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Ya, it's that big.

**WARNING:** Using content downloaded with Mimesis on the Live service could result in a permanent ban of your account. We do not support doing so unless Mimesis specifically implies that the content is Live safe.

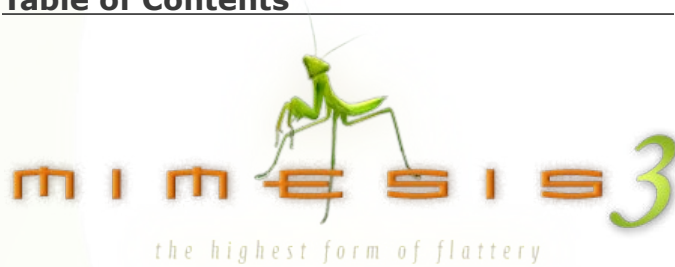


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mimesis3  
the highest form of flattery

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## Introduction

It all started out as an idea to spoof the Xbox into thinking that a local (LAN connected) PC was actually the Microsoft Live servers. The idea being that once we could do that, then we could put our own content on that PC and host it up to the Xbox. However, that idea was eventually pushed aside to make way for an far less complex concept which would eventually become the Mimesis that we are all familiar with today.

On December 06, 2004 at 3:32 pm, AngryCamel posted the initial thread on the hxbdev.org backup forums modestly entitled, "XBLive Mod Servers". It discussed the brainstorming MrHyperPenguin and Angry-Camel had been doing in regards to the format of the upcoming DLC maps for Halo 2, among other thoughts regarding the implementation of the spoofed Live servers. One of the first people to post a reply to the idea thread was Ramzi. He brought some insight to the quickly growing group of followers about the way DLC worked for Rainbow 6.



We learned early on that not everyone shared the same vision, and some downright ridiculed us for even thinking we could do something so crazy, but we kept on researching the formats. Reading any bit of information that we could get our hands on, pouring over the XDK docs. Over time we found a select few who knew quite a bit inner workings of things such dates, XBX files, and the in's of content distribution over the Live service. We published one of the first descriptive tutorials on CDX, an official application from Microsoft which was used to install content

## Introduction (Cont.)



and play demos. We went on to use that very same app in the first version of Mimesis.

Originally dubbed, HDLC (Homebrew Downloadable Content), Mimesis has grown from that simple forum

post of an idea to the application that you see today, but it wasn't always this nice. We tried to recruit some known Xbox programmers to write the program for us. We kind of pitched the idea in hopes that someone would like it enough to make it happen, since we of course did not have any inkling of an idea how to write a program to run on the Xbox.

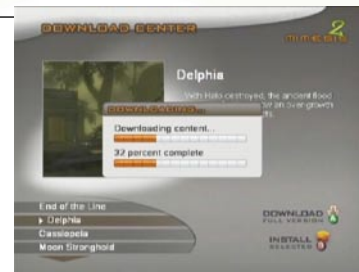
When all of those attempts at getting others to breathe life into our idea failed, Ramzi and I finally decided to give it a shot and write it ourselves. I mean, how hard could it be?

In version 1, using CDX, Mimesis really did nothing more than build the cdx.inx file dynamically from data retrieved from the content servers. It was simple, but it was a major feat for Ramzi and I, since we had no prior experience with writing titles on the Xbox. In fact before the two of us teamed up to start working it, neither of us had any experience writing in the C++ programming language (the one used to write apps on the Xbox). It was a learning experience in every sense of the word.



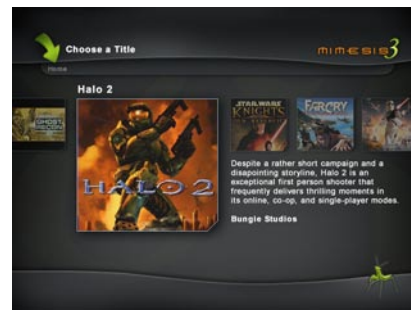
With version 2 came the introduction of our first team addition, CLuis. He did wonders for the advancement of the Mimesis project in all different fields ranging from utility apps written in VB all the way

to reverse engineering the patch\_v3.lvl file format. We even received some help from my good friend, The Swamp Fox. He lent a hand in getting the contentmeta.xbx signing code finalized and working. These breakthrough's made for huge milestones in the development of Mimesis, and were the defining moments in which Mimesis became a respectable app all unto itself. It didn't rely on CDX any more. Also with version 2 was support for games other than Halo 2, which had its rough edges but was a step in the right direction.



