ToxicOS v0.41 Release

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Introduction

ToxicOS is a third party flash upgrade for the DMS4 Pro modchip by Team Toxic. While providing all the features of ToxicBIOS, it also provides a host of innovative new features such as the ability to run games from the HDD.

So, whats new in this release?

- Integrated cheat device added, now you can use cheats even while playing games from the HDD.
- Support for launching homebrew ELF files stored on any supported storage medium.
- Addition of the Dev.olution Flash boot mode. This allows you to copy an ELF file of your choice to the DMS4 flash and have this ELF loaded when your console boots by either holding R2 or setting the default boot mode.
- Support for selecting your own wallpaper for the ToxicOS GUI.
- Common file browser has been added and is used in several places to select files, ie selecting wallpaper, selecting devolution ELF. The file browser supports several storage mediums including memory card, cdrom, HDD and usb mass storage.
- Diagnostic screens displaying HDD and system information.
- Compatibility fixes for playing games from the HDD have been included. Games such as Jak X, Shadow Of The Colossus are now supported.
- Support for DMS4 S.E. series modchips
- Support for the V14 console
- Many other miscellaneous changes and fixes.

Unfortunately due to stability issues with the integrated FTP server we have decided to leave it out of this release. We aim to have these issues resolved soon and the FTP server included in the next release of ToxicOS.

ToxicOS feature list

OS features:

- Run PS2 games directly from a _IDE_ HDD. This leads to decreased loading times and makes gaming so much more convenient. Never again will you need to endure those painfully slow loading times!
- Integrated cheat device with functionality similar to Action Replay. Supports the use of cheats when playing games from both HDD and discs.
- Homebrew ELF launching capabilities. Launch ELF files from memory card, HDD, cdrom and usb mass storage devices.
- Dev.olution Flash boot mode, which allows you to copy an ELF file of your choice to the DMS4 flash and have this ELF loaded when the console boots.
- Skinnable GUI – select your own wallpaper.
- Boot standard discs (PS2, PSX, DVD) from inside ToxicOS (so you dont need to boot movies etc through the native PS2 browser).
- Install and run DVD-9 games from the HDD.
- 48-bit HDD support to enable the use of larger drives.
- PSTwo IDE HDD support.
- Configuration screen where various settings relating to both the BIOS and OS software can be configured.

BIOS features:

- Auto-detect and non-swap booting of all disc types (PS2, DVD, PSX, etc)
- Support for DVD+R dual layer media
- Compatible with all PS2 models V1-V14
- Dev.olution mode (from memory card and HDD)
- DVD region free, Macrovision removal and green screen fix for the DVD player
- Auto-ATAD patching for HDD-enabled games
- Fast boot mode for PS2, PSX and DVD movies
- Support for the HDD browser upgrade on a non-Sony HDD
- Set default boot mode to: Normal, MC/HDD Dev.olution, Fast Boot

- Playstation 2 game video fix (Colour Carrier, PAL, NTSC, PAL60), with automatic y-position correction
- Playstation 1 game video fix
- Enable MegaMemory memory cards without the need for the boot disc
- Configuration menu where various settings can be manipulated
- "Toxic" logo displayed at the PS2 logo screen
- When booting from Dev.olution mode or Fast Boot, games use correct language
- Modchip disable mode, for online gaming
- Support for the Codebreaker cheat device
- 100% boot rate

Features planned for future releases include:

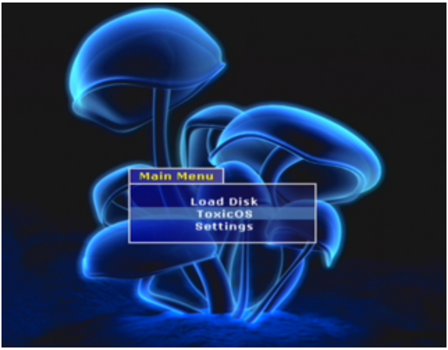
- Integrated FTP server
- The ability to manipulate console settings such as screen size, date/time from inside of ToxicOS.
- Some suprises which we know you'll love!

Detailed Feature Overview

ToxicOS

When booting into ToxicOS you will be presented with the main menu which lets you navigate through the various sections of ToxicOS.

