



BY TEAM XECUTER

SX OS Features



Works With Every Switch

- SX OS Works with every Nintendo Switch and every firmware version!

Play Every Game

- With SX OS you can play all your favorite games straight off of the microSD card inserted into your Nintendo Switch.

Homebrew Games & Apps

- Using SX OS homebrew menu launcher you can enjoy all the quality games and software created by independent developers.

Continued Support

- Team Xecuter is always actively working to bring more exciting features to SX OS.

Dual Functionality

- Using the SX OS Launcher you can easily boot into the normal Nintendo Switch firmware to enjoy your original games.



Getting Started

Required Files:

- ❖ TegraRcmGUI Portable – [Download](#)
- ❖ SX OS (boot.dat) – [Download](#)
- ❖ SX Loader (payload.bin) – [Download](#)

Required Tools:

- ❖ RCM Jig¹
- ❖ PC w/ Internet Connection
- ❖ USB-C Cable
- ❖ Micro-USB Reader
- ❖ MicroSD Card for Switch (exFAT² or FAT32)

¹ Your RCM Jig can be as simple as a piece of wire or as complex as a professionally 3D printed Jig, such as the one included with the SX Pro kit.

² exFAT is recommended and required for files larger than 3.7GB, which includes a large number of games, but requires special activation on your Switch. [Click here](#) to read more.

Accessing RCM(Recovery Mode)



Start off by copying SX OS (boot.dat) to your Switch's MicroSD card and placing it back into your system, making sure your Switch is powered off and is not plugged in to your PC or a power source.



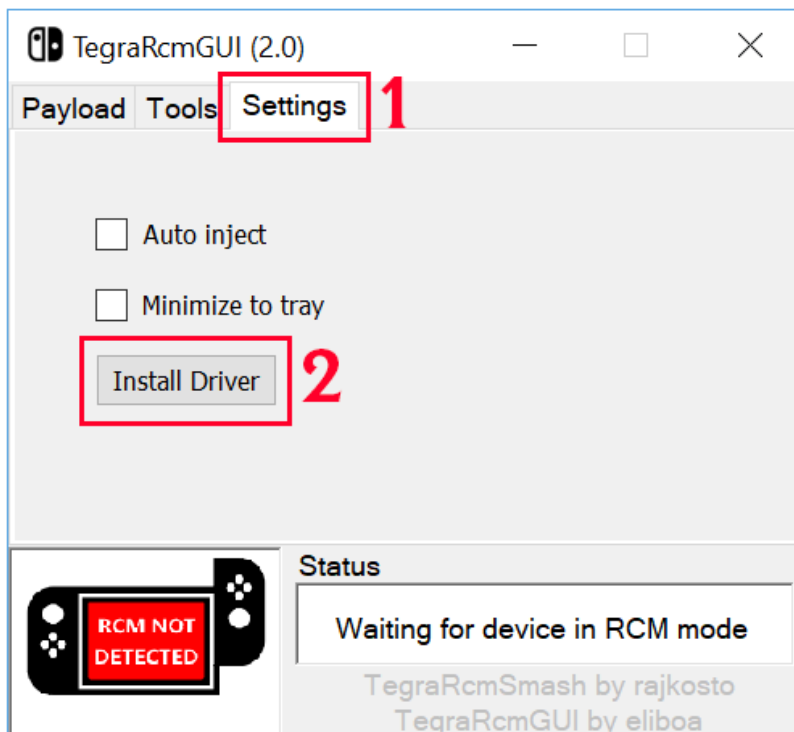
Position your RCM Jig so that it connects the first and last pins of the *Right-Hand* Joycon rail (not the Joycon itself).

While holding Vol+ press the Power Button. Nothing should appear on your screen, however the Switch should now be in RCM. If the Nintendo Logo appears, power off your Switch, adjust your Jig position, and try again.

