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The Wii is a great gaming platform, especially once you have softmodded it and installed the Homebrew Channel. If you haven't hacked your Wii already please make sure you have a look at my Homebrew installation videos.Homebrew allows you to install a range of third party applications that can turn the Wii into a powerful retro gaming console.You can install a wide range of applications including a full set of emulators for almost all the pre-Wii machines and computers. But probably the most common use of softmodding to allow you to play Wii and GameCube games from backup files stored on a USB drive.Thats what Ill be showing you how to do in this tutorial.USB LoadersThe idea here is that we take a game disk image file, either one that we created ourselves, or one that weve obtained elsewhere, and get the Wii console to load it as if wed put the real game disk into the console. We store these files on a USB drive attached to the Wii so these applications tend to be known as USB Loaders.The loader will be looking at its USBLoaderGX.Preparing for USBLoader GTXto start with youll need to have installed Homebrew onto your Wii and installed cIOS 248-251 as per my basic Wii Homebrew installation video.Youll also need a USB drive for your game and data files. This can be a USB thumb drive or a USB enabled hard drive. Id recommend an SSD drive with a USB Adapter as youre going to end up with a lot of big game files. Wii games are a couple of GBs each.To make your USB drive compatible with the Wii it must be formatted as a FAT32 drive and I recommend a 16KB cluster size. Again please look at the previous video to find out how to do all of this.Downloading USBLoaderGXTo install USBLoaderGX we need to download a few pieces of software and setup a USB drive.To get hold of the application you just need to browse to there simply scroll down and download the zip file to your PC. Once weve got all the software assembled well install it onto our Wii SD Card in one go.Next we need to download Wii Backup Manager from . This application helps us correctly format our game files so that the loader can identify and run the games correctly. The one Im using here is a Windows only app but you can find links to Mac and Linux versions on the Wii Hack Guide page.Next well want an easy way to launch our Loader from the main Wii menu screen rather than having to go into Homebrew each time. To do that we need to install a WAD file that will link directly to the app. Go to and download the WAD file We then need an application to help us install the WAD file. Well use YAWMM. Go to and download the app zip file.Finally we need some game files. As usual I cant tell you directly where to get these files but there is a lot of helpful information on Vimms Lair (just search online for it). Just make sure you are aware of your local copyright laws as most of the software youll find is still under licence, so unless you are backing up your own game disks you could be breaking those laws. The files need to be in WBFS format, or as raw ISO file dumps. You can use other Dolphin emulator file formats but they will need to be converted before we can use them.Installing the AppSo were now ready to install our apps.Youll need your Homebrew SD card from your Wii and the USB drive youll be using for your game files.Well start with the Homebrew SD Card.Go to your downloaded files and open the USBLoaderGX zip. Inside that youll find an apps folder. Just copy this onto the root of your SD card and it will integrate with the apps folder already there. Thats USBLoaderGX installed!Next we need to install the YAWMM app in the same way. So, open the zip folder and copy over the apps folder.We now need to copy over the WAD file. This needs to be in a folder called wad on the root of the SD card. So make a new folder, rename it to wad and then copy the wad file into the new folder.Thats all the app files ready to go.We now need to create our USB games drive. This is where our Wii Backup Manager app comes into play. First make sure your USB drive is connected to your PC. Then, on your PC, simply extract the Wii Backup manger files to their own folder. If you then open that folder youll find a few .exe files. Run the 32 or 64 bit version that matches your PC.This will open up the application.Click the Drive 1 tab and then select your USB Drive from the dropdown list. If your drive is newly formatted youll get a message telling you there is no wbfs folder. Just click to get Wii Backup Manager to set it all up for you.Next we need click the File tab, and then Add, Files. Youll get a file browser prompt so just find your game files and select them.You should now have a list of games and Backup Manager should have identified them and added their game ids. Now we need to click the Transfer Tab and select Drive 1 to transfer the games files to the USB drive.It will take a bit of time for that to run, but once its finished you should be able to see your neatly filed games on your USB drive. This folder and filename