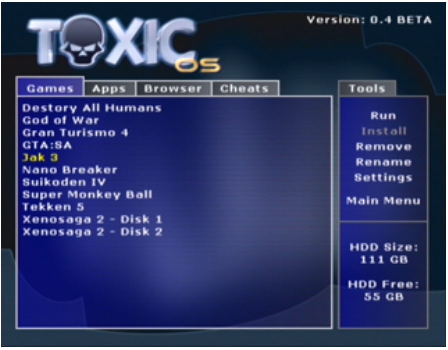
- Load Disk - selecting this will load the disc currently inserted in the CDVD drive. This can be a PS2 game, PSX game or DVD movie.
- ToxicOS - selecting this will bring you to the main ToxicOS screen, as described in more detail below.
- Settings - Takes you to the settings screen where the various settings relating to both the OS and BIOS software can be manipulated.



The main ToxicOS screen consists of four tabbed pages:

- Games – lists the games currently installed on the HDD.
- Apps – lists the homebrew applications currently installed on both the HDD and inserted memory card.

- Browser – allows you to browse through the supported storage mediums (memory card, HDD, cdrom, usb mass storage) and select files to “execute”.
- Cheats – allows you to activate and manage cheats.



Destory All Humans
God of War
Gran Turismo 4
GTA:SA
Jak 3
Nano Breaker
Suikoden IV
Super Monkey Ball
Tekken 5
Xenosaga 2 - Disk 1
Xenosaga 2 - Disk 2

HDD Size: 111 GB

HDD Free: 55 GB

The controller mapping for the ToxicOS main screen is as follows:

UP/DOWN	- Move selection
LEFT/RIGHT	- Alternate focus between toolbar and tab area
L2/R2	- Change the selected tab
L1/R1	- Scroll page up/down
X	- Make selection
Triangle	- Games tab: view settings/info for selected game, Cheats tab: display sub-menu (add/edit codes etc)

The controller mapping for the onscreen keyboard is as follows:

D-pad	- Move selection
X	- Make selection
Start	- Shortcut for ENTER key
Circle	- Shortcut for CANCEL key
L1	- Move cursor left
R1	- Move cursor right
L2	- Shortcut for BACKSPACE key
R2	- Shortcut for SHIFT key

Run Games from the HDD

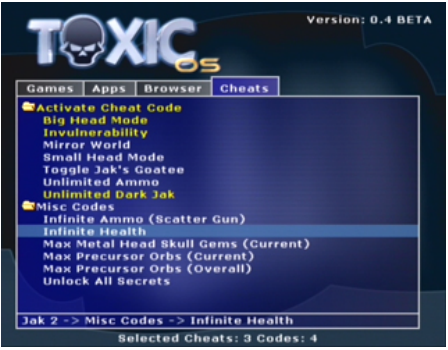
Using ToxicOS you can install and run games directly from an IDE HDD connected to your PS2. This leads to significantly decreased loading times and makes gaming so much more convenient. To do this, have the games tab selected. From here you can:

1. Play games already installed on your HDD
2. Install a new game to your HDD
3. Remove a game from your HDD

4. Rename a game on your HDD
5. View information for a specific game and change game settings

Integrated cheat device

ToxicOS includes an integrated cheat device with similar functionality to third party products such as Action Replay and Codebreaker.



You can activate cheats for the game you wish to play, then once the cheats are activated you launch the game from either the HDD or disc. Cheats can be manually added and the cheat database is saved on the memory card. Cheat codes must be in RAW (un-encrypted) format, so if you wish to use codes for Action Replay etc you must first decrypt them using third party tools. We recommend the use of **MaxConvert** - to obtain this search for the file "maxconvert_v0_71.rar". ToxicOS supports a large number of codes available for the following cheat devices: Action Replay V1 and V2, Gameshark V1 and V2, Codebreaker V1-V9, Xploder. Action Replay MAX codes are not supported natively however some MAX codes can be converted to the traditional code type using MaxConvert and then used with ToxicOS. Please also make sure that when gathering codes to use with your games, you use the correct code for your games region! In general a single game will need different codes for each region, so make sure you are using the correct codes.

