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Switch lite homebrew user guide

Given article text here The Nintendo Switch modchipping community suggests that if you already know your console has been modchipped, you can skip ahead to the Modchip Introduction page. To determine vulnerability in RCM mode, check if your Switch is susceptible to fusee-gelee. This exploit was independently discovered by different hacking teams and released in April 2018. Nintendo received a 90-day warning prior to the releases and launched patched consoles by mid-2018. In July 2019, Nintendo introduced updated consoles: the Switch Lite (HDH-001) and a new model of original Switch (HAC-001(-01)/"V2") with improved battery life. These models use a Tegra X1+ processor with a brand-new bootROM and cannot be hacked without a modchip. Serial numbers can help identify if your console has been patched or is vulnerable to fusee-gelee. The serial number can be found in the Settings applet at System -> Serial Information, as well as on the bottom of the console near the charging port. It is recommended to use the serial reported in Settings instead of the physical one. A community-driven list of known serial numbers that are vulnerable to fusee-gelee has been crowdsourced. If your serial number appears on this list, follow the notice provided for your specific case. Please note that if you're unsure about your console's patch status, you can test it yourself using the instructions available. The following serial number ranges indicate vulnerability: Unpatched: XAW1 to XAW4 Potentially patched: XAW10000000000 to XAW10120000000 Patched: XAJ1 to XAK1 To keep your system up-to-date, you can follow these steps to update three core elements: Atmosphere, Hekate, and your system firmware. When updating Atmosphere, it's essential to read the release notes for important changes and modifications to your system. If updating from below Atmosphère 1.0.0, you'll need to delete specific folders and files on your microSD card before proceeding. To update Hekate, always check the release notes for any changes or modifications to your system. When a new version of Hekate is released, follow these steps: enter RCM, inject the Hekate payload, navigate to USB Tools, and copy the bootloader folder from the Hekate .zip file to your microSD card. Updating your firmware requires checking compatibility with the latest versions of Atmosphère and Hekate. Additionally, updating to or past some firmwares may update the gamecard firmware. Given article text here Given article text here The Nintendo Switch can be modified with custom firmware using the emuMMC and Daybreak In Hekate software. First, select Dump sysmmc to dump the console's firmware. Wait for 1-2 minutes for the script to finish, then press any button. Select Reboot to bootloader/update.bin. Once booted, hold R while launching a game to boot into the homebrew menu and find Daybreak. Tap on Install and navigate to sd:/tegraexplorer/Firmware/. If prompted, choose Install (FAT32 + exFAT) or Install (FAT32). Wait for Daybreak to complete installing the firmware, then tap Reboot. Launch into emuMMC and verify system functionality in Settings -> System. The original Nintendo Switch was released in 2017 and features multiple revisions, with only certain "Icosa" models manufactured before July 2018 being hackable. Other patched Erista models may use the Caffeine software method. The current recommended setup is Hekate + Atmosphère. To set up homebrew and custom firmware, refer to NH Switch Guide. Homebrew Setup Guide for Nintendo Switch ===== If you're unable to set up homebrew on your Nintendo Switch or if your console is behaving strangely, try searching online for solutions or seeking assistance from a friend or community member. **Getting Started** ----- To begin the process of hacking and installing custom firmware on your Nintendo Switch, follow this step-by-step guide. This will walk you through all the necessary steps for setting up homebrew and custom firmware on a previously unmodified console. **Vulnerability Check** ----- Before starting, determine if your Switch is vulnerable to fusee-gelee, the exploit used for launching Custom Firmware (CFW). This vulnerability was independently discovered by multiple Switch hacking teams and was made public in April 2018. Check the list of known serial numbers on the homebrew community's crowdsourced list to see if your console's serial number is "potentially patched" or "patched". Are unsure if your serial is patched, you can test your console yourself by following the instructions here or visiting ismyswitchpatched.com Serial Numbers Unpatched Potentially patched Patched XAW1 XAW10000000000 to XAW10074000000 XAW10074000000 to XAW10120000000 XAW10120000000 and up XAW4 XAW40000000000 to XAW40011000000 XAW40011000000 to XAW40012000000 XAW40012000000 and up XAW7 XAW70000000000 to XAW70017800000 XAW70017800000 to XAW70030000000 XAJ1 XAJ10000000000 to XAJ10020000000 XAJ10020000000 to XAJ10030000000 XAJ4 XAJ40000000000 to XAJ40046000000 XAJ40046000000 to XAJ40060000000 XKW1 N/A N/A