formats help the USB Loader identify each game file so that it can download game box art and other media files.Were now ready to put this all together on the Wii!Setting up the WiiPut the SD card back into the front slot in the Wii and plug the USB drive into USB port 0 on the back of the console. USB port 0 is the one closest to the edge of the console.Boot up the Wii and go into the Homebrew Channel.You should now have a couple of extra apps showing in your list.Select the USBLoaderGX app. It will start by scanning your USB drives to see if it can find a game drive. If everything runs OK it should tell you its found the drive and drop you into the main game list.If it doesnt find the drive dont worry. This can happen and we just need to make a few settings changes. But do make sure youve got the drive plugged into USB port 0.Let USBLoaderGX boot up and it will probably tell you that your drive isnt initialised and then drop into Channel mode. Just OK any prompts until you get to the main Channel list. We now need to initialise the drive and make sure the loader is using the correct settings.Click the gear icon to open up the settings page. Open the Loader Settings and scroll down to the Hardware IOS setting. This should be set to 249. Back out of that and open the Hard Drive Settings. Select the Game / Install Partition option and it should display your USB drive details. Set Multiple Partitions to On and make sure USB Port is set to 0. Back out of the settings pages until you get back to the main screen. You should now see your USB Drive listed in the bottom centre of the page.If this doesnt work quit out of USBLoaderGX and then restart the app. It should now pick up on your USB drive.If youve got it working we now need to turn off Channel Mode. At the top of the screen click the fourth icon from the left. Make sure that only Wii games and GameCube games options are checked and OK that. You should now see a list of games.Downloading Media FilesUSBLoaderGX lets you view your games as box art, but youll probably not have any showing at the moment. To get hold of these youll need your Wii to be connected to the internet.Make sure you are in list mode (sixth icon from the left in the top menu). Simply move your cursor over a game until you see a missing box image. Then click the missing image and the software will offer to download the missing files. Let it download the files and you should then have a full set of box images.Creating a USBLoaderGX ChannelAt the moment you need to go through the Homebrew Channel to get to the USBLoader app. We can put it directly onto the Wii home screen as a custom channel icon. Thats where our WAD file comes in.Get back to the Homebrew channel and start the YAWMM application. Once it starts it will ask you for a source device. I copied the WAD file to the wad folder on my SD card so Ill select the Wii SD Slot option. Clicking A should then bring up a list of my WAD files.If your Wii Mote doesnt seem to be working it may be incompatible with this app. A standard, non Motion Plus, original remote gives best compatibility so try to use one of those if you have a problem.Use the D-Pad to select the USBLoaderGX WAD and click A. It should offer to Install the WAD so just click A again and the WAD file will be installed. Once thats installed press A again and then press the home button to return to the Homebrew channel.From here we can click the home button again and go back to the Wii Menu.You should now have a USBLoaderGX channel button. Click that and you should be straight back into the USB game screen.Exit RouteWere almost there now. We just need to fix the game exit route so that we get back to the games list and not all the way out to the Wii Menu.In USBLoaderGX click the settings gears and select Loader Settings. Scroll down to Return To and select it with the A button. This should bring up a list of Channels. Find the USBLoaderGX channel that weve just installed and select that.Playing a GameSo lets play a game!There are a number of listing formats along the top menu. Im selecting the Carousel mode. To play a game just click the icon.If alls gone well you should now be playing the game from your USB Drive.To exit a game just click the Home button and select the Wii Menu option. This should use our Return To setting and drop us back into the USBLoaderGX game list.Where to Download Wii GamesIf you search on the web youll find a number of download sites that have Wii games. Be very careful to have your anti virus and firewall protection all up to date and running.My advice is to check out Vimms Lair and the Internet Archive. These offer safe downloads and a great selection of games.Dont forget that you need to check your local copyright laws before downloading and game files. These files are usually protected by copyright and it may be illegal to download them in your region.Thats it!So thats your USB loader all set up and running and you should now be able to play any game you can get a backup file for.Next we need to get set up to play GameCube games, but thats for the