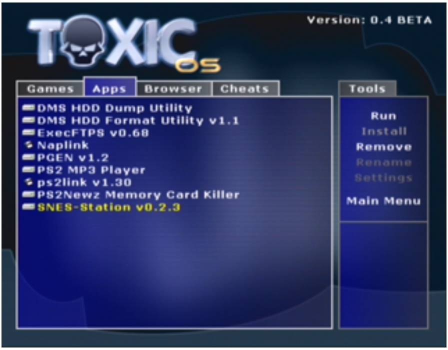
The cheat database is organised into a list of games, each game containing a number of cheats and each cheat having a number of codes associated with it. Cheats for a game can be organised using folders to store similar cheats. You can navigate through the cheat database using UP and DOWN to scroll through the current screen, LEFT to return to the previous screen and RIGHT or CROSS to move to the currently selected object. TRIANGLE opens a drop down menu allowing you to perform various operations on the selected object. The root screen is the game cheats list, which lists all the games that cheats are available for. Here you can add and remove games from the database. Once a game is selected you will be taken to the cheats screen which presents a list of cheats available for that game (the cheats can be categorised using folders if desired). Here you can add and remove folders and cheats. Cheats are enabled by selecting them and then pressing CROSS. To add codes for a cheat, select it and press RIGHT or select EDIT from the drop down box. You will then be taken to the code screen which lets you add codes for the selected cheat. Once again, codes must be in un-encrypted form so if you wish to use codes from another third party product such as Action Replay or Codebreaker you must first decrypt them.

Each game must have a master code associated with it. Entering the master code is done slightly differently than normal codes - instead of creating a cheat and adding codes to it, you add the master code directly to the game. To do this, select the game in the game cheats list then hit TRIANGLE to open the drop down menu and select EDIT. This will allow you to enter the master code for that game. Whenever you enable a cheat for that game, the master code will automatically be enabled - you will never need to do this manually.

The cheat database is stored on the memory card. If the cheat database has been altered ToxicOS will ask if you wish to save your changes when you run a game from cdrom/HDD or when you launch a homebrew ELF file. You can force the database to be saved to the memory card by pressing START when the cheats tab is selected. If you turn off your PS2 without saving the database back to your memory card your changes will be lost!

Homebrew ELF launcher

ToxicOS allows applications to be installed to either the memory card or HDD and launched from the Apps tab. To install applications, an installation script must first be created. ToxicOS uses the same format for installation scripts as is used by DMS HDD Explorer with a few improvements. Any application bundles written for HDD Explorer can be installed via ToxicOS. Applications can be installed from any supported storage medium including usb mass storage.



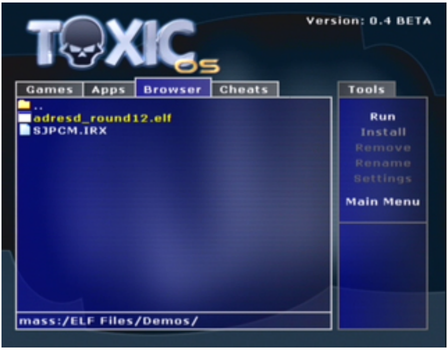
The icons next to the application names specify the medium which that application is installed to. The “floppy disc” icon means the application is installed on the memory card and the HDD icon, obviously, means the application is installed on the HDD. The application list will be kept in sync with the memory card you have inserted in slot 1. When the memory card in slot 1 is inserted or removed ToxicOS will update the application list.

There are two ways to “execute” an installation script to have applications installed. You can use the browser to browse to an INSTALL.CNF file, which when selected will start the installation process. You can also select “Install” on the toolbar when the Apps tab is selected, however this will assume the installation script and all associated files are in the root directory of the cdrom. If you want to install applications from a usb mass storage device for example, use the browser to select the installation script.

When an installation script is selected you will be presented with a list of applications in that script and you can select the applications you wish to install. This is useful if you are installing to a memory card from a large application bundle and have only limited space on your memory card.

File Browser

ToxicOS includes a file browser which lets you browse and execute certain files from memory card, HDD, cdrom and usb mass storage devices.



Currently only two types of files can be executed: ELF files and installation scripts (INSTALL.CNF). When an ELF file is selected, it is executed. When an installation script is selected the application installation process is started.

