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## [注意点](#)

WADを扱うのは大変危険な行為です

最悪の場合Wiiが起動しなくなります  
それを承知した上で行ってください

インストールしたWADは必ずWAD Uninstallerを使いアンインストールする事

管理画面から直接削除した場合\*.TIKファイルが残ります  
一部Homebrew Channel等は\*.TIKファイルが残りません

購入したVCやWiiwareは決してそのままパッキングしてインストールしない事

一見正常に見えますがそのままショッピングチャンネルへ行くと再度DLできなくなります  
チャンネルIDを変更すれば問題ありません  
もし誤ってインストールした場合は購入済みのソフトの正常なTIKファイルを取得するために  
Wii本体の初期化、ショッピングチャンネルへのアクセスを行う必要があります。

第三者へ無断譲渡しない事

言うまでもありませんがやめておきましょう

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## [WAD Installer](#)

HOW TO USE:

1. Create a folder called "wad" in the root of the SD card.
2. Copy every WAD you want to install in the "wad" folder.
3. Run this application.
  1. SDカードのルートにwadというフォルダを作ります
  2. そのフォルダにインストールしたいWADファイルを入れます
  3. WAD Installerを実行します

KUDOS:

Michael Laforest, for the great wiiuse library.  
bushing and marcan, for their help.  
Everybody who helped me in the testing process.

## NOTES:

No more Wiimote support but now you can power off your Wii ;)

## DISCLAIMER:

Do not use this program to install illegal software!

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## WAD Uninstaller

### DESCRIPTION:

This application uninstalls COMPLETELY (removes tickets and contents) from the Wii the specified titles.

### HOW TO USE:

1. Create a folder called "wad" in the root of the SD card.
2. Copy the WADs you want to uninstall in the "wad" folder.
3. Run this application.
  1. SDカードのルートにwadというフォルダを作ります
  2. そのフォルダにアンインストールしたいWADファイルを入れます
  3. WAD Uninstallerを実行します

### KUDOS:

bushing and marcan, for their help.  
Everybody who helped me in the testing process.

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## WAD Manager

### DESCRIPTION:

WAD Manager is an application for (un)install WAD packages. It lists all the available WAD packages in a SD card or an USB device so you can select which ones to (un)install. Includes Wiimote support.

### HOW TO USE:

1. Create a folder called "wad" in the root of a SD card/USB device.
2. Copy all the WAD packages in the folder created in the step 1.
3. Run the application with any method to load homebrew.
  1. SDカード又はUSBデバイスのルートにwadというフォルダを作ります
  2. そのフォルダに全てのWADファイルを入れます
  3. WAD Managerを実行します

## KUDOS:

bushing and marcan (the homebrew channel is great)  
svpe (usbstorage driver)  
all my testers (pistu, SoraK05, danny.ml, yosora...)

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## WAD Packer

I don't become responsible for the wrong use that you him of to this tool  
This tool, it can cause bricks

### **Purpose**

The objective of this tool is providing people the capacity to create its own wads, consequently, with the appropriate tools an own channel.  
This tool should not BE USED FOR THE PIRACY, its end is educational,

### **How to use**

1. it places in the same portfolio all the necessary files:  
\*\*\*\*\*.app  
title.tmd  
title.tik  
title.cert
2. the files should have these names exactly
3. There is double click... and you will have created your title.wad in the same portfolio

### **Creation of Channels Homebrew**

I CLARIFY THAT PEOPLE THAT DON'T KNOW MUCH OF THE TOPIC SHOULD NOT TAKE A RISK...  
to make this, it is used like in the general use, but they are placed in the portfolio, the necessary files (changing the main dol, for the dol that you/they want (they need the rest of files)

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## WaadMaker

### **3 Steps to get a WAD package:**

1. Make a full dump of your Wii's memory using Waninkoko's Wii FileSystem Dumper v1
2. Find the TITLE.TMD file of the game/application you want to pack into a WAD  
All TMDs for the downloadable apps from the Wii Shop are put in  
WII\_FS\TITLE\00010001\\*KEY\*\CONTENT\TITLE.TMD, all you need is the key your title uses  
Check [http://wiibrew.org/index.php?title=Title\\_Database](http://wiibrew.org/index.php?title=Title_Database) ; it lists keys for some titles

3. Run WaadMaker.exe and point it to the TMD file you located earlier, click the "Create title.wad" button and select an output folder

That's all there is to it. WaadMaker should find all the .APP files listed in the .TMD, copy all of them to the output directory under the correct name, along with the correct ticket file and your CERT.SYS, and run WADPACKER on the files to produce your TITLE.WAD. Your Wii\_FS dump should be intact so that the program can locate all the needed files.

**NOTE:**

You can't repack an extracted WAD with this tool, as the files need to be in specific places and have specific names. This only works with a NAND FS dump from a Wii with the installed title.

If WaadMaker.exe doesn't run, you will need to install Microsoft .NET Framework 2.0

**Thanks to:**

KiKe - for making WADPACKER (and bringing it up to a usable 0.00007 :)  
Segher - for his excellent Wii tools (this program uses a modified tmd-dump that also lists SHA1)  
Adam Back - for his nice and simple SHA1 utility

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[Auto Injectuwad Injector](#)

**What you will need:**

Host wad to be injected into  
ROM to inject (I suggest donkey kong country 2 for SNES, or Sin and Punishment for N64)  
common-key.bin  
Optional For Channel Naming:  
bannertool.exe - by Calantra

**Getting started:**

Copy the host wad you want to inject to the same folder  
Copy your ROM file to to the same folder

**Usage:**

```
injectuwad <rom file> <wad file>  
Select the desired mode  
Wadtool will open  
Click the decrypt button  
Browse to the input wad file (make sure its the same wad as <wad file>)  
Wait for wadtool to finish its magic  
Close wadtool  
When it asks "Inject to this entry?" press y (or n if you want to search for a different entry point)
```

- OPTIONAL WITH BANNER TOOL

Banner tool will open  
Click the OpenBanner button

Browse to 00000000.app

Type your desired channel name in ALL "Channel Names" text boxes

Click the SaveChanges button

Close banner tool

- END OPTIONAL

You should see a bunch of text ending with "All done!"

You will now have VC-<rom name>.wad ready to be installed to your wii.

**Injector.ini:**

region - Region number

randomticket - Set to 1 if you want a new VC channel for the injected wad.

ticketname - If randomticket is set to 0 this three letter code will be the channel's ticket name.

delaytime - Set 0-9, if you have cert folder error set this to 9, else set to 0