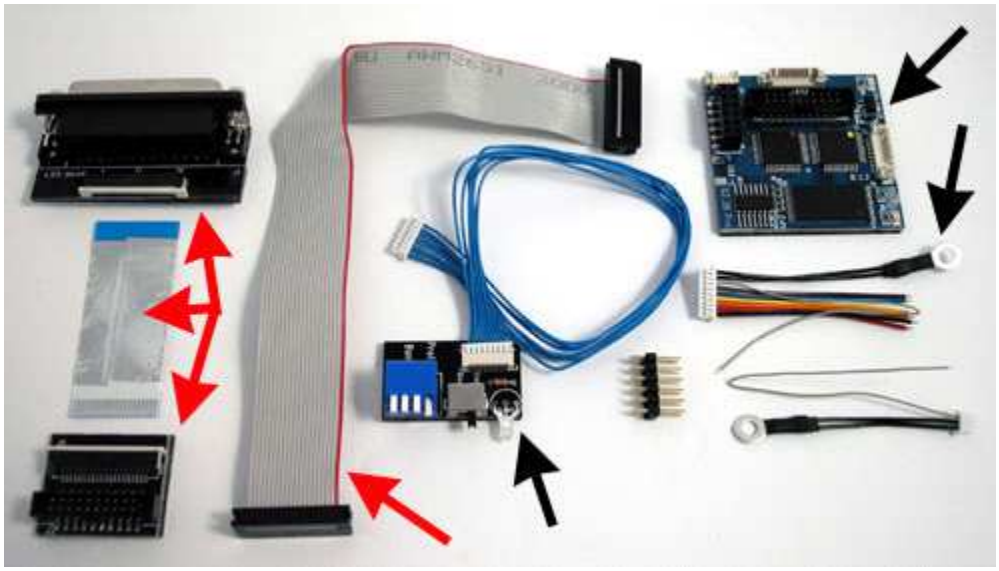
This is the 2.3B Pro complete kit. We have marked with an arrow the items needed for the wire installation. Namely the mod itself, wires adapter, the ground/d0 connector and the external switch module. The items marked in red are for the external programmer connection. However these are not required for the mod to work and can be added after the installation.



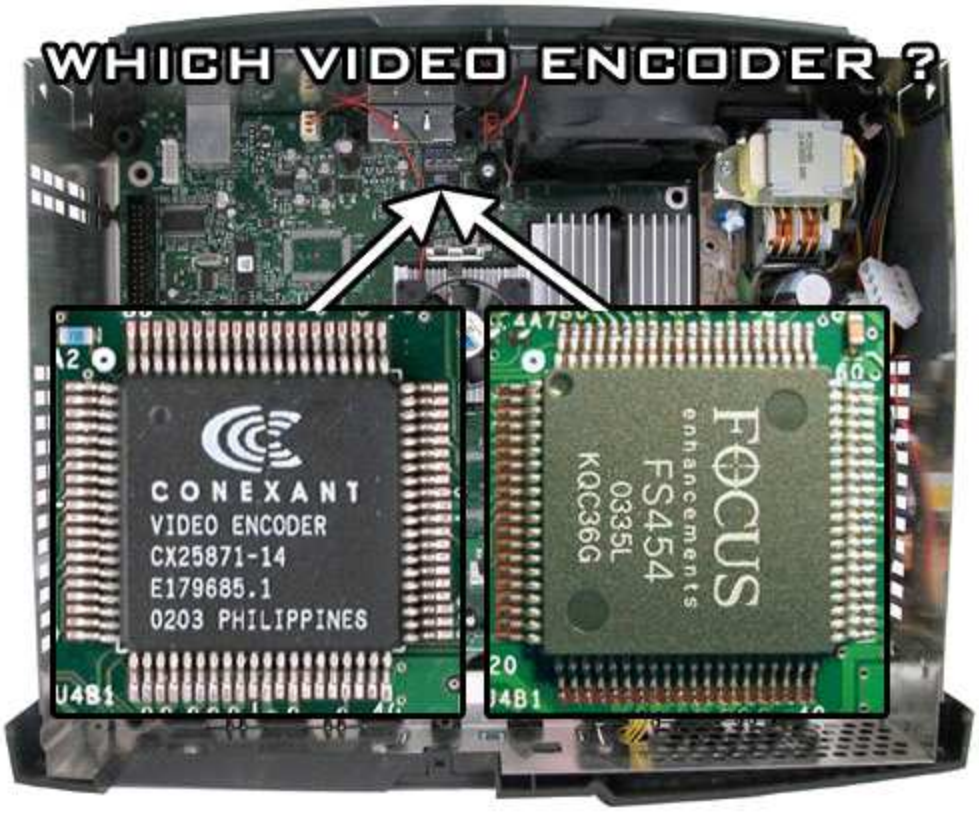
Use the Torx 20 Screwdriver. Unscrew the 6 screws and remove the top cover.