Dev.olution Flash Mode

Dev.olution Flash is a boot mode similar to the current Dev.olution memory card or HDD boot modes except that instead of executing an ELF file from the memory card or HDD, the ELF is copied to the modchip's onboard flash memory and executed from there. To copy an ELF file to flash memory, navigate to the ToxicOS settings screen and select “Choose Dev.olution Flash ELF”. You will then be presented with the file browser, where you select the ELF file you wish to copy to flash. Once you have copied your ELF file to flash, you can have this ELF loaded when the console boots by either holding R2 or setting the default boot mode to “Flash Dev.olution”.

Skinnable GUI

It is possible to use your own custom wallpaper in ToxicOS. To set your own wallpaper, navigate to the ToxicOS settings screen and select “Choose wallpaper JPEG”. You will then be presented with the file browser, where you select the JPEG file you want to use as your background. The JPEG file must be 512x448 pixels with 24-bit colour. When an appropriate JPEG file is selected it will be copied to the modchip flash memory.

DVD+R dual layer media support

Until now it has been impossible to play DVD9 games backed up onto dual layer media on the PS2 due to a problem with reading from the second layer because the data format on burnt DL discs is different than on pressed discs (burnt = OTP, pressed = PTP). However, we have discovered a software hack which enables the PS2 to read even burnt OTP discs meaning it is now possible to make backups of dual layer games such as GT4. ToxicOS includes an "auto-patching" mechanism which applies this patch on the fly. The auto-patcher is disabled by default, to enable set "DVD+R DL Support" in the settings menu.

> **NOTE:** Unfortunately due to software restrictions the auto-patching will not work if you boot your DL backup from the updated Sony browser stored on the HDD. If you are using the updated browser then in order to play your DL backups you must boot them either with fastboot or from inside ToxicOS ("Launch Disc" from main menu). If you are not using the browser update then there are no limitations regarding how you can boot DL backups.

48-bit HDD support

ToxicOS has now broken the 28-bit barrier, making it possible to fully utilise HDD's with their capacity larger than 128GB. If you are using such a HDD you also have the option of using the Toxic Extended APA partition format on your HDD which has many advantages over the standard APA partition format, used by all other current PS2 HDD aplications (ie: homebrew software).

MAKE SURE that you read the section relating to the two different partition formats below since it contains some VERY IMPORTANT information, especially relevant to those who wish to use homebrew software with "48-bit HDD support".

V12 IDE HDD support

With the release of schematics by "automan" it has become possible to connect a standard IDE HDD to the V12 "pstwo" however all the current HDD applications have problems, forcing you to re-format the drive on each boot. ToxicOS has overcome this limitation and offers full V12 HDD support for those that are daring enough to wire up the IDE interface ;)

ToxicOS allows you to set a custom HDD data transfer mode (MDMA or UDMA). This can help with PSTwo IDE addon's where interference can cause corruption while installing games to the HDD. Using a slow MDMA mode can help prevent this corruption from occurring.

Dev.olution mode

Using Dev.olution mode you can boot applications from either the memory card or hard disk drive. When booting in MC Dev.olution mode, the ELF file "mc0:/BOOT/BOOT.ELF" is launched. This ELF file can be anything you want, such as DMS Explorer, PS2Menu, PS2OS etc. To boot in MC Dev.olution mode either hold down TRIANGLE on controller 1 while the PS2 is booting, or set default boot mode to MC Dev.olution in the configuration menu. Currently the only application which can be launched with HDD Dev.olution mode is DMS HDD Explorer. Once HDD Explorer is installed, you may boot in HDD Dev.olution mode by either holding down START on controller 1 while the PS2 is booting, or set default boot mode to HDD Dev.olution in the configuration menu.

> **NOTE:** From ToxicOS v0.2 and up you must use DMS HDD Explorer v1.3 or greater. Older versions are no longer supported.

ATAD auto-patching

When ATAD auto-patching is enabled, you can connect a non-Sony HDD to your PS2 and use it as though it was an official Sony drive. You will be able to install and use the HDD browser update (found on the HDD utility disc) on a non-Sony HDD, and you will be able to partially install some games with HDD support to improve performance.. even though this is a bit pointless with the existence of ToxicOS ;)

Fast boot mode

Fast boot mode allows you to skip the redundant "swirling electrons" and various logo screens and directly load your PS2/PSX game or DVD movie as soon as you turn on the console, saving valuable time which would be better spent gaming. To use fast boot mode, either hold down SELECT while the PS2 is booting or set default boot mode to fast boot in the configuration menu.

