

This is the 2.3B Lite Plus complete kit. Includes the mod itself, the external switch adapter, the wires to connect the switch to the mod, the spare screw and the star washer which MUST be used (this goes between the mainboard and the mod)



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





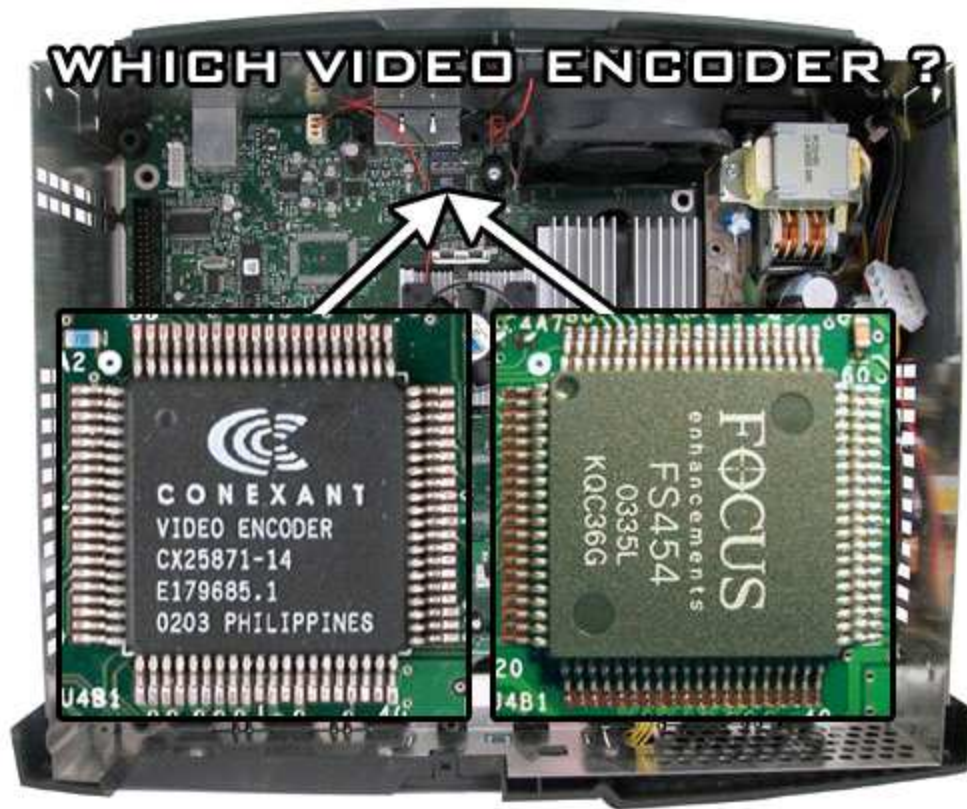
Use the Torx 10 Screwdriver. Unscrew the 3 screws and remove the DVD ROM & Hard Drive units. Unplug the grey IDE cable and yellow power cable from the mainboard.



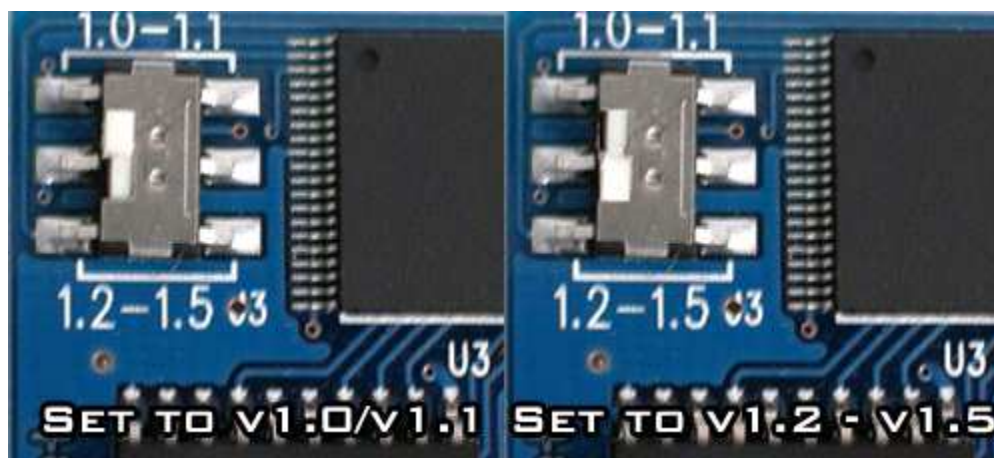
This is the area you will be working with. This is the LPC port that you will be soldering the pin header to. As you can see the holes are clean and ready to go. Only older machines have solder in these holes (v1.0 - v1.1), all the newer machines are all unfilled. To remove solder from filled holes - simply add flux, put some fresh solder on each hole and heat it up a little then simply use some solder braid to remove. The entire process takes less than 5 minutes.



