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If you need help for anything regarding this tutorial, please join the RiConnect24 Discord server (recommended) or email us on protected. This is a quick guide on how to use the USB Loader GX, a popular USB loader for the Wii that is used to play with a USB drive. What you need is a Wii USB drive USB Loader GX Make sure you installed CIOS before you follow this! We recommend that you copy games with Wii Backup Manager if you use Windows, or Witgui if you use macOS. To play multiple games, we recommend USB-powered external hard drive for your Wii. We'll call it a USB drive in this guide. Most of the ones you can find on the market should work fine if they have USB 2 back compatibility. Drives with 1TB or more in the capacity will work. The flash drive will also work, but because of the size of the flash drive, it won't be able to store so many games. Make sure your USB drive is formatted as FAT32 or NTFS. Don't format it as other types such as extFS or WBFS, the latest old Wii game storage format. Download extract USB Loader GX and place it in the application folder on your USB drive or SD card. Insert a USB drive and SD card, if you use it, into your Wii and run the USB Loader GX with Homebrew Channel. Start Work There is no guide to using the USB Loader GX app. This is designed to help you learn how to use it, giving you a fast start. You should be able to figure out all the great USB Loader GX features using it. If USB Loader GX says: Waiting for HDD... With 20 seconds of countdown, it is likely that he can't find a USB drive. Try to exit the app and then restart it after you put the USB drive in another Wii port. You can click 1 on your Wii Remote to open the dialogue to download game covers and artwork from GameTDB. It may take some time to download game covers and artwork, depending on how many games you have. There are WADs that can open a USB Loader GX if you download it from the Wii menu. This is called a WAD overder. The official WAD over-the-radar can be found here, and the Wii (Wii U) version can be found here. GameCube or custom Wii games may or may not have the custom banner that USB Loader GX uses. To do this, find or write CustomBannersURL and config/GXglobal.cfg on a USB drive. You can then use the Custom Banner download by clicking the 1 button on your Wii Remote. The user interface there are several buttons in the USB Loader GX interface. Main Menu These features buttons found at the top of the main menu do, from left to right: Star - Shows games that you've tagged as favorites. Search - Allows you to search for games by name. Sort - Cycles through sorting for games. Platform - Choose to sort the game by platform. Category - Grade games by category. List - Shows the games in the list view. Multi-Cover View - Shows games in the form of a multi-cover. Cover Carousel View - Shows the game in View. Wii Menu View - Shows games in Wii Menu view. Parental Control - USB Loader GX Locks. Drive - Loads the game through the drive. Clicking any game will allow you to play the game by clicking Start. There are other buttons: icon - Install the game, that is to download it from the disk and reset. Gears - Settings for USB Loader GX. SD map - Remount the SD card. Homebrew - Download homegrown apps. Wii - Open home Menu, which can also be accessed by clicking the HOME button on the Wii Remote. Power button - Turn off the Wii. In the middle of the bottom of the screen, you can see how much space is free on the USB drive and how many games you have. Options after completion Continue navigating the site We have many other tutorials that you may like. By Dontuuch17, September 27, 2019 1411 2 1 Hi everything, I searched and come across several threads here as well as other sites and I can't find a specific answer. I have a modded Wii, a homegrown channel, etc., with a USB Loader. Loader GX indicates that it is aware of the app. Also there is the latest version of Nintendont installed, and my GCN games to play. However, I can't understand what I'm missing to get GameCube games to show off in the USB Loader GX. I have a GameCube Games field that's proven in the source list, but when I log into the app settings, there are no options for GameCube settings (except for choosing a path). I've seen mentioned that GX has GameCube mode and settings section specifically for this, but Mine doesn't have this. What am I missing? Page 2 6 Comments Introduction Welcome to Wiki for USB Loader GX. Usb Loader GX is a USB loader for the Wii, and its goal is to let your game play backups with a usb drive. It is based from the original USB loader Waninkoko, with gui based from libwiguu tantiric. This loader has the look of the original system menu for Nintendo's Wii, and offers many powerful features. This wiki was written by Shano56 and Cyan. Back up and play your Wii games with an external USB device. Back up and play your GameCube games with SD cards using DML (thank you very much to the DML team!) Homebrew and Channel Launcher. Run you favorite homegrown apps and channels from the loader. Supported hard drive format: WBFS, FAT32, NTFS, Ext2/3/4. Supports several sections at the same time. 4 different display modes: Game List, Game Cover Grid, Game Carousel and Channel Mode. Displaying a animation banner like in the Wii system menu. Custom game sorting and extended filtering (game name, game genre, favorite level, user-defined category, etc.) Detection/support for widescreen widescreen. Support for several languages. Supports custom themes that you can make or download from inside the loader. (User themes support images, sounds and fonts) Supports all (Wimote, Nunchuck, GameCube controller, classic controller, etc.) Internal Update: Update the latest version from inside the loader (requires active Wi-Fi Wi-Fi GameTDB: Automatically correctly renames all game titles and extracts game details (developer, publisher, genre, year, rating, etc.) Cover download: Download custom or original flat covers, 3D covers and disc images. Play stats: Shows how many times you've played the game and adds its name and game time to the official Wii bulletin board. Supports Gamer's tags: Sends your latest game to websites that create dynamic tags and forum signatures. Global settings and customization of individual games. NAND Emulation: Emulate your internal Wii memory and store save games and channels for SD or USB (Unlimited Wii Memory Space) Alternative download dole: most all dois are automatically downloaded when needed. Supports the dole-reboot game. Ocarina Support: Download and include cheat codes for your games. Complete parental control guide for USB Loader GX, copyright © 2012. Created by Shano56 and Cyan. All rights are reserved. Page 2 Introduction Welcome to Wiki for USB Loader GX. Usb Loader GX is a USB loader for the Wii, and its goal is to let your game play backups with a usb drive. It is based from the original USB loader Waninkoko, with gui based from libwiguu tantiric. This loader has the look of the original system menu for Nintendo's Wii, and offers many powerful features. This wiki was written by Shano56 and Cyan. Back up and play your Wii games with an external USB device. Back up and play your GameCube games with SD cards using DML (thank you very much to the DML team!) Homebrew and Channel Launcher. Run you favorite homegrown apps and channels from the loader. Supported hard drive format: WBFS, FAT32, NTFS, Ext2/3/4. Supports several sections at the same time. 4 different display modes: Game List, Game Cover Grid, Game Carousel and Channel Mode. Displaying a animation banner like in the Wii system menu. Custom game sorting and extended filtering (game name, game genre, favorite level, user-defined category, etc.) Detection/support for widescreen widescreen. Support for several languages. Supports custom themes that you can make or download from inside the loader. (User themes support images, sounds and fonts) Supports all controllers (Wimote, Nunchuck, GameCube controller, classic controller, etc.) Internal Update feature: Update of the latest version from inside the loader (requires active Wi-Fi connectivity) GameTDB: Automatically correctly renames all game titles and extracts game details (developer, publisher, genre, year, rating, etc.) Download cover: Download custom or original flat covers Play stats: Shows how many times you to the game and adds its name and game time to the official Wii bulletin board. Supports Gamer's tags: Sends your latest game to websites that create dynamic tags and forum signatures. Global settings and customization of individual games. NAND Emulation: Emulate your internal Wii memory and store save games and channels for SD or USB (unlimited Wii Wii Space) Alternative download dol: Most viola dois are automatically loaded when needed. Supports the dole-reboot game. 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