CAUTION
ATTENTION
PRECAUCIÓN
Do not open
Ne pas ouvrir
No abrir
Xbox Video Game System
PRECAUCIÓN
VORSICHT
No abrir
Nicht öffnen
Niet openen

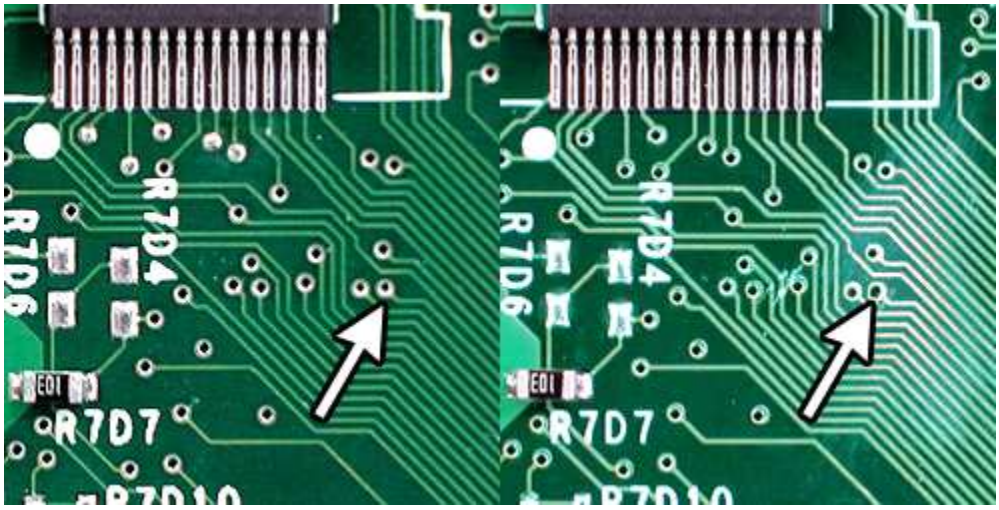
Use the Torx 10 Screwdriver. Unscrew the 3 screws and remove the DVD ROM & Hard Drive units. Unplug the grey IDE cable and yellow power cable from the mainboard.

This is the area you will be working with. This is the LPC port that you will be soldering the wires to. As you can see the holes are clean and ready to go. Only older machines have solder in these holes (v1.0 - v1.1), all the newer machines are all unfilled.

All v1.0 to v1.3 machines have the Conexant video encoder. The majority of the v1.4 to v1.5 machines have the Focus encoder (some new machines in Europe have the Conexant). You will find this information useful when flashing your bios later.