Default boot mode

Using the configuration menu you can set the default boot mode to one of the following: Normal, ToxicOS, Fast Boot, MC Dev.olution, HDD Dev.olution. If you do not manually specify a boot mode while the PS2 is booting by holding down a button on controller 1, the default boot mode will be used. For example if the default boot mode is set to MC Dev.olution, when you turn on the PS2 without holding down any buttons on the controller, your MC Dev.olution application will be loaded from the memory card. If you then wish to boot normally (i.e.: boot through standard browser) hold down CROSS on controller 1 while booting to over-ride the default boot mode.

Playstation 2 game video fix

There are 4 different modes for the PS2 video MODE fix, as described below:

1. Colour Carrier: The colour carrier of the video signal is changed to match the region of your console.
2. Force PAL: Video mode forced to PAL (50hz), regardless of what video mode games try to set.
3. Force NTSC: Video mode forced to NTSC (60hz), regardless of what video mode games try to set.
4. Force PAL60: Video mode forced to PAL60, which is 60hz with PAL colour carrier.

In addition to the PS2 video MODE fix, you can also enable the PS2 video Y-POS fix. The y-position fix is used in conjunction with the PS2 video MODE fix in order to correct the vertical position of the display. For example, simply focing PAL when a NTSC game is running will generally result in the display being far off center. The y-position fix corrects this and centers the display. Please note that the y-position fix is not available when the PS2 video MODE fix is off or set to Color Carrier, since in these cases the video mode is not forced so the display position will not need to be corrected. Please note that the y-position fix feature should still be considered EXPERIMENTAL and has been known to cause problems with a few games. If a game isnt working, disable the y-position fix and see if this helps.

You can configure the PS2 video MODE and PS2 video Y-POS fixes in the configuration menu.

Settings Menu

The configuration menu is used to manipulate various ToxicOS settings, for example enabling or disabling ATAD auto-patching. The configuration menu also displays useful information about your PS2 system and DMS4 modchip. To enter the settings menu, boot into ToxicOS then at the main menu select "Settings".

Disable Mode

When playing online games it is often necessary to disable the modchip so you do not get a DNAS error while connecting to the online game server. To disable DMS4, hold down L1 on controller 1 as the PS2 is booting. You will see a message saying that the modchip has been disabled. Insert your game and reset the console - the modchip will not be disabled and will stay disabled until the PS2 is placed in standby.

Codebreaker cheat device support

The more recent codebreaker cheat devices include a protection system which is designed to detect the presence of modchips and prevent the application from working on a modified system. ToxicOS bypasses this protection and allows codebreaker to work properly, however you must first set "Auto Tray Eject" to OFF in the options menu.

HDD partition format information - ALL READ!

If you are using a 48-bit compatible HDD (ie: a HDD that has a capacity greater than 128GB) ToxicOS gives you the option of either using the Toxic Extended APA format (abbreviated "APAEXT") or the standard APA partition format (abbreviated "APA"). If your HDD is not formatted then you will be asked if you wish to use APAEXT or APA. If your HDD is already formatted but you have not used data past the 128GB boundary then you will be asked if you wish to update to APAEXT (please note that you will not lose any data during this process). APAEXT is better than APA in many ways and in general we recommend that you use this, however there are some people who will want to stick with the standard APA format as we will describe further down.

The reason why the two different formats are needed can get rather technical and allough we recommend that you read all the information before making your decision as to which format you use, we realise that the information is a lot to take in and can be hard to understand so we will provide a simple set of guidelines you can use to make your decision if you wish, and then following that some detailed information explaining the differences between the two formats in more detail.

Simple Guidlines

- If your HDD capacity is less than 128GB then APAEXT is not supported so the standard APA format will be used.
- If your HDD capacity is greater than 128GB and you NEVER used or intend to use homebrew applications patched with 48-bit LBA support such as patched HDLoader, patched DMS Format Tools, 48-bit PS2OS etc then you should use APAEXT. This will allow you to completely fill the HDD with games for ToxicOS while maintaining compatibility with 28-bit HDD software (such as Sonys upgraded browser). **THIS IS THE RECOMMENDED OPTION!**
- If your HDD capacity is greater than 128GB and you have used or intend to use homebrew applications patched with 48-bit LBA support such as patched HDLoader, patched DMS Format Tools, 48-bit PS2OS etc (even though there is no point in using 48-bit versions of these applications if you intend to use ToxicOS) then you should choose standard APA.

