



## DUAL KERNEL USING THE INFECTUS 2 CHIP

For who want use the linux without lose the possibility of playing with 360 , this is the tutorial for mounting a double NAND. If use a HD for save and for XBOX-LIVE Addons , remember that if installing LINUX the HD cant be used for this. Must be have 2 hd for this.

I would remember you that this modding invalid the Guarantee of the console and the steps that followd it must do if we have a good Working Knowledge with eletronic cards

The materials need is followed :

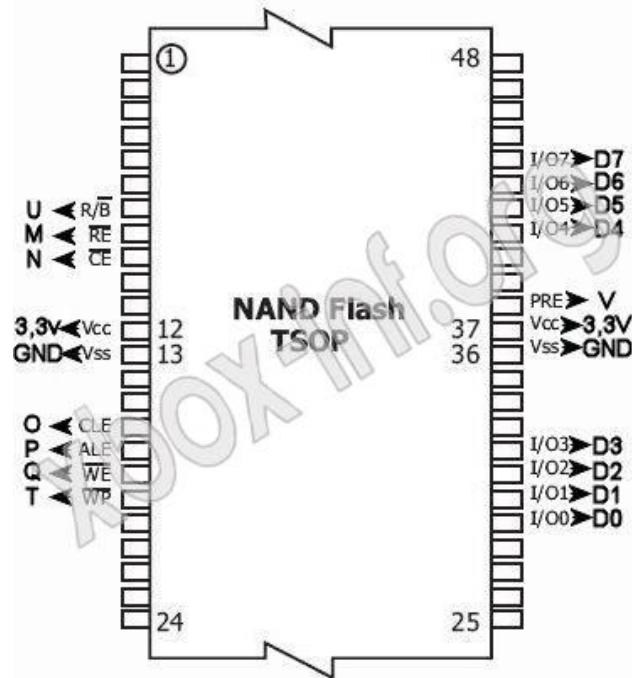
- One console with Kernel [less or same at the 4532](#)
- [NAND HY27US08281A](#) that we can take on console damaged or on the web on the On-Line store
- The Chip [Infectus 2](#) that we can buy on own sponsor Hardstore and the relative programmer that we can download on official Infectus Website on the download [section: CLICK](#)
- A [Diverter at 2 ways](#)
- One [resistance at 10.000 ohm](#)

First we must do a backup of the NAND

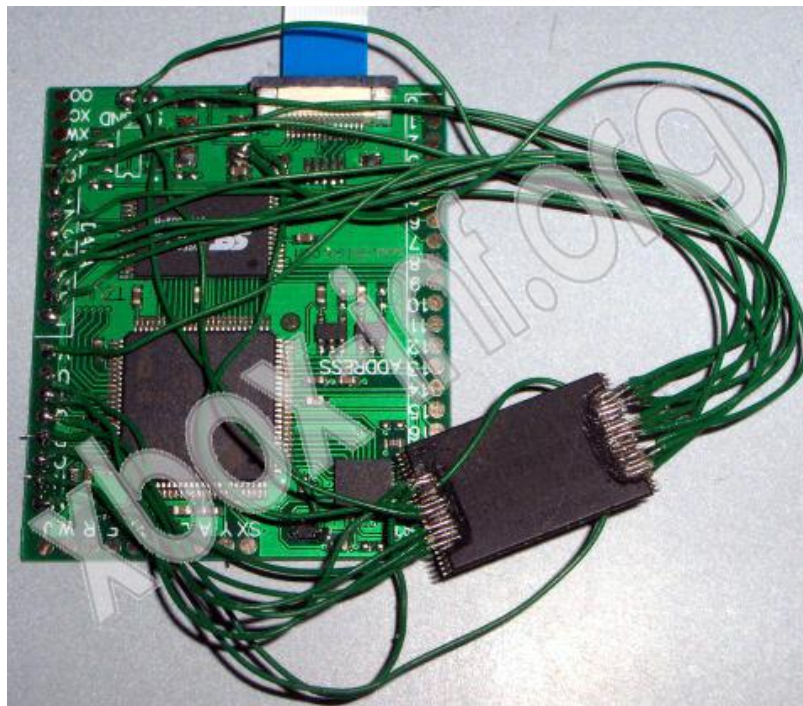
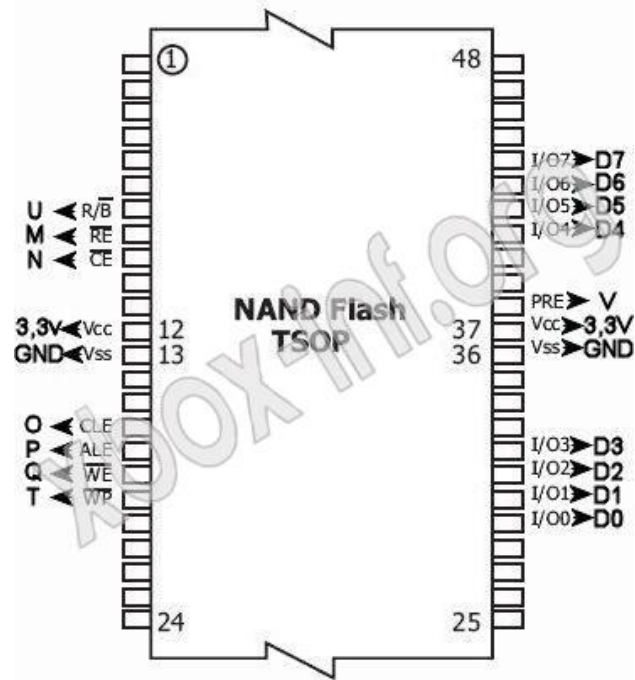
- If we have a lower Kernel o same at the 4532 we must following this tutorial : [CLICK](#)
- If have a lower Kernel or top at the 4532 we must follow this tutorial : [CLICK](#)