Booting SX OS



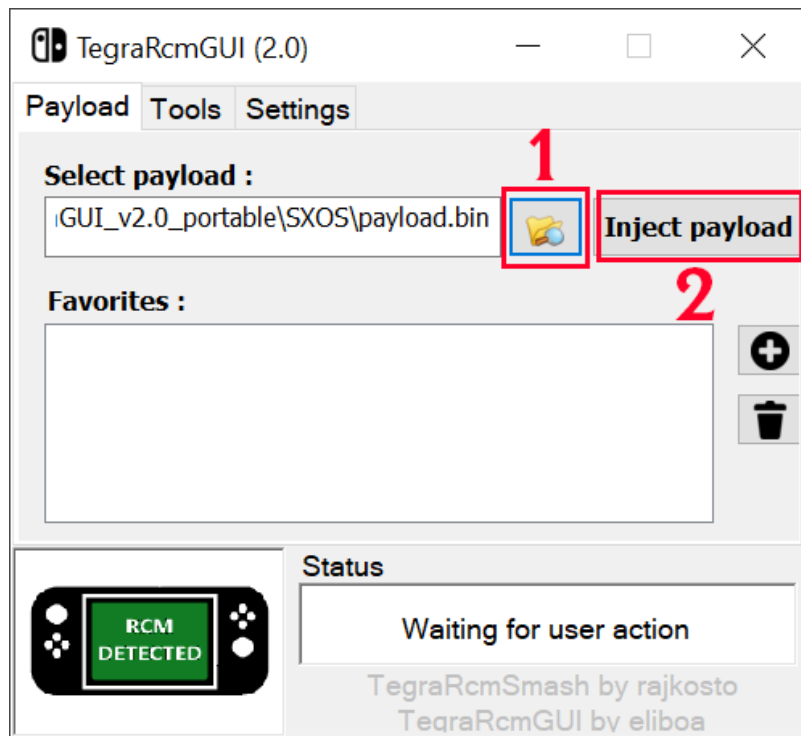
Extract TegraRcmGUI Portable to a folder on your desktop and copying the SX Loader (payload.bin) to the same location.



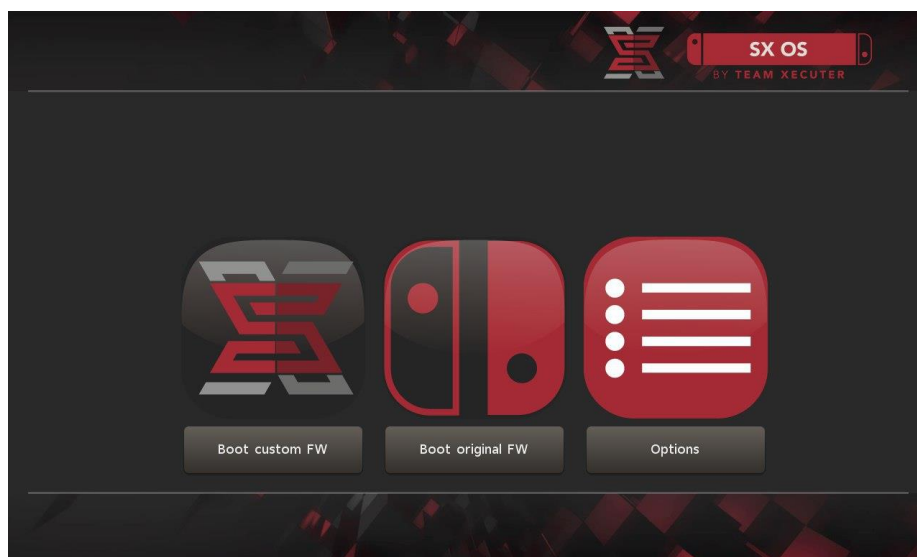
On the Settings tab, click Install Driver and follow the prompts to install the Switch RCM driver to your PC.



Return to the Payload tab and connect your Switch (which should now be in RCM) to your PC with a USB-C cable.



Select the Folder icon and navigate to the SX OS (payload.bin) file. Once selected, choose Inject Payload and your Switch should boot into SX OS.