> **WARNING:** Using 48-bit patched applications such as 48-bit HDLoader when the HDD has been formatted with APAEXT can cause HDD corruption! We recommend that you simply avoid 48-bit patched HDD software and simply use the standard 28-bit versions.

Technical information regarding the different formats

> **NOTE:** Here we assume that 1 gigabyte = 1024 megabytes, not 1000 megabytes. This makes the maximum capacity for a 28-bit HDD 128GB and not 137GB.

APAEXT essentially breaks the HDD into 2 parts, the first part being 128GB large and the second part taking up the remaining space on the HDD. The first part has the same format which current 28-bit HDD enabled homebrew software applications use. This makes it so that any such applications can utilise the first 128GB of the HDD, and the applications will only see the first 128GB of the HDD so they will not interfere with the game data stored on the second part. The second part of the HDD *should* only be accessed by ToxicOS or software which can recognise the format of the second part (at the time of writing, ToxicOS is the only application which can do this).

The problem comes when you want other homebrew applications to be able to see past the 128GB barrier. Some people have patched commonly used homebrew HDD applications such as the DMS format tool etc to be able to utilise area past the 128GB barrier, however these applications do not know about the APAEXT format and if you use them on an APAEXT formatted HDD then if they write data past the 128GB barrier YOUR HDD WILL BECOME CORRUPT! If you wish to use such applications then you must tell ToxicOS to use the standard APA format - however if you have data written past the 128GB barrier using the standard APA format you will not be able to use standard HDD enabled applications that have not been patched to see past the 128GB barrier (such as the updated PS2 browser software)!

So, its all a bit of a mess really. If you format with APAEXT then you cannot use homebrew applications with 48-bit HDD support. If you format with standard APA you cannot use applications with only 28-bit HDD support once there is data past the 128GB barrier. Keep in mind, that most applications only support 28-bit INCLUDING the updated PS2 browser which runs from the HDD. Therefore it is our opinion that copies of homebrew software which have been patched to support 48-bit HDD's are generally bad news and you should try and avoid such software, ESPECIALLY IF YOUR HDD IS FORMATTED WITH APAEXT.

OUR RECOMMENDATION IS:

That you format with APAEXT and avoid homebrew applications with 48-bit support. There really is no need to use such applications anyway since ToxicOS will install games to the second part of the HDD first until it contains no more free space and only then will it start installing games to the first part. So, for most people you will have lots of space for homebrew applications to use on the first part of the HDD eliminating the need for homebrew applications to see past the first 128GB.

Boot-time controller mapping

When the console is booting, holding down certain buttons on controller 1 will activate certain modes/features. These are listed below:

CROSS	- Use standard boot (over-ride default boot mode setting)
R1	- Boot into ToxicOS
TRIANGLE	- MC Dev.olution mode
START	- HDD Dev.olution mode
R2	- Flash Dev.olution mode
SELECT	- Fast boot mode
L1	- Disable modchip

How to Install

Installation directions vary depending on boot method:

- ELF boot: Simply execute the ELF using your favorite loader application (PS2Menu, PS2Link, Naplink, PS2OS, LaunchELF etc) and follow the on-screen directions.
- CD boot: Simply burn the BIN/CUE provided, boot the disc and follow the on-screen directions.

From ToxicOS 0.4 a special mode has been added to the updater application. If you hold L1+L2+R1+R2 instead of pressing X to start the upgrade process, the settings and filesystem area will be erased from the flash. This is useful if for some reason the settings or flash filesystem have become corrupt and are causing problems.