next post. This guide will tell you about the Ultimate USB Loader GX 2021+ (Play ISO Backups).For this, you will need to have an SD card and a USB Drive. As the USB loader only accepts USB drives, the recommended SD for this is an SD HD card. Because it has the best compatibility and this card will cause no issues and this is formatted to fat32. But dont use USB 3.0 as it has no compatibility. You have to make sure that both your SD card and USB drive are formatted to FAT32. Also, make a backup of your all files because formatting a drive will delete all your data. Also, you will need a Wii remote and a Nintendo Wii, and make sure that your Wii should be modded for this. Now you have to click on the following link . From here, you need to download the SD zip folder on your computer and then extract that zip folder. You need to plug your SD card into your system and paste the extracted file into the SD card. Then you have to take all the files in the USB folder and paste them into the SD card. Now you have to connect the internet to your switch. For this, you need to go to the options, then go to the Wii settings and navigate to page 2. Select internet and then you have to go to connection settings then you have to select wireless. After that, click on search for access points, then select your WIFI and enter the password. If you are using an older person, then it will ask you to upgrade. You have to make sure that your Nintendo is fully up to date. Now you have to insert your Sd card into your Wii and then click on your homebrew channel. Now you need to click on the app called D2s Cios Installer and then click on the Load button. This is custom firmware that will allow you to play the games on the USB. You have to press continue and use the 2nd option. Once the downloading completes, you can exit the multi-mod manager. After that, go to the home screen and you will find the USB loader GX mod channel that will allow you to easily access this. Click on it and then launch the multi-mod manager application. Once it is open, you have to scroll down to wad installation and then click on the install option. You will see references to things like lappsusbloader_gx_ or wad_ . This is simply the location of the folder or file in question on your SD card or USB drive. For example: See how my usb drive is E_ . Well yours might be D_ or G_ . We install WiiWare games as a USB loader gx, you can do this on both Wii channel and homebrew channel versions. Now you have to go to your PC, then take your wad files and put them in your wad folder on your USB. You can also put them on your SD card. Once you have done that, it will eject the USB drive and insert it into your console. Now go into USB loader gx's settings and select features, then scroll down to where it says dump nand to EmuNand and it will dump your Wii internal memory also known as and to your sd card. Then you have to click on everything, this process will start and complete in a few minutes. Once it is completed, you have to click on Emu wad manager and then select files. After that, select USB, then click on wads and OK. After that, tap on Install. Once this is done, you have to go to your Wii menu and you will find all your installed games there. You can select any game and then click on Play. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This guide will explain how to install USB Loader GX on your Nintendo Wii. There are two different installation methods (automatic or manual), and two different installed channels which will be displayed on your Wii (Full channel or Forwarder). The differences will be detailed on this page. RequirementsInstallationAfter the installationChoosing a Hard Disk DriveRequirements To use USB Loader GX you need: A Soft-modded Nintendo Wii with the Homebrew Channel and the latest cIOS installed. (cIOS 42x is recommended) A USB 2.0 Hard Disk Drive or Flash Drive (see below for HDD format) A SD/SDHC Card (optional, you can use one if you have limited USB storage or if you find SD access on your computer easier than USB) Additional informations you need to know: If you don't have the Homebrew Channel installed on your Wii or if you don't know if your Wii has the necessary cIOS installed, you can follow one of these guides first (Choose one based on your knowledge and understanding, they are both identical): ModMii guide Modify any Wii 4.3 and below Throughout this guide, you will see references to things like lappsusbloader_gx_ or wad_ . This is simply the location of the folder or file in question on your SD card or USB drive. For example: See how my usb drive is E_ . Well yours might be D_ or G_ . We remove the drive letter path (E:) in this guide to avoid confusion. SD or USB? The Homebrew Channel can only recognize devices formatted as FAT32. If you choose to use a USB drive for the installation then you need a FAT32 partition. If you want to keep your USB drive only with NTFS partition(s) then choose a FAT32 SD/SDHC card for the installation. Installation Choosing an installation modeUSB Loader GX can either be installed