One that we have downgrade we can flash on the nand addictional.

For flashing the nand mounted on the Motherboard of the XBOX360 damaged follow the instruction on the tutorial up linked , while for do on the original nand we must connect it with the INFECTUS 2 the point marked in red in this picture : must connect the power at the +5v on the point marked on the red and the power at ththe 3.3v marked in the green directly on the addictional NAND



Following the datasheet of the NAND connect the point at the chip Infectus , at the working end the result is this :



Now we must programming the new NAND. Installing the Programmer , if is required to update the chip allow it :



One is finish go to "**Actel Firmware NAND PROGRAMMER**"



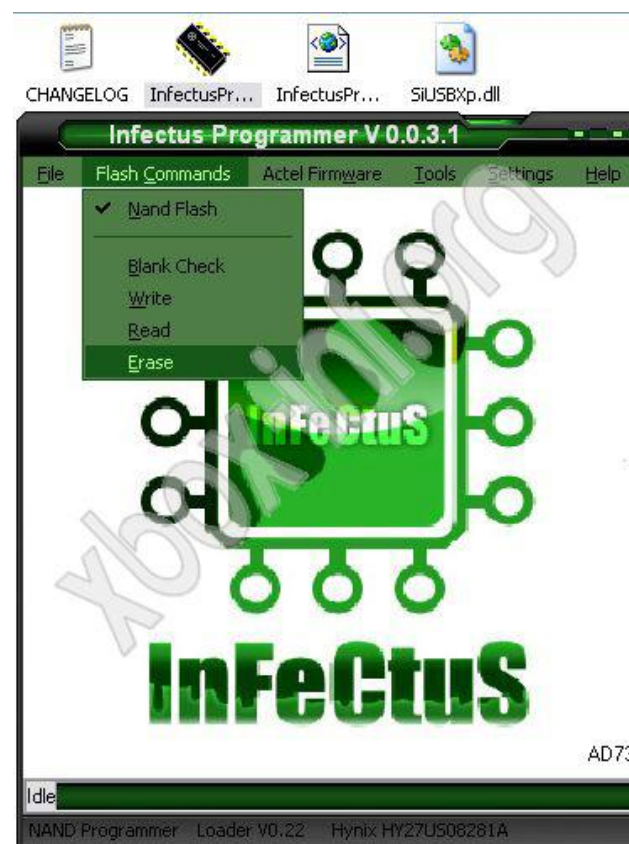
How we can see the windows change , return to "**Actel Firmware NAND PROGRAMMER**" click on the command **UPDATE** and attend the finish of the programming of the chip :