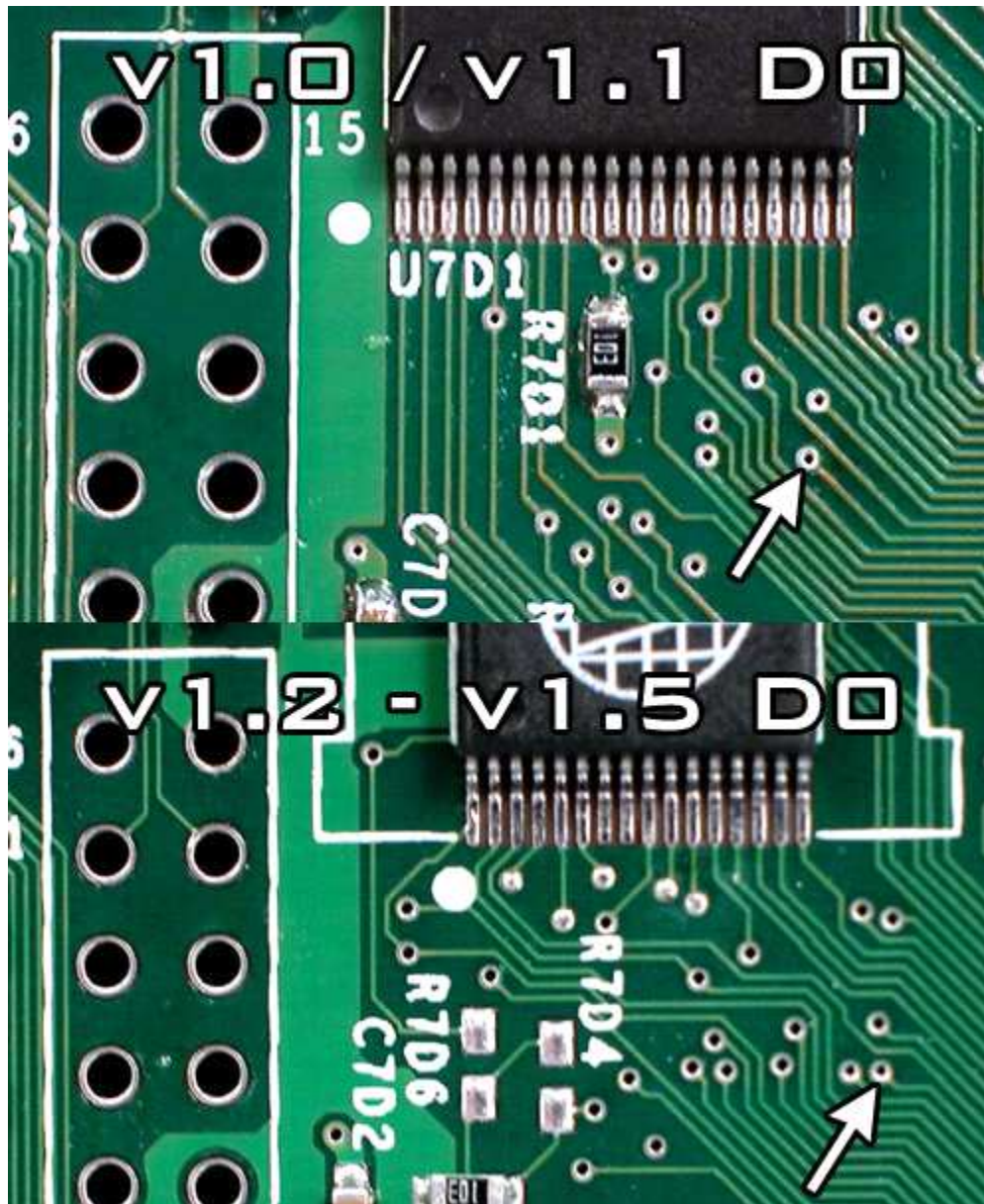
All v1.0 to v1.3 machines have the Conexant video encoder. The majority of the v1.4 to v1.5 machines have the Focus encoder (some new machines in Europe have the Conexant). You will find this information useful when flashing your bios later.