as Homebrew Channel application (HBC) or as a Channel on the Wii. USB Loader GX on The Homebrew ChannelUSB Loader GX as a Channel on the Wii System Menu The Homebrew Channel mode means that USB Loader GX is not physically installed on your Wii, it is only copied on your SD Card or your USB device and is launched from the Homebrew Channel. The advantage of this installation is that it is very easy to install and update the loader manually (place the executable on the SD card or USB device using your computer). The Full Channel mode means that USB Loader GX executable is copied on the Wii internal memory. It appears as a channel directly on the Wii System Menu. You don't need the executable on a SD card or USB device to launch the USB Loader GX, but you need a USB or SD to store the configuration files. To update the loader you can reinstall a new channel over the old one, or use the loader's internal online update feature. Updating a Channel is not as simple as when updating from the HBC or forwarder. The Forwarder mode is a mixed method from both previous modes. It installs a Channel on the Wii System Menu but it does not include the USB Loader GX executable. Instead, this Forwarder Channel launch the USB Loader GX executable located on your SD card or your USB Device. The Forwarder is the preferred installation of many users, and it shares the advantage of both first modes: "Easy update" from the computer, and a "Channel" available on the Wii System Menu. You don't need to go into the Homebrew Channel anymore to launch the loader and all the needed files are kept on your external device. Automatic InstallerThe installation can be done by a program on your computer (Windows only). To install USB Loader GX on your SD or USB, you can use the USB Loader GX Installer v1.8. This is a multi-language Windows application which will download and copy the latest USB Loader GX release on your SD Card or USB device. The installer has the following additional options:- Allows you to pre-install language files (note: you can still do this easily in the loader). - Download the latest Full Channel of USB Loader GX (note: you will need a WAD manager to be able to install on your Wii). - Delete existing game covers Note: The Automatic Installer does not install the Forwarder Channel. Manual InstallationThe installation can also be done manually and gives you more options, like different IOS versions and installation of the Forwarder Channel. Download the full package from the left menu on the main page. Select the USBLoader GX Vx x AllinOnePackage_IOS249.zip, download and save it on your computer. Open the downloaded package using winrar or 7zip. The package contains two folders: apps and wad. Extract and copy the apps and wad folder on your SD or USB. Your device should look like this: lappsusbloader_gx\boot.dolappsusbloader_gx\icon.pngappsusbloader_gx\meta.xmlwad(USBLoader GX Vx x UNLR Channel_AHBPROT.wadwadUSB Loader GX-UNEO Forwarder 4 0_AHBPROT.wad(The other files in the package are not needed) Installing the Full Channel or the Forwarder Channel: You can stop here or delete the wad folder if you don't want any channel on your Wii System Menu. USB Loader GX will work as a Homebrew Application and can be launched from the Homebrew Channel. If you want to install a channel, you need another homebrew application: A WAD Manager. - Download a WAD Manager (for example Wad Manager 1.7, or WAD Manager GUI 1.5v2, or any other). - Extract and place the WAD manager's boot.dol on your SD Card like for the USBLoader: lapps\wad manager\boot.dol apps\wad manager\icon.png (optional) lapps\wad manager\meta.xml (optional) - Insert the SD or USB in your Wii - Launch the Homebrew Channel - Select and Launch the WAD Manager. - If you are not already in the correct folder, browse the folders present on your storage device to wad.If you want the Full Channel: Select and install the UNLR_Channel_AHBPROT.wad file.If you want the Forwarder Channel (Recommended!): Select and install the UNEO Forwarder 4 0_AHBPROT.wad file. - Exit the WAD Manager and return to the Wii System Menu to see the channel you just installed. You can now launch USB Loader GX from this channel. Note: If you selected the Forwarder Channel, remember that you NEED to keep the lappsUSBLoader_gx\boot.dol file on your SD or USB. What's the difference between file's version IOS222, IOS249 and IOS250?There is no difference in how USB Loader GX is working. This is only an option used to speed the launch process. Just use the file with IOS249 if you don't know which version to choose. Note: This IOS number is not the one used to specify which feature you will have access, it's only the one used at the launch of the application in order to find the setting files. USB Loader GX will later allow you to specify a different IOS slot if you want to use different features (they will be detailed in other pages of this guides). The default IOS defined in the User's Settings is 249. If you want more explanations, read this: USB Loader GX (and all games or homebrew running on the Wii) requires