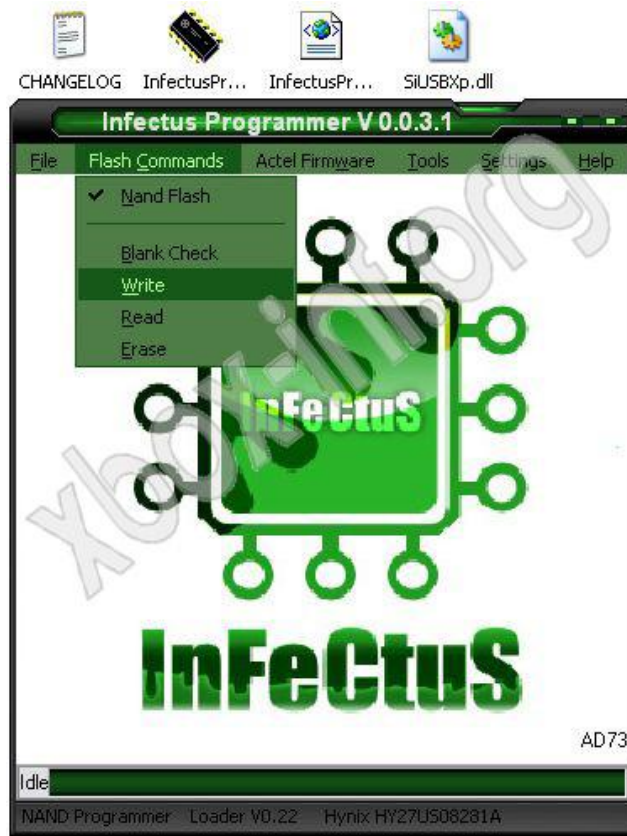
Once the programming is finished, follow these steps :

- remove the USB that connects the chip at the PC for a little reset
- close and reset the Programmer
- reconnect the USB and connect the chip at the PC

Now, for writing on the NAND, go to the **Flash Commands** and launch an option called **ERASE** that during a few seconds :



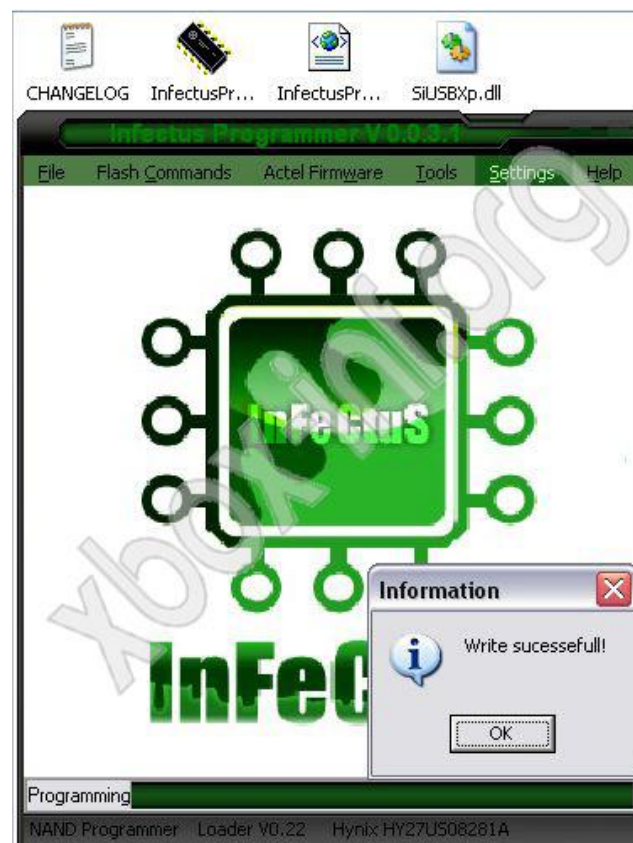
Without touching anything, return to the **Flash Commands** and launch the option **"Write"**:



Go to selecting the own file backup of the NAND that we have saved on the first :



Waiting that the program finish to write the NAND on own console :