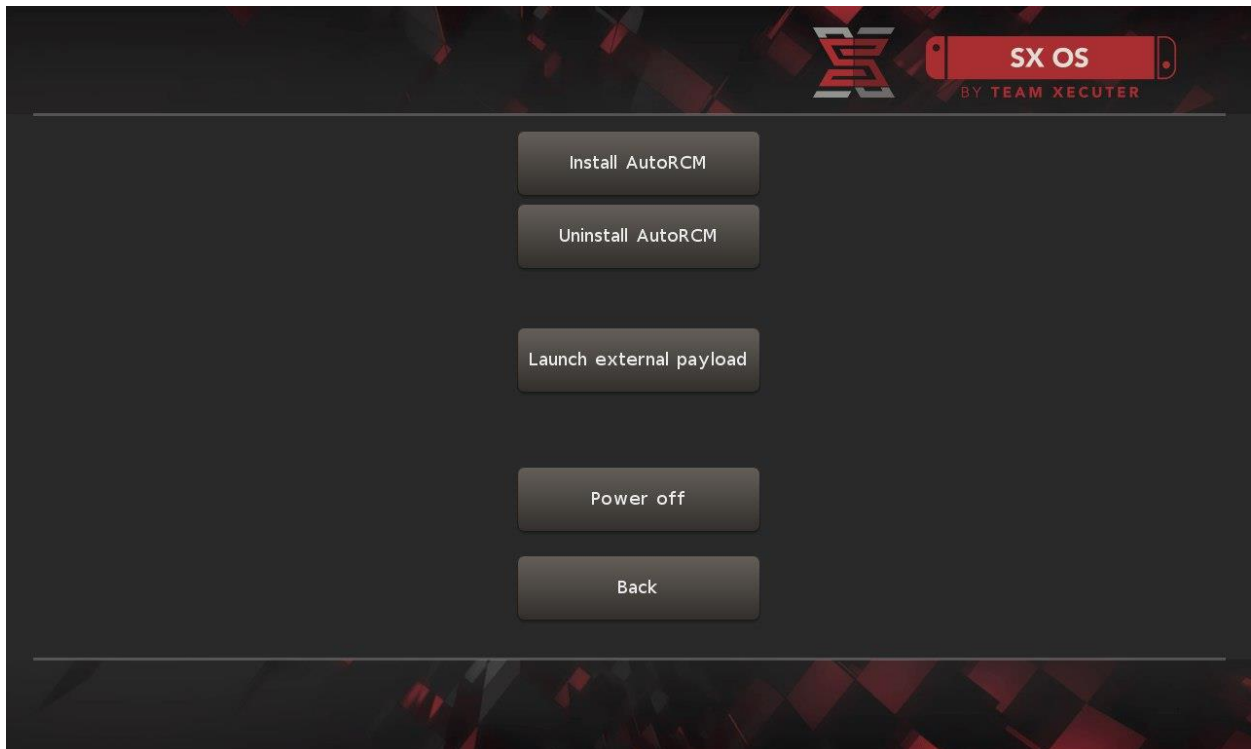


Installing Auto-RCM



The Auto-RCM feature will allow your Switch to enter RCM without the use of a Jig when powered on.

From the Options Menu, simply select Install AutoRCM.



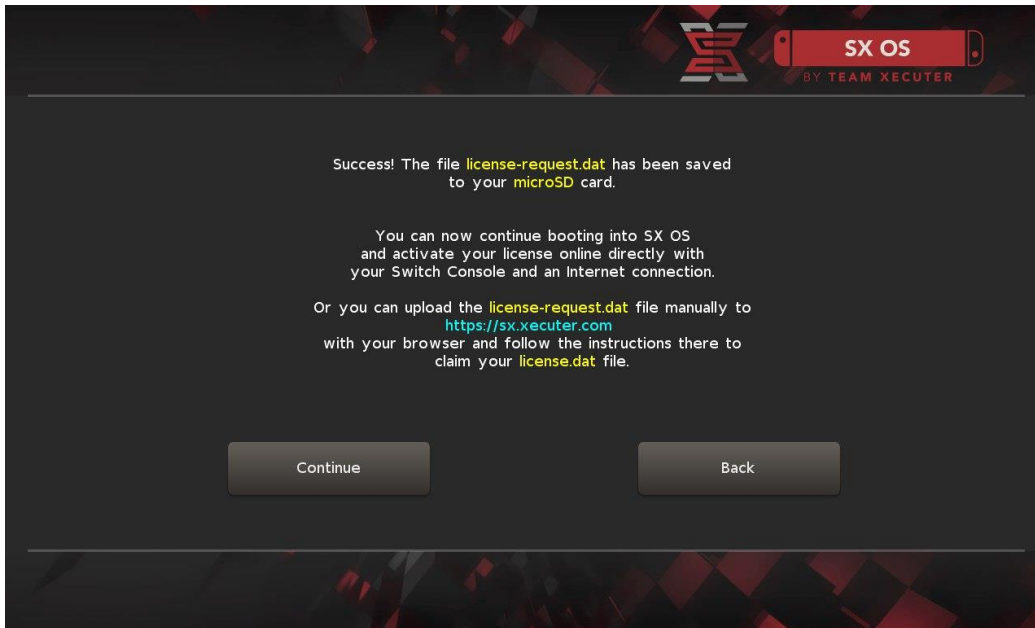
With Auto-RCM installed, your Switch will not boot normally *if it is completely powered off* and will require either the SX Pro Dongle or a payload to be sent from your PC.

