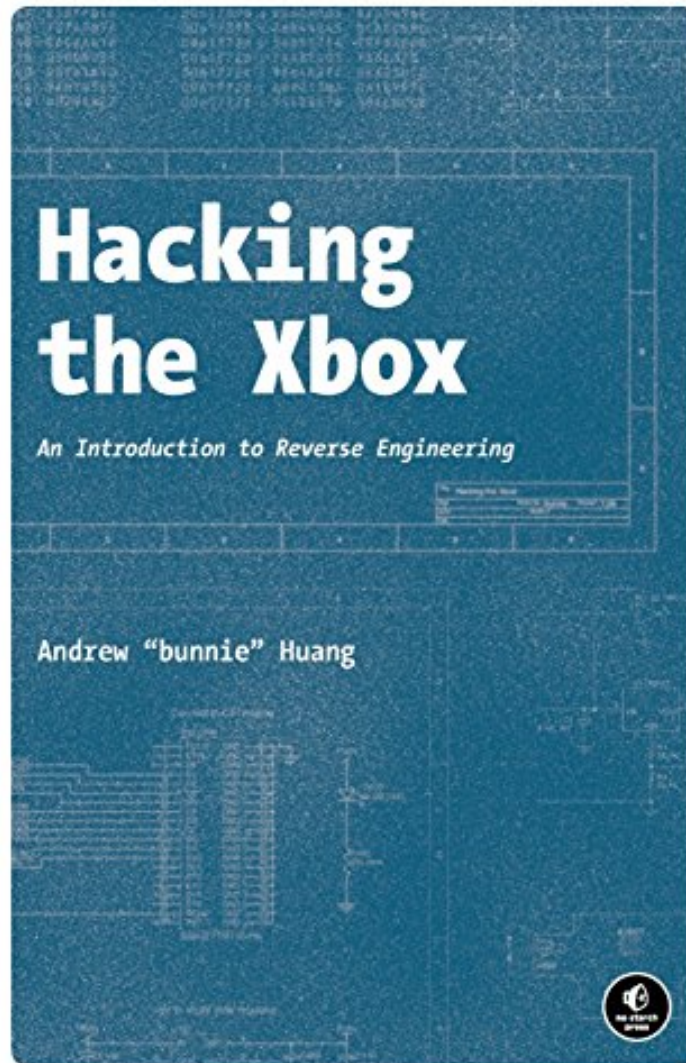


Hacking the Xbox: An Introduction to Reverse Engineering

Andrew Huang

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Andrew Huang : Hacking the Xbox: An Introduction to Reverse Engineering before purchasing it in order to gage whether or not it would be worth my time, and all praised Hacking the Xbox: An Introduction to Reverse Engineering:

3 of 3 people found the following review helpful. High Level Technical Notes for Original XboxBy CustomerThis is a very interesting book about the original Xbox. It's an engineer's book written for engineers. I enjoyed it because I have an electronics engineering background. The book describes in minute detail the trials, tribulations, failures, and

success that the author had on two fronts. First, there was the technical issues that were hidden by the designers of the unit. Second, there were legal challenges that tried to prevent him from even understanding the Xbox. It also shows how the author communicated with others in the electronic and computer industry and how they used world wide team work to solve the problems.1 of 1 people found the following review helpful. Good intro book to embedded hardwareBy skinny vikingStarts slow by making some popular modifications and a battery replacement. It then jumps to some basic and advanced PCB design. This book is a great intro to embeded hardware hacking/creation. A beginner will probably only be able to retain a small amount of the content from the later part of the book because of the leap in complexity. Still would recommend this book because for the price you will get a good amount of information.3 of 3 people found the following review helpful. Brilliant bookBy jgI am glad I didn't eschew this book because of my first impression of it being too narrow-focused and (possibly) outdated. I am only half way into it, but I already learned a lot. It contains so much information that goes far beyond the Xbox hacking itself: electronics gear preparation, soldering techniques, PCB design, FPGA design, etc. Most of these are essential knowledges that still apply today, 10 years after its publication.