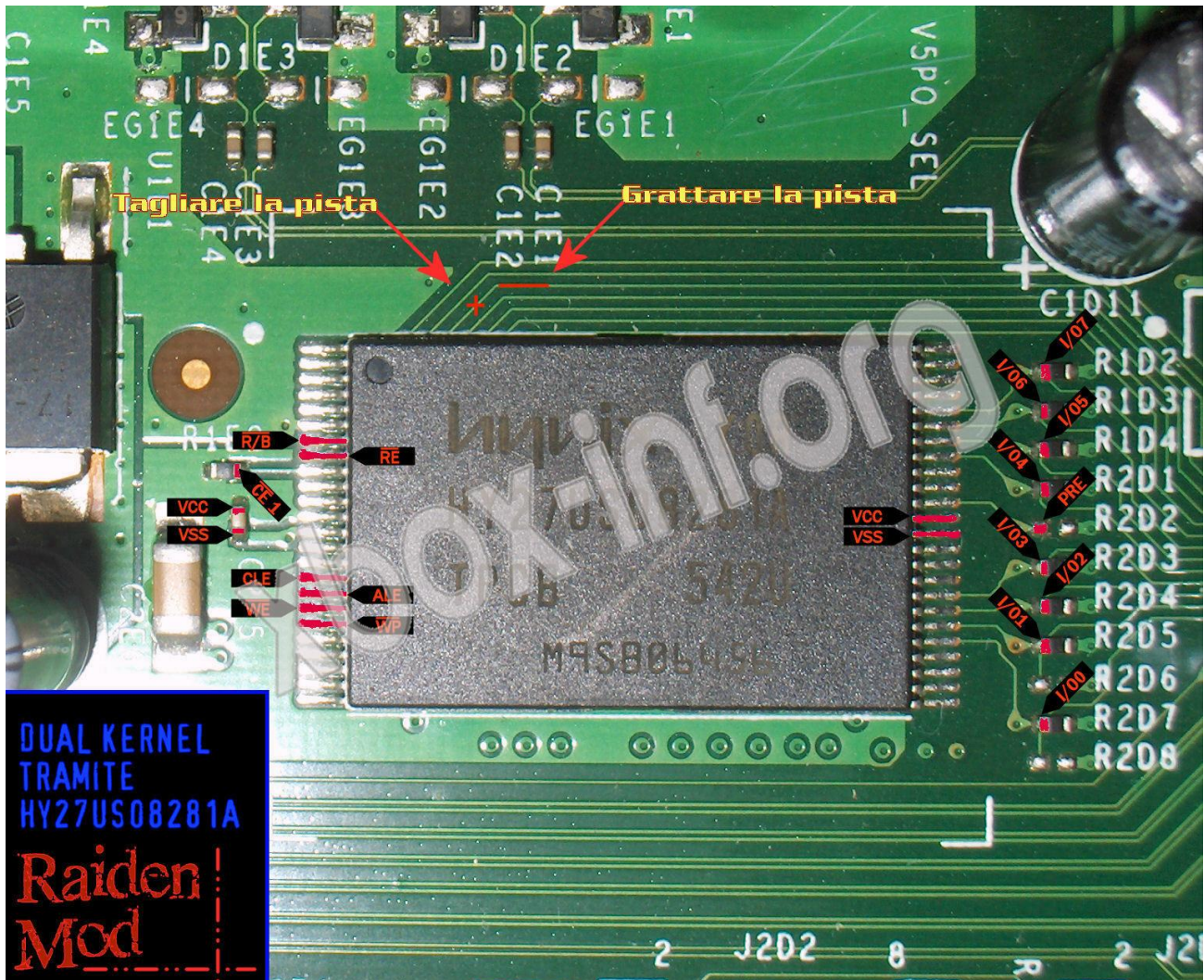
Now we have the Flashed NAND we must decide to position on own xbox360

The additional nand must be installed in two method :

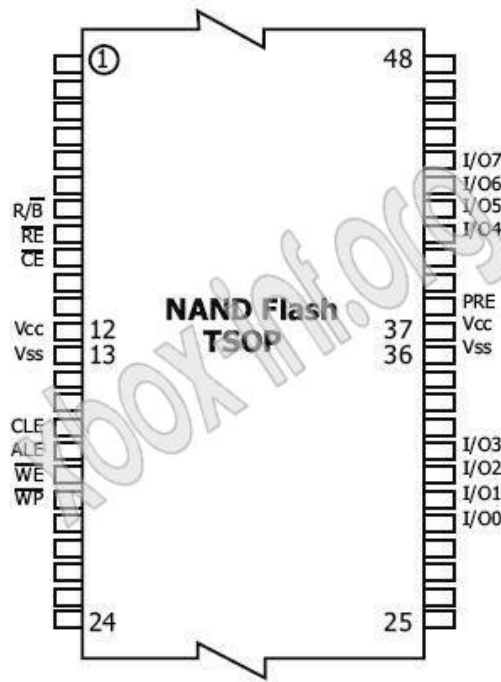
- the first is with classic installation with wire :



