do is to place the wires (Red) in the right location as illustrated by the to pictures below:



Installation Warnings:

The Pogo pin installation can be done while the Xbox is powered therefore you must be very careful with every step taking during this installation process. If not your Xbox might not function at all.

If you aren't sure about yourself it is better to operate this installation process while your Xbox is powered down. You can power up your Xbox later to verify if the installation has been done properly

During the installation process you have to connect to the PCB switch (Black PCB) and assure that the Spider chip is on position OFF. Installation verifications (tests) can only be done if the Spider Chip is disabled.

Once you power the Xbox you can see on the PCB wires with each of them with their on LED (there's one LED for both DO). If the LED light isn't ON then that means that the wires aren't properly connected (either contact or soldering issues). If the LED is bright that means that everything has been connected properly.

All you have to do know is to shut down your Xbox and put the switch on position ON (NOTE: If you desire not to connect the PCB switch (Black PCB). In this case where it is not connected, the Spider will be automatically active and in position AUTO).

If the installation process is well done when powered you should see on your screen the SpiderGX OS. This one will auto-detect the original installation and will proceed by performing an auto-save of the Xbox EEPROM in the SpiderGX and within the SpiderGX auto configuration module.

If you see the SpiderGX OS, this means that the installation process is successful. In case of the contrary if your Xbox reboots 3 times this means that you have to re-install from square one. In some exceptional circumstances the installation might be successful but the Spider chip isn't working therefore you have to connect the PCB switch and position the micro switch on BANK2. In that specific bank location exist a special BIOS. If this doesn't launch your Spider chip, please revised the whole installation process from square one.