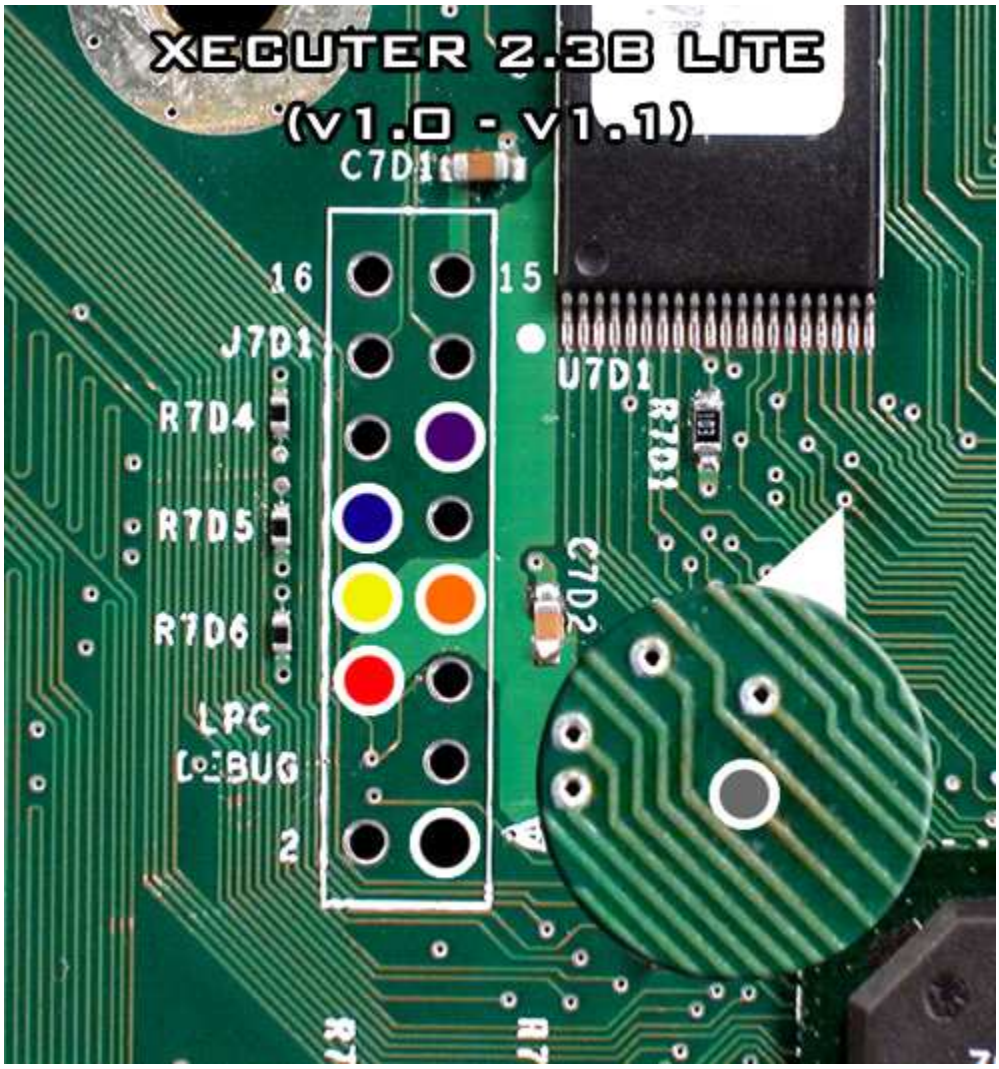


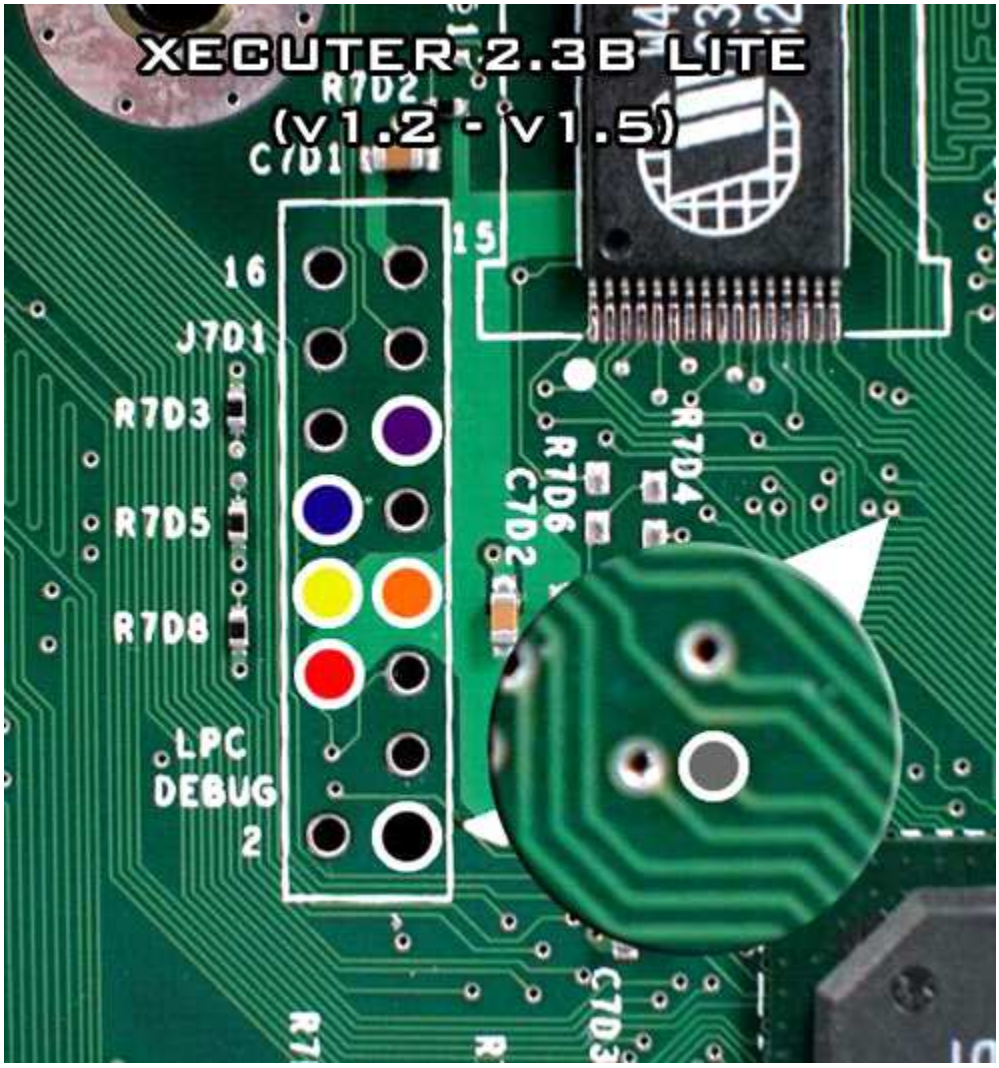
We now recommend you prepare the d0 point. This step is not essential but it is practised by professional and experienced installers. In this example we show you the difference before and after when using a fibre glass pen. Note how the lacquer on the tracks of the motherboard are now exposed as copper. The mainboard example here is a v1.5.