To avoid the need for a Dongle or PC, utilize the built in Sleep Mode of the Switch and make sure to charge it when the battery level gets too low.

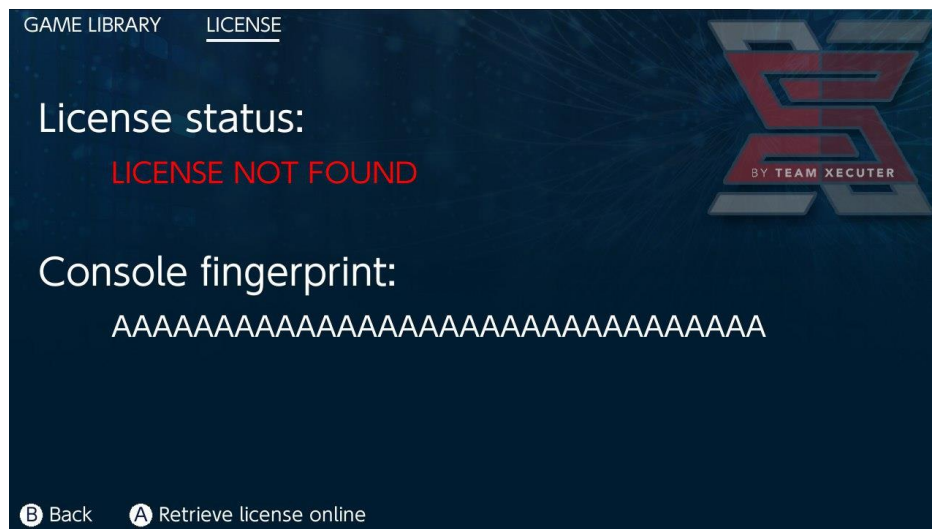


Activating Your License

When you perform the first boot of SX OS, a unique file will be created (`license-request.dat`) on your MicroSD card.



You can now either activate it through the Switch by pressing the Album icon to open the Game Selection Menu and then pressing R:





OR if you want to stay offline, you can activate it manually:

Power off your Switch and, using the [Activation Site](#), upload your file and manually enter your License Code.



HOME PAGE

SX OS LICENSE

On this page you can retrieve your **SX OS License File**.

Upload the **license-request.dat** file created by SX OS to get your **console unique** license!

license-request.dat

Looks like you are using SX Lite, please enter your license code.

License Code:

© 2018 Team Xecuter. All Rights Reserved.

Your license.dat file should automatically download after clicking on Retrieve License (If it does not, disable any ad-blockers or use a different browser and try again).



HOME PAGE

SX OS LICENSE

On this page you can retrieve your **SX OS License File**.

Upload the **license-request.dat** file created by SX OS to get your **console unique** license!

✓ Success!

Copy the **license.dat** to your MicroSD card and
enjoy! :-)

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Copy the license.dat back to your MicroSD, insert it into your Switch, power your system back on, and re-send the payload.bin from TegraRcmGUI.

Using SX OS



If your activation file is present on your MicroSD card, the Switch should automatically boot into SX OS Custom Firmware. If you ever need to get back to the Boot Menu, hold Vol+ before pressing “Inject Payload” on TegraRcmGUI.

Once the SX OS Custom Firmware is loaded, the [Album](#) icon on your Switch will perform several different functions.

Selecting it with no buttons held opens the Game Selection Menu.