Notes on USB mass storage support

Before you can access files from a USB mass storage device from ToxicOS you must obtain a USBD driver and copy it to modchip flash. This is necessary since ToxicOS does not include its own USBD driver so a third party driver must be used. Currently the following USBD drivers are supported:

- Naplink USBD driver (NPM-USBD.IRX)
- Sony USBD 0.14.0
- Sony USBD 0.15.0

- Sony USBD 0.16.0

The naplink USBD driver can be downloaded from various places on the internet. It is included in the official Naplink distribution - http://naplink.napalm-x.com/naplink-ps2-v1.0.1a.zip. The Sony USBD drivers can be found on several game discs, however please note that more recent versions of the Sony driver (which are bundled with more recent games) are not supported by ToxicOS. To obtain the version of a Sony USBD driver, search for the string “Version 0.” in the IRX file with a hex editor.

To copy a USBD driver to modchip flash and enable USB mass storage support, first you will need to either insert a CD containing the IRX file or copy the file to your HDD or memory card using an application such as ExecFTPS. Then select “Choose USBD IRX driver” from the ToxicOS settings screen and using the file browser navigate to and select the USBD IRX file. It will then be copied to modchip flash and USB mass storage support will be enabled the next time ToxicOS is booted. We recommend simply downloading the Naplink archive above and burning the contents to a CD since this includes NPM-USBD.IRX. **This procedure only needs to be done once.**

Notes on V14 support

Currently the PS1 game video fix is not functional while using ToxicOS with a V14 console. This will be fixed in a future release.

To flash ToxicOS to a DMS4 NORMAL modchip installed in a V14, a specific procedure must be used since the factory flash shipped with DMS4 NORMAL modchips only has partial support for V14 consoles. You will probably not be able to boot the Toxic upgrade disc so in order to flash the modchip we suggest copying the upgrade ELF onto a memory card and loading it via Dev.olution mode. This DOES NOT apply to the DMS4 S.E. modchips which have V14 support included in the factory flash!

Frequently Asked Questions

Q: How do I boot into ToxicOS?
A: Hold R1 while booting the PS2 or set the default boot mode to "ToxicOS".

Q: Can I disable the "Toxic" logo displayed under the Playstation 2 logo when booting PS2 games?
A: Yes. Set "Display Toxic Logo" to NO in the configuration menu.

Q: Why do I get the "TV system doesn't match" error while trying to play a DVD movie?
A: You will be presented with this error if you attempt to play a PAL movie on a NTSC console. This is due to a limitation in the DVD player software and currently there is no way around this. We are looking into ways to fix this and hopefully a fix will be included in a future ToxicOS release.

Q: I have a feature request or bug report for Team Toxic. How can I contact you?
A: We do not provide any contact details such as e-mail addresses etc, however we do monitor various "scene" forums so if you have a request or a problem then just make a post and there is a good chance we will see it and take note of it :)

Q: I have a game which isnt loading or working prorperly. What can I do?

1. Disable y-position fix if it is enabled. This is still experimental and has been known to cause problems with a few games
2. Make sure that the game is burnt on good quality media at an appropriate speed. If your PS2's laser cannot read from your disc, the game will obviously not work.

Q: I have heard that some code was "stolen" in order to create ToxicOS, is this true?!
A: NO NO NO! People who say this are just trying to brainwash you in a sad attempt to hurt Team Toxic. The TRUTH is NOTHING was stolen, as I will explain. Its true that ToxicOS contains code from the open source projects ps2lib, ps2drv and libhdd however this DOES NOT mean that we have stolen any code! These open source projects are licensed in such a way that anybody can use them for anything they want be it commercial projects, freeware projects, open source or closed source! The only requirement is that the copyrights of the original authors remain intact, this requirement has been met with the license file supplied with this release. Other than the projects mentioned above, ALL OTHER CODE in ToxicOS was developed by Team Toxic - its our code, it belongs to us, and we can do with it as we see fit.

Q: Will the source code for ToxicOS ever be released?
A: No. We dont feel it would be a good idea to release source code since then it would make it far too easy for certain groups to use our software for their own financial gain by including it with their own products. Certain HK companies will rip just about anything if they get a chance (even stuff like Naplink.. "bootable Naplink CD's" anyone?) - so lets not give them that opportunity :)

Version Information

ToxicOS consists of ToxicBIOS at its core (which means it has all the same features as ToxicBIOS) and the actual OS application. The version numbers for these components in this ToxicOS build are as follows:

BIOS v1.4
OS software v0.41

Change Log

0.41 Release:

- Fixed problem preventing cheats from working when launching a game from CD/DVD.
- Added HDD mode setting - now you can select a custom UDMA or MDMA transfer mode. This should help with installing games on PSTwo machines.
- Added support for changing the GUI color scheme (now available are Blue, Green, Orange, Red, Purple, Grey).
- Compatibility fixes for playing games from the HDD. Games such as AFL Premier 2005 are now supported.
- Various GUI fixes/improvements.