For installation the wire the point of interest are this :



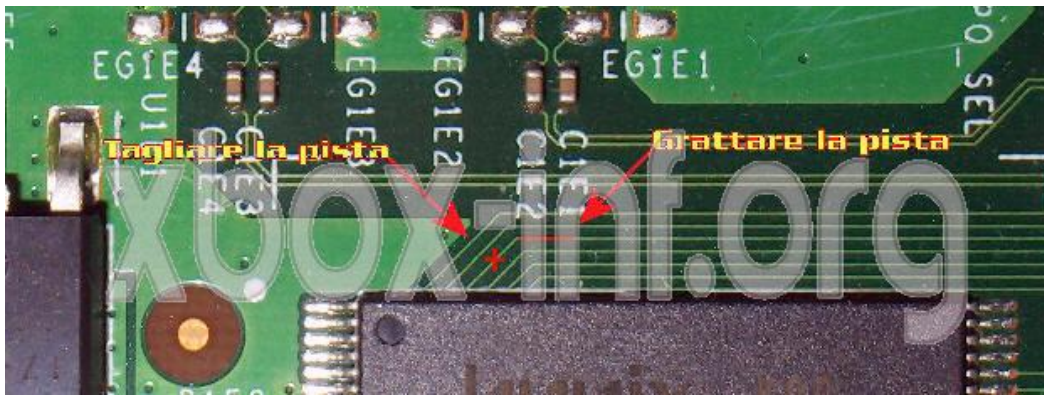
This point must be connect at the point Correspondents on the Additional nand escluding CE and CE1



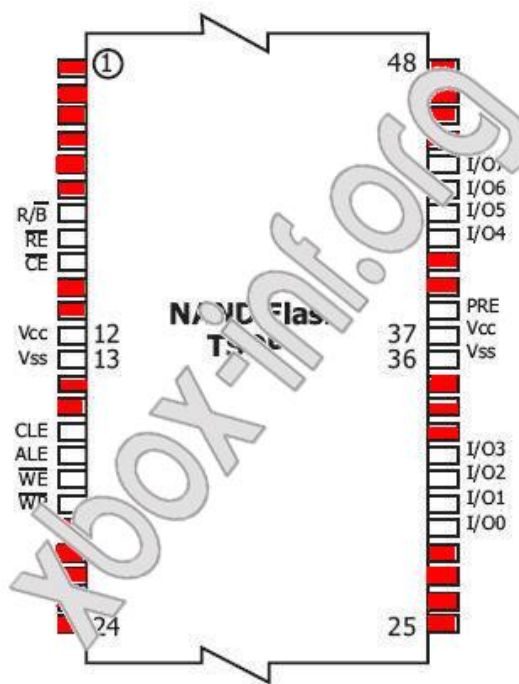
- the second ( beautiful but hard) is the method called **sandwich** , for do this we must do Gently fold the feet of the nand at 90° Degrees



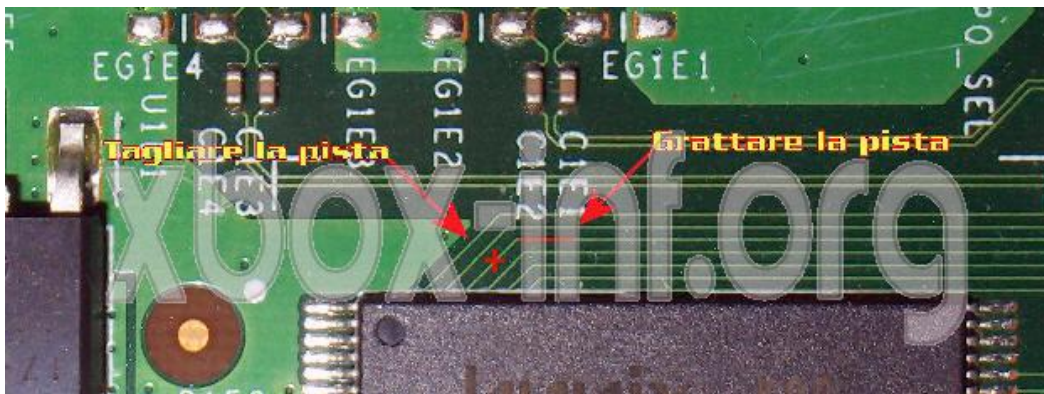
If chose the sandwich use the pond point for point raising the CE of the NAND top and cut always the tracks marked below :