a IOS to access the Wii hardware, IOS which is defined at the very beginning of the application. When you launch the loader it starts by loading a IOS capable or accessing hardwares (such as SD or USB). This IOS is usually located in slot 249. Now that USB Loader GX is running and has access to SD card or USB device, it can load your User's Settings to read your preferences and see which IOS you really want to use. If you want to use the IOS in slot 249 and you are already using USB Loader GX version "IOS249", then it's fine and it continues the loading process. If you want to use a different IOS than the one currently loaded, then USB Loader GX will need to change it and reload the one you specified in the User's Settings before continuing the loading process. Reloading an IOS can takes up to 2 additional seconds. By using a "IOS slot number" matching the IOS you defined in your User's Settings, you prevent the 2 seconds reloading delay and it speeds the booting process. It has no other purpose than speeding the launching delay of the loader. If you don't understand what it means, do not worry as they are ALL working the same way. Advanced users: This option can be bypassed by editing the meta.xml arguments and specifying which IOS slot you want to load the first time. Specify the same IOS slot number than the one defined in your User's Settings to prevent any IOS reloading. After the installation USB Loader GX uses the lappsusbloader_gx_ path on your SD or USB as the main place to store all your settings and downloads. You need to keep that folder on SD or USB all the time. Remember that The Homebrew Channel requires a FAT32 partition to recognize the SD or USB devices. If you choose to launch USB Loader GX from the Homebrew Channel, then you need to keep a FAT32 partition to store the boot.dol file on it. If you have multiple partitions on your USB drive, it is recommended to format the first partition as FAT32 for homebrew compatibility reason. If you choose to always launch USB Loader GX from the Channel or the Forwarder, then you don't need a FAT32 partition, and you can move the lappsusbloader_gx_ folder either on: SD/SDHC card as FAT or FAT32 partition format, USB on a FAT32 partition, USB on a NTFS or ext2/3/4 partition. USB Loader GX is looking in all partitions of your USB drive until it finds the installation folder (up to 8 partitions are supported). The SD card is the first device accessed, it will load faster if you place the installation folder on your SD/SDHC card. Note: Keeping a FAT32 partition on your SD and/or USB is a good idea if you want to exploit all features of USB Loader GX, and to have access to a larger choice of homebrew. If you have internet access on your Wii, you can update USB Loader GX directly from the loader. Go to the Update menu in the Settings. If you don't have internet access or want to update USB Loader GX manually: - If you are using the Homebrew Application mode or Forwarder Channel mode: Download the latest package and replace the file lappsusbloader_gx\boot.dol present on your SD card by the one from the package. - If you are using the Full Channel mode: Download the latest package, extract the UNLR_Channel_AHBPROT.wad file and place it into your lwad_ folder. Use a Wad Manager to install the new version. It will overwrite the previous version. Choosing a Hard Disk Drive A lot of Hard Drives are compatible with the Wii, but you might want to check the USB Devices Compatibility List first. The Wii can be used with self-powered Hard Drives, but if your drive is big (>500GB) you should prefer external powered drives as the Wii USB port might not provides enough power. HDD FormatUSB Loader GX supports a lot of partition format: WBFS, FAT32, NTFS, Ext 2/3/4 WBFS: Old and deprecated Wii Backup File System format. Not compatible natively with computers, you need a dedicated program to manage the content of this partition and you can store only Wii games on it. The partition needs to be primary and active. This partition format is limited to 500 games. FAT32: Compatible with the Wii and all computers. Partition size limited to 2.2TB, maximum file size limited to 4GB (Wii games are automatically split in multiple parts when needed). NTFS: No size limit. Not supported by a lot of Wii Homebrew. Ext2/3/4: No size limit. Not compatible with other Wii Homebrew. The Wii Homebrew Applications (such as The Homebrew Channel, Emulators, Games, Media players, etc.), USB Loader GX's NAND emulation feature and DIOS MIOS (Lite) require a FAT32 partition format. You can use a FAT32 SD/SDHC card for that purpose and set your USB hard drive as NTFS or Ext partition format. You can of course create multiple partitions format on your HDD if you want to separate partitions for Wii Homebrew, Wii games or your computer's data. USB Loader GX supports up to 8 partitions. If you want more informations between each format, you can read this. Guide for USB Loader GX. Copyright 2012. Created by Shano56 and Cyan. All rights reserved.

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