0.4 Release:

- Updated core BIOS to ToxicBIOS v1.4, which includes the following changes:
  - Added support for the DMS4 S.E. series modchips (thanks to our friends at a certain webshop for the beta chips - you know who you are ;)
  - Added support for the V14 PS2 console.
  - Significantly improved stability.
  - Fixed problems booting some games from the browser with DVD+DL patching enabled.
  - Fixed problems playing some DVD movies from recordable media.
- Support for V14 consoles and DMS4 S.E. series modchips implemented in the OS.
- Integrated cheat device added, now you can use cheats even while playing games from the HDD.
- Support for launching homebrew ELF files stored on any supported storage medium.
- Addition of Dev.olution Flash boot mode, allowing ELF files to be stored in modchip flash and loaded at boot time.
- Support for selecting your own wallpaper for the ToxicOS GUI.

- Common file browser has been added and is used in several places to select files, ie selecting wallpaper, selecting devolution ELF. The file browser supports several storage mediums including memory card, cdrom, HDD and usb mass storage.
- Diagnostic screens displaying HDD and system information.
- Many compatibility fixes for playing games from the HDD. Games such as Jak X, Shadow Of The Colossus are now supported.
- Compatibility "Mode 4" added, fixes games such as Spyro: Enter the Dragonfly, Down Hill Domination.
- Bugfixes in the APA driver, should fix installation issues some people have been reporting.
- Many other miscellaneous changes and fixes.

0.3 Release:

- Updated core BIOS to ToxicBIOS v1.3, which includes the following changes:
  - Added support for DVD+R dual layer media, making DMS4 the worlds first modchip to support dual layer backups.
  - Fixed devolution mode with MM16 cards
  - Fixed booting PSX games which do not have SYSTEM.CNF
- It is now possible to launch your PS2/PSX games and DVD movies off disc directly from within ToxicOS, bringing ToxicOS one step closer to being a full OS replacement for the standard PS2 browser.
- DVD-9 games such as Gran Turismo 4 are now playable from the HDD.
- 48-bit LBA support added, while keeping support for 28-bit applications on the same HDD (such as the Sony browser upgrade).
- Many compatibility fixes for playing games from the HDD have been included.
- Support for the V12 IDE HDD hack for those daring enough to attempt it :)
- Configuration screen added to ToxicOS where both modchip and OS settings can be manipulated. This has made the standard Toxic config menu obsolete.
- Games installed via ToxicOS now show an icon in the updated PS2 browser.
- Many other miscellaneous changes and fixes.

0.2 Release:

- Updated core BIOS to ToxicBIOS v1.2, which includes the following changes:
  - Fastboot can now also load PSX games and DVD movies
  - Improved authentication logic which leads to significantly improved boot rates on consoles with poor lasers
  - Codebreaker cheat devices are now supported
  - Manual y-position fix toggle and gui enhancements added to configuration menu
  - Progressive scan while PS2 video fix enabled is now working
  - Added support for DMS HDD Explorer v1.3. Older versions are no longer supported
  - Other minor bugfixes and code cleanup
- Fixed a bug which caused a black screen on reset after playing PSX games
- There have been no changes to the OS software in this build

0.1 Release:

- Initial release!

Group News

Due to stability issues the integrated FTP server wasn’t included with this release, however we hope to have these issues resolved soon. Look out for our next release which should include the FTP server.

For those who dont already know, we have recently launched a Team Toxic website which will be used by us to post news relating to our releases and host Toxic flash downloads - http://www.teamtoxic.com.cn/

Miscellaneous

ToxicOS may be hosted by anybody, anywhere - PROVIDED that the archive remains unaltered and that it is not used in ways its not supposed to be!

Oh, and props to the DMS team for making such a nice modchip - even though the flash they ship with the chip sucks and cant do much of anything :P