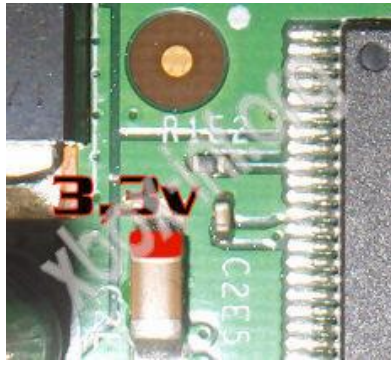
The point marked in red in this picture below can be ignored because this foot is not connected



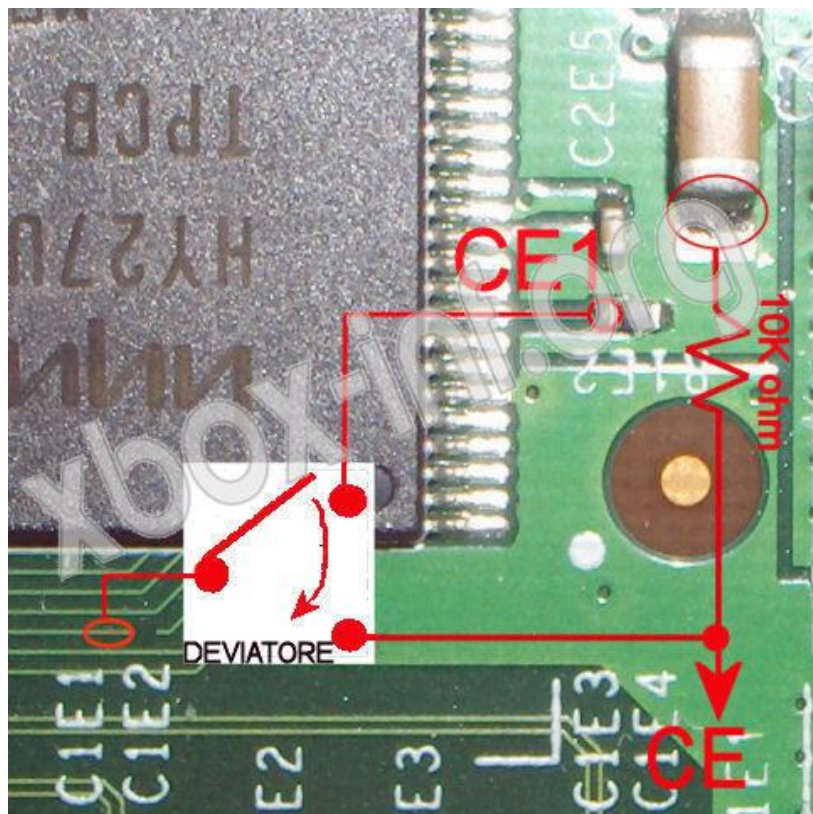
After we have cut the tracks and scratched connect the parts scratched at the central pin of the Diverter



Connect the head of the resistance at 10.000 ohm in this method :



Others hed must be connect to CE of the Addicional NAND and at the branch of the Diverter  
 Now connect the CE1 of the nand on board of the others beanch of the Diverter  
 The scheme is this :



How work the question ? If the CE/CE1 (chip enable) of the NAND is 3,3 volt , the nand is disable. if is powering at 3,3 volt and connect it at the southbridge with tracks Grated this NAND result enabled

**For connect at the Grated tracks use the lttle wire . The AWG30 have got a section too big for this pond because cause the lifting i have extract the single cable fix with point of the pound with the Drop of hot glue**

**I would remember you that the selection of the Kernel must be setting alwats and only with console turn off**

**Now remount all and test it !**

**Good fun**

**For technical support click here: [Forum Xbox-Inf](#)**

**THANKS: [Hardstore](#), [Oscar Dalvit](#), [Splinter](#), the [Hardstore Team](#) and the [Origa Team](#)**

**Tutorial Written by Titty and translated by ShadowX24 for the Xbox-Inf Forum**