This hands-on guide to hacking begins with step-by-step tutorials on hardware modifications that teach basic hacking techniques as well as essential reverse engineering skills. The book progresses into a discussion of the Xbox security mechanisms and other advanced hacking topics, with an emphasis on educating the readers on the important subjects of computer security and reverse engineering. Hacking the Xbox includes numerous practical guides, such as where to get hacking gear, soldering techniques, debugging tips and an Xbox hardware reference guide. Hacking the Xbox also confronts the social and political issues facing today's hacker by looking forward and discussing the impact of today's legal challenges on legitimate reverse engineering activities. The book includes a chapter written by the Electronic Frontier Foundation (EFF) about the rights and responsibilities of hackers, and concludes by discussing the latest trends and vulnerabilities in secure PC platforms.

.com This--this being the attitude encapsulated in Andrew "bunnie" Huang's Hacking the Xbox--is why a lot of people got into the computer industry in the first place. These people liked taking things apart and figuring out how they worked, then making them serve purposes they weren't originally designed for and sharing the new discoveries with others of like mind. Sure, Huang's book is about how to turn Microsoft's game console into a high-performance, general-purpose personal computer with a small price tag, and it contains lots of details about the how the heavily advertised gizmo is put together. But you can get the technical material on the Web. What's valuable about Huang's work is that he communicates the pure joy of taking the Xbox apart, figuring out how it works--despite its many designed-in anti-hacking features--and making it do new things. This book reads like the journal of a seventeenth-century voyage of discovery. There's a wealth of information in these pages about how to disassemble and reverse-engineer electronics, and Huang is careful to show you what tools you need, and how to use them (don't worry if you don't know how to use a soldering iron--that's covered here). There also are step-by-step guides (complete with photos) to a couple of projects, and interviews with key figures in the Xbox-hacking community. --David Wall Topics covered: How to enjoy a Microsoft Xbox game console without the mindless tedium of playing video games. This book shows you how to open an Xbox, make modifications to it (from a cosmetic LED color change, to putting in a new power supply, to adding a USB connector), and make the changes needed to get Linux running on it. In the process, readers get an education in reverse engineering electronic circuits, as well as in basic electronic techniques (soldering, crimping, etc) and in the intellectual property law that governs hacker activity. "A piece of simple, succinct eloquence, this has fast become one of the most treasured books we own." -- PopularMechanics.com"Although it's a technical book, it unfolds like a spy novel." -- Peter Wayner, Slashdot.org, June 26, 2003"If you are interested in programming or even hacking, youre going to love this book." -- Cosmos Gaming, December 19, 2004 http://www.cosmosgaming.com/reviewother.php?subaction=showfullid=1103512869archive=start_from=ucat=9"an elegant, smart, and accessible introduction to hacking that happens to use the Xbox as a learning tool" -- San Francisco Bay Guardian, September 17, 2003An introduction to copyright law in the digital age -- The New York Times, July 10, 2003I recommend this book even to those who don't want to hack an Xbox...an interesting and informative read. -- About.comIf you are interested in hardware, software hacking and reverse engineering - this book should be on your shelf. -- E. Jonathan Hardy, Host, TechWeek TV!, August 2003Teaches readers to think like hardware hackers, using the game console the way a med school teacher uses Gray's Anatomy -- SecurityFocus, July 2003[Huang's] account of how he cracked the Xbox is fascinating and his perseverance is awesome. -- Personal Computer World, UK, August 21, 2003About the AuthorAndrew bunnie Huang is a hacker, maker, and open hardware activist. He holds a Ph.D in Electrical Engineering from MIT, is the author of Hacking the Xbox (No Starch Press) and The Essential Guide to Electronics in Shenzhen, and has served as a technical advisor for various hardware startups and MAKE Magazine.