GCVideo mod checklist

Having trouble getting GCVideo working with a Pluto-IIx HDMI 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 (re)program the board by following this guide.

LED activity

Once 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".
For GameCube, LED 28 = heartbeat_clock, LED 29 = heartbeat_vsync

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.

No Audio?

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

Still no luck? Add a wire to power the HDMI DDC line directly from 5V (yellow in the picture).
The DDC line is normally powered through a 100Ω resistor (in red) but one modder reported that adding the wire fixed his audio issue.
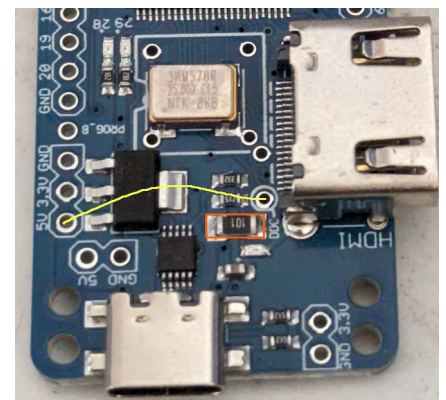
Forum

Many people discuss GCVideo on the gc-forever forum. To go directly to Pluto related questions, follow this link.