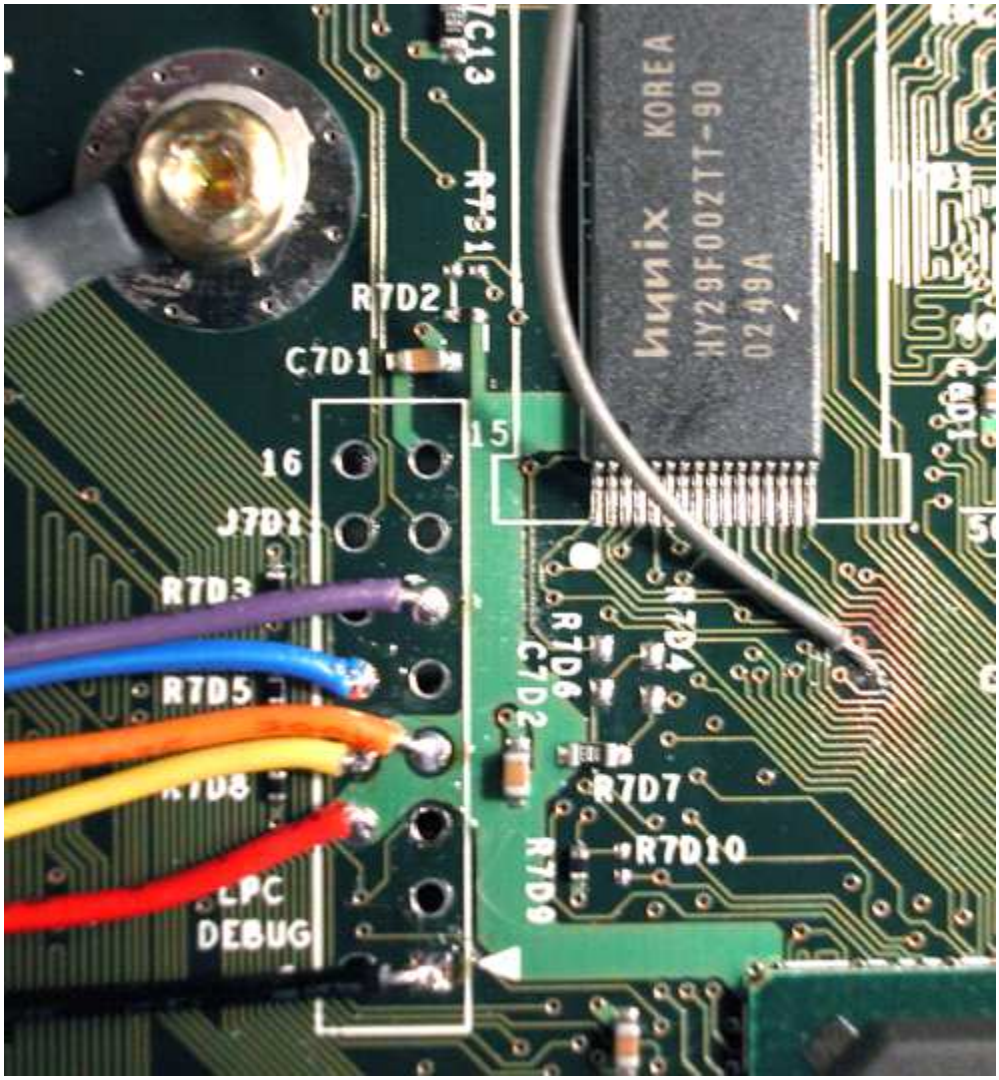
Now you are ready to solder the wire adapter to the Xbox mainboard. It is color coded for ease of use.You will notice two diagrams here, one for v1.0 - v1.1 consoles and another for v1.2 -