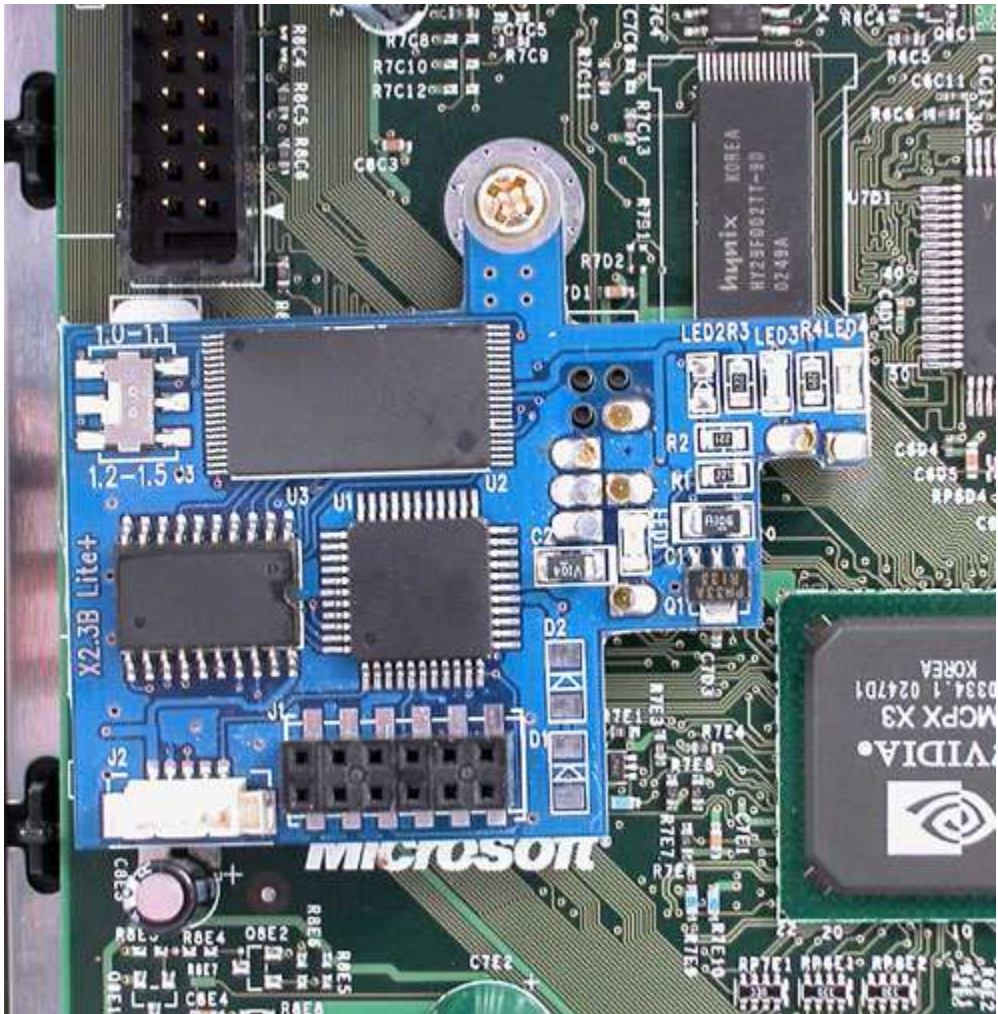
There are two things you need to be sure of before fitting the mod. First you will need to set the switch to the correct version console. The switch controls which d0 pogo pin to use (notice on the back there are two sharp ended pogo pins - only one is required however as the position is different on v1.0/v1.1 boxes than the position on v1.2 - v1.5 boxes) If you have the wrong version selected it is possible you can damage your Xbox if you are not careful with your installation. Also the mod will not work, d0 will not switch to ground therefore the LPC bus will not activate - so all you will see is your default MS dashboard and not the Cromwell Bios.