XKW10000000000 and up Console Preparation Important Before setting up the console for homebrew, it is important to have at least one eShop game or application installed. Running homebrew will not permanently replace or remove the game/application, nor does it become tied to only one game/application. You are prepared to continue on with the guide once you have any game or application installed. Version Table Nereba and Caffeine how-to guides are currently a Work-In-Progress (WIP)! Firmware Version Unpatched Switches Patched Switches "New" Switch HAC-001 Switch Lite HDH-001 1.0.0 N/A - 3.0.2 N/A 4.0.0 - 4.1.0 Caffeine or RCM Caffeine N/A 5.0.0 - 7.0.0 RCM Wait for CFW 7.0.1 RCM Wait for homebrew Cart update to 8.0.1 N/A 8.1.0 - 14.1.2 RCM Unhackable (currently) The safety and longevity of your Switch console are crucial, especially when considering device backups that can take around ten to thirty minutes to create. Custom firmware (CFW) is a complex software that modifies the operating system's function, allowing for nearly limitless control and freedoms. Homebrew refers to unofficial software written by hobbyists for locked-down systems like the Nintendo Switch, including original games, emulators, and save-editing tools. To run homebrew on the Switch, you need CFW. However, first-gen consoles can run homebrew for free, while other models require specialized hardware installation beforehand. Custom operating systems (OSes) are alternative system software installations that install alongside the default Switch OS, allowing users to extend the console's functionality beyond gaming. This guide aims to take a completely unmodified Switch from stock firmware to custom firmware named Atmosphère.fusee-gelee is a widely used entryptpoint for launching custom firmware, utilizing a vulnerability in the bootROM of first-generation Switch systems. With custom firmware, you can customize your HOME Menu with user-created themes and splash screens, run "ROM hacks" for games, backup, edit, and restore saves, play older systems with various emulators, update to the latest system version safely, and customize your device while retaining full access to Nintendo online services. Before starting this process, it's recommended to set aside at least an hour to complete the steps. Understand that every modification carries a risk of resulting in an irreparable "brick" - a device that becomes unusable. On the Switch, such occurrences are rare but possible, so make sure to follow instructions carefully. This guide is compatible with first-generation (V1) and modchipped Switch consoles across all regions and firmware versions. To successfully complete the process, you'll need one of the following: * A PC connected to an Android device via a USB-C cable * An Android device connected to another Android device via a USB-C cable * A jailbroken iOS device using a Lightning OTG adapter and a USB cable Please note that the latter method is not covered in this guide, but you can find more information at a specified website. If you choose the emuMMC path, you'll also need a microSD card with at least 128 gigabytes. You must disable the Automatic Save Data Cloud function before proceeding and ensure your Switch is set as the primary console. Alternatively, if using a smaller microSD card, consider the sysCFW path after understanding the risks involved. To complete the process, keep your device charged and plugged in throughout to avoid data loss or damage from unexpected power-offs. The custom firmware will not be permanently installed and will be unloaded upon rebooting the console. It's advised to read the entire guide multiple times before proceeding and to ask for clarification if you're unsure about any step. If English is not your primary language, consider using a translator like Google Translate to submit your questions. Q: What's the difference between V1 and patched consoles in terms of running homebrew? A: Not much, mainly that V1 supports Atmosphere's Reboot to Payload function, while modchips automatically load payloads on their own. Q: What is Horizon? A: It's the Switch's operating system, also known as HorizonNX. Q: Why is it called Atmosphère? A: It runs on top of Horizon and references its security layers via different atmospheric layers. Q: What is an emuMMC path? A: A safe place to use custom firmware functions without Nintendo noticing. Requires at least 128GB for the microSD card. Q: Do I need to set my console as primary before starting this guide? A: Yes, otherwise the Switch will try to connect to Nintendo servers and cause delays. Q: Can I follow this guide with a smaller microSD card, and what are the risks of using sysCFW? A: Not recommended for first-timers. Using sysCFW improperly can cause software bricks or bans. Q: Are there any restrictions on consoles running custom firmware and homebrew? A: Nintendo is tolerant of CFW usage, but bans misbehavior like piracy online. Q: What community support resources are available? A: The Nintendo Homebrew Discord server and the r/SwitchHacks subreddit.

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