v1.5 consoles. It is easy to see the difference.

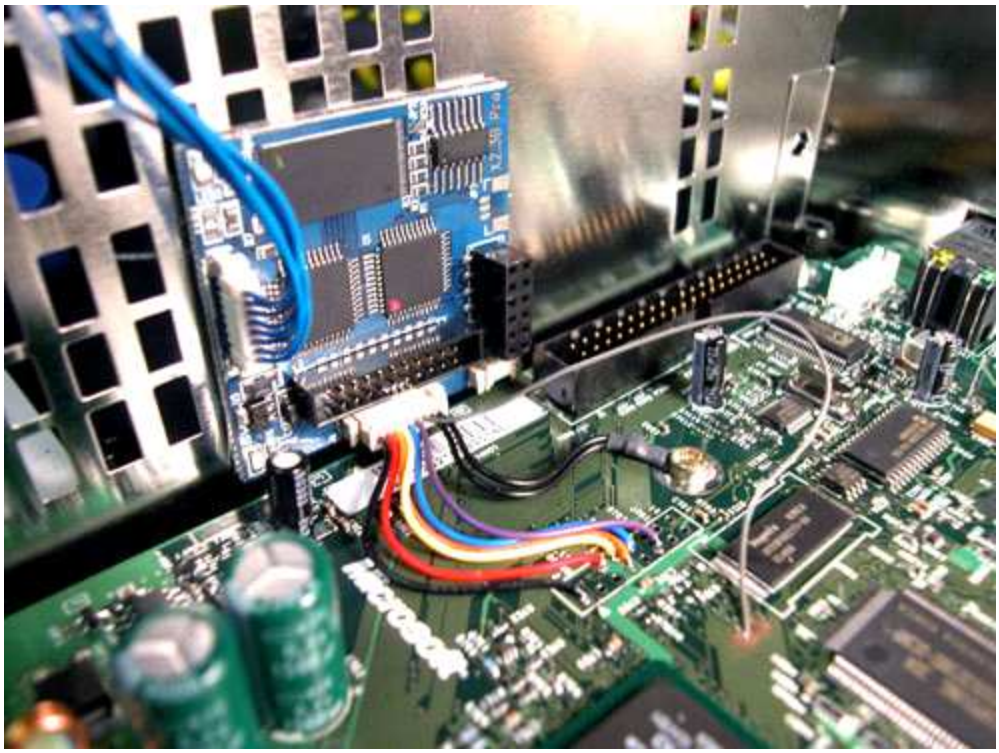




This is what everything looks like once soldered. Note where the ground connection is screwed in.



This is how the mod should be positioned. At this stage its a good idea to tape the d0 connection down with some electrical tape.