This diagram illustrates how to check which version d0 point you have.



Now to fit the mod. First use your torx 10 screwdriver to remove the screw from the motherboard. Then place the supplied star washer on the mainboard itself and use the screw supplied with the mod to screw back in place. Now here is where you **MUST** be careful. It is very easy to tighten too much and then strip the hole - which means you will never get a good solid contact. First make sure the switch is plugged into the mod before fitting. Align the mod onto the LPC and to the correct d0 point then tighten very slowly until the torque becomes firm. While doing this you do not need your DVD or Hard Drive units connected - this makes it much easier for testing. Here is some pictures to show the mod fitted and aligned correctly.

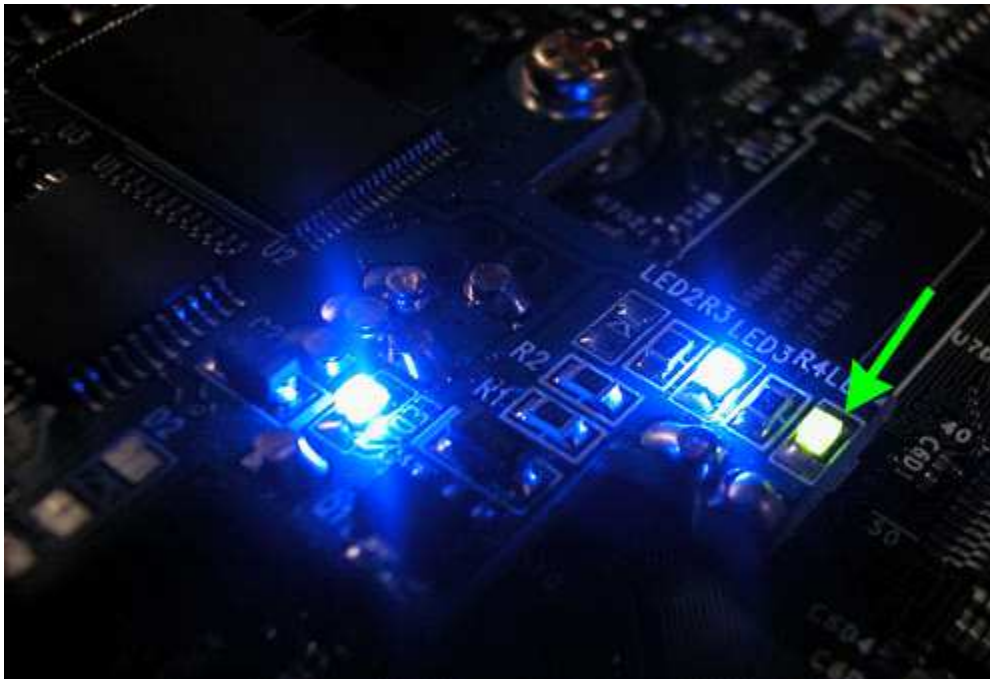




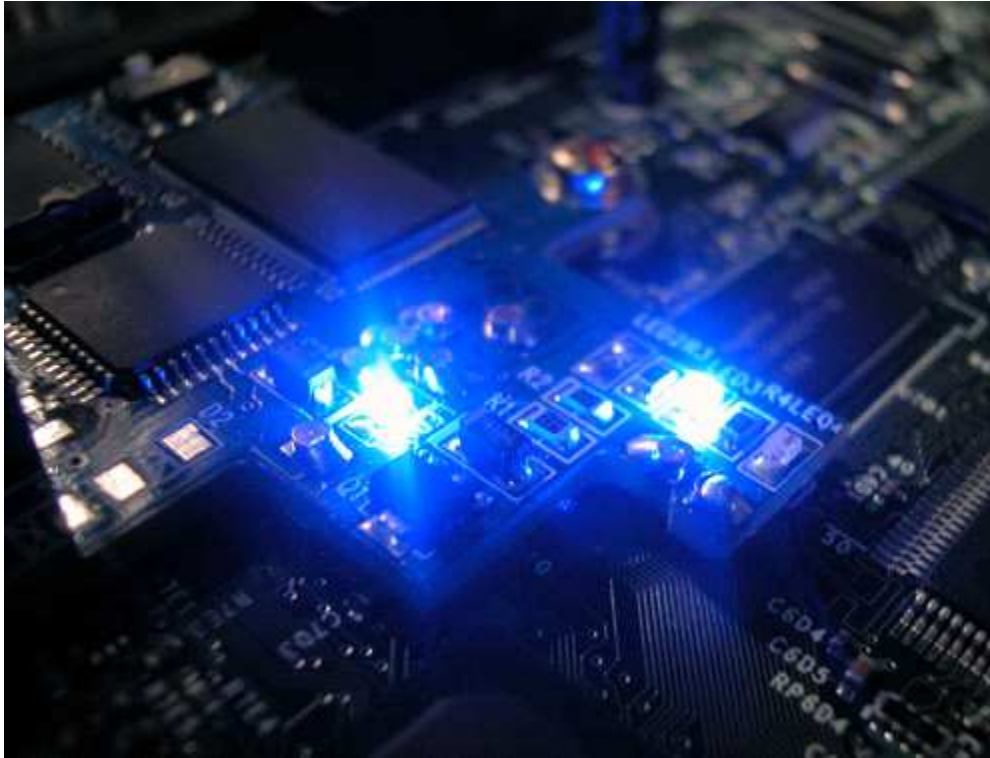


Now here is the bit where a lot of people get stuck. Aligning the mod. First of all there are 3 LED's on the mod, 2 blue and 1 green. The blue LED's are to show that there is power going to the mod (power is taken from the LPC port) and the green led shows that there is a correct contact with the d0 point. For the green LED to display correctly the mod needs to be set to disabled on the switch. Now turn the Xbox on - if you get no green led carefully apply pressure to the mod until it does. Some people report the green LED only comes on for a couple of seconds and then goes off - this is normal - try the mod and it should work. If you get all 3 LED's on then turn the Xbox off, enable the mod via the switch (the led on the switch will change from red to green) and then turn the Xbox back on. Now is the time to check for FRAG (Flashing Red And Green error). You should now get the Cromwell FlashBios on your TV and you should get a green and orange flashing light on the eject button. If you get FRAG on your eject button then the mod is not quite sitting correctly - this DOES mean however that your D0 point is aligned correctly, so you will need to wiggle it around a little more to make sure the pins are firm and of course make sure that the screw is as firm as it will go without any damage to the thread - you MUST be careful not to move the d0 pin around too much - it is very sharp and can damage the tracks around this point and render your Xbox useless. Here is some pictures to illustrate the LED's.

This picture shows all three LED's ON (mod disabled)



This picture shows the green LED OFF (mod enabled)



IF everything is working correctly you should connect up your DVD Rom unit and Hard drive to the Xbox. Now power up to see if the tray ejects from the DVD Rom. If yes then the mod has been successfully installed and you are ready to update your BIOS. If you cannot get the mod working no matter what you do (FRAG) then we suggest you send the mod back to your supplier for testing / swap / refund.

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



If you are satisfied that everything is connected correctly, set the external switches to Enabled, Unprotected & Bank 1. 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.