After a short hiatus, Ramzi and I got back to work, once again, completely re-writing Mimesis from the ground up. However this time was different, with two versions under our belt and all of the C++ programming experience that comes along with that, we were equipped to handle the task of creating the Mimesis that we originally envisioned back in late 2004.

We hope that you have enjoyed using the application and we look forward to hearing from you in our forums at [projectmimesis.com](http://projectmimesis.com).



## Installation

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### On a modded Xbox

This guide assumes that you have:

1. Obtained Mimesis v3 from the “usual places” or method of your choice. For legal reasons, we cannot assist you. Check out Xbox-Scene.com for more information about the “usual places.”
2. A modded Xbox, either soft-modded or hard-modded.
3. Basic knowledge of your network, and an internet connection for your Xbox. If apps such as XBMC can get the weather, you have this.

Now that you have gotten Mimesis from a source (i.e. usual places), it will likely be in a .zip file. You need to extract the files from the archive, using an application such as WinRAR (<http://www.winrar.com>). Pick any destination on your PC and make a new folder to extract to, and extract the files. Name the folder you extracted to “Mimesis.”

Establish an FTP connection with your Xbox using a client such as FlashFXP. In the connection window please enter the following settings:

#### **IP Address of your Xbox**

*(commonly found on the dashboard screen)*

#### **FTP Username**

*(default on all dashboards is **xbox**)*

#### **FTP Password**

*(also commonly **xbox**).*

You should now be greeted with a list of folders (C, D, E, and possibly F, X, Y, and Z). Stay away from C, D, X, Y, and Z as these drives are used by your Xbox system to run or read a disc. Now, pick the drive and folder where you would like to install Mimesis. The common standard is to store applications in a specific folder on the E drive (such as E:\apps), but Mimesis does not require it to be anywhere in particular.

## Installation (cont.)

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Simply place it somewhere where your dashboard will see it and be able to run it (if in doubt - go with E:\apps). Once you have decided on an install location, transfer the Mimesis folder you created earlier into your install location. You will now have Mimesis on your Xbox and ready to run. You may need to restart your Xbox before you can select and run it from the dashboard.

### On a virgin Xbox (not modded)

This guide assumes that you have:

1. A device to transfer Xbox saves from your PC to a memory card, such as a Mega X-Key, Action Replay, or homebrew method.
2. An exploitable game, either Splinter Cell, MechAssault, or 007: Agent Under Fire with no gamesaves, updates, or content installed. You need to have the entire title cleared out from the Xbox dashboard in memory on the Hard Drive.

So you’ve got Mimesis v3 downloaded; that’s great. But you don’t have a modded Xbox? No worries, we have you covered. However you’ll need to get yourself some tools first to assist in following this tutorial.

You need the Mimesis Lite Launcher save of your game

#### **Splinter Cell**

#### **MechAssault**

#### **007: Agent Under Fire**

First, check out the Mimesis Lite Generator. It includes a readme file. Use this to guide you through the process. It should be self-explanatory and the actual script is well documented as well. Follow the instructions, and you will wind up with a formatted save. Copy the save to your save transfer device using the provided software. Now, plug the device



## Installation (cont.)

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into your Xbox, and boot your console without a game in.

If you are in the Live dashboard, please exit back to the standard one. Select the Memory tab, and then your save device. You should see the Mimesis Lite save – select it and choose “Copy.” It will now be on your Xbox, and you can delete it from your save device.

Next, copy over the save(s) for your corresponding game. Use the same method you used to copy the Mimesis Lite save. These launcher saves are crucial to actually run the software.

Now, insert the game you downloaded saves for. The process varies depending on what game you’ve chosen to use. Here is a breakdown for each:

- A. **Splinter Cell** - Load the