

# GCVideo mod checklist

Having trouble getting GCVideo working with a Pluto board? Here's a list of ideas...

## Board programming

If the Pluto board is not installed yet, you can make sure that it is programmed by looking at LED 29 upon power-up... LED 29 should light up for a split second and then go dark (LED 28 stays dark). If LED 29 stays up, you can try to (re)program the board by following [this guide](#).

## LED activity

If the board is installed into a GameCube or Wii, you should get some LED activity... check the official guide's [potential issues](#) section. The paragraph of interest starts with "If everything is wired correctly, at least one of the two LEDs on the Pluto board should blink at a regular rate."

## Connectivity

Check all the wires continuity between the GameCube/Wii and the Pluto board. If you have access to an oscilloscope, a better test is to probe each signal to make sure there is activity. If you are using Helder's flex cable, you may have to replace it with wires.

## No video?

### HDMI TV/cable

Try a different TV or a different HDMI cable.

### HDMI DDC line

If you are using a legacy Pluto board, you need to bridge two SMD pads on the Pluto board... more info [here](#).

New Pluto boards with USB-C connector automatically power DDC, so don't have the bridge.

## No Audio?

Use a wired gamecube controller to open GCVideo OSD, go to Output Settings, and turn on Enhanced DVI Mode.

# Forum

Many people discuss GCVideo on the [gc-forever](#) forum.

To go directly to Pluto related questions, you can follow this link  
<http://www.gc-forever.com/forums/search.php?keywords=pluto>