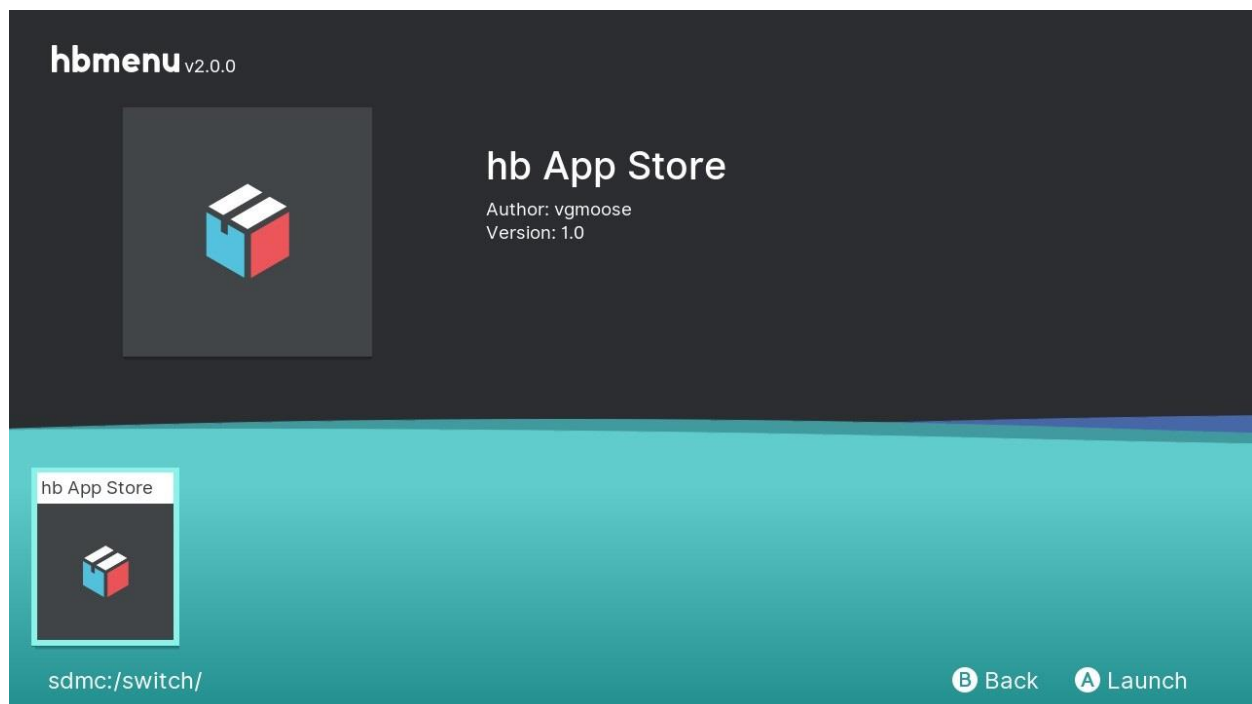


Any games you have on your MicroSD card in .xci format will appear here. Please remove any physical game cartridges before using the loader.



Holding L while selecting Album will open the regular Nintendo photo album for accessing your screenshots and videos.

Holding R while selecting Album will open the Homebrew Menu (this requires the [Homebrew Menu files](#) to be present on your MicroSD card).



If none of your Homebrew apps appear, make sure you have the folder structures correct first. If you still don't see anything, try reformatting your MicroSD with a Windows based PC.

FAQ



Q. How do I get back to the TX Boot Menu?

A. Press and hold Vol+ while powering on with the SX Pro Dongle or before pressing “Inject Payload” in TegraRcmGUI.

Q. How do I get back to the normal Nintendo Album?

A. Hold L while launching Album.

Q. How do I run the Homebrew Menu (HBMenu)?

A. Place the “[hbmenu.nro](#)” on the root of your MicroSD card and hold R while launching Album.

Q. How do I install/uninstall AutoRCM?

A. Return to the TX Boot Menu (see above) and select Options. From here, you can install or uninstall the AutoRCM feature.

Troubleshooting



Problem: I can't get SX OS to see my exFAT formatted MicroSD card.

Solution: You need to boot the Switch normally with the exFAT formatted SD card inserted so that it can connect to Nintendo's servers and retrieve the activation files for your system. If you do not wish to update your system or go online, there is an advanced method that we hope will be available in an easy-to-use homebrew soon.

Problem: I keep getting "BOOT.DAT" errors, black screen freezes, or file read errors.

Solution: This generally comes from an improperly formatted SD card. Try formatting the card using the Switch's formatting tool in the settings.

Problem: I can't get my activation file from the TX website.

Solution: Try disabling your ad-blocker or another browser such as Google Chrome or Internet Explorer/Edge. Some users have reported issues with Firefox blocking the download.