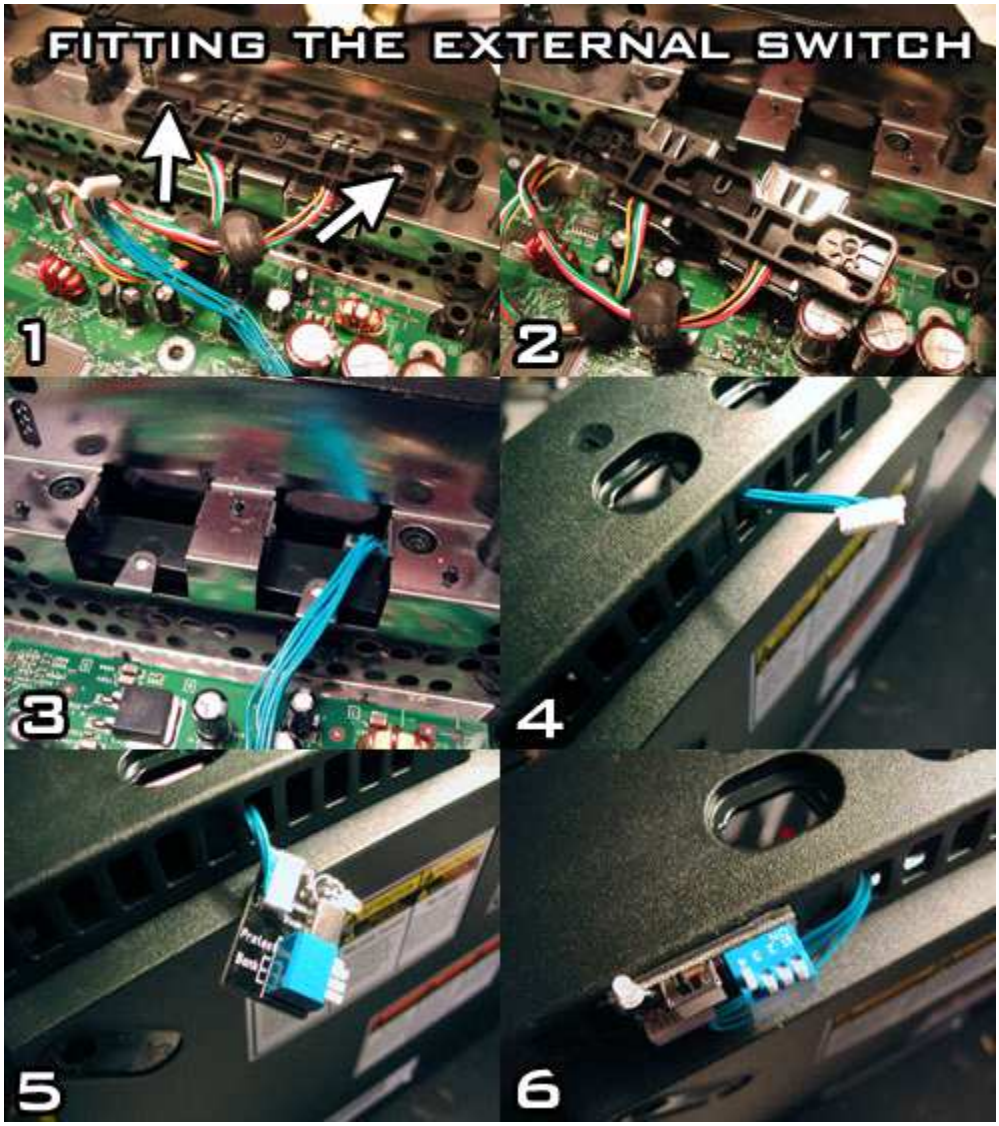


You can now fit the switches (see next stage of tutorial) and test the mod. Fitting the external programming adapter is not essential at this stage - however here's how to do it.

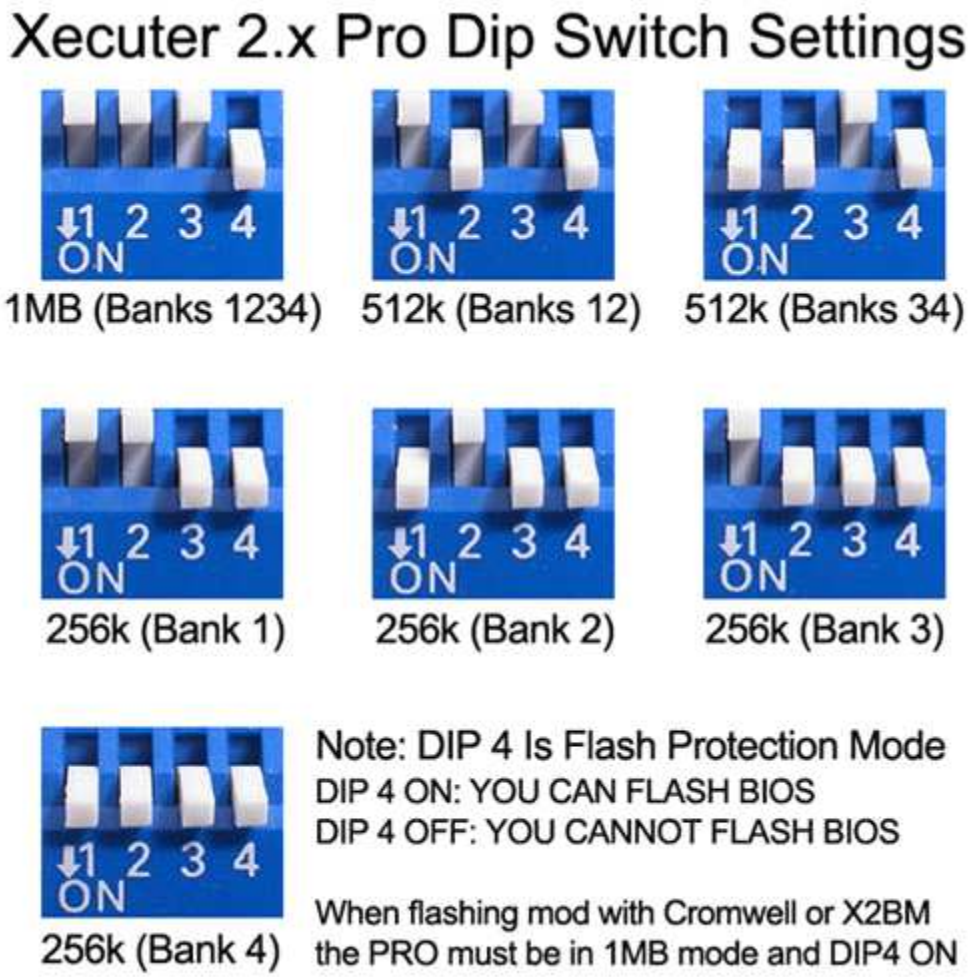
Note how all the connectors are attached. Pay attention to the silver FCC cable. The blue strip faces UP.

The external LPT port fits at the rear of the console. The silver FCC cable slots through the AV port. Note that the blue strip faces OUT.

Here is a quick and easy example of how and where to fit your external switch module.



X2.3B Pro Dip Switch Settings



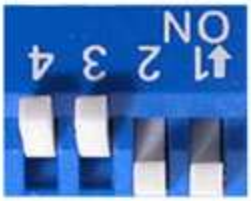
As the switch is upside down as you look at it when attached to the front of the console, here is how the switches would look directly.

Xecuter 2.x Pro Dip Switch Settings

1MB (Banks 1234)

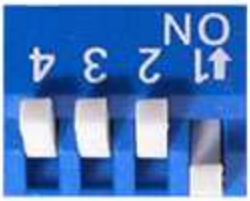
512k (Banks 12)

512k (Banks 34)

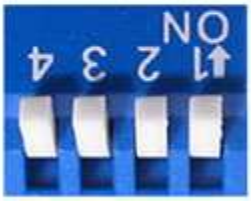


256k (Bank 1)

256k (Bank 2)



256k (Bank 3)



256k (Bank 4)

Note: DIP 4 Is Flash Protection Mode
DIP 4 ON: YOU CAN FLASH BIOS
DIP 4 OFF: YOU CANNOT FLASH BIOS

When flashing mod with Cromwell or X2BM
the PRO must be in 1MB mode and DIP4 ON

If you are satisfied that everything is connected correctly, first set the external switches to 1MB Mode (123 OFF and 4 ON). Plug in the AV and power cables and turn the Xbox on. The LED on the external switch should be green and the

2 blue LED's should light up on the modchip. The power/eject button on the Xbox should flash Green and Orange.

If all this happens for you then you are ready to test completely by plugging in your Hard Drive and DVD ROM.

If you have the conexant video encoder then you will see a FlashBIOS (Cromwell) picture on the screen and the DVD

tray will eject. If you have the Focus video encoder you will get no picture on screen but the DVD tray will eject.

You are now installed correctly so you should put everything back together (take your time).
You are now ready to flash your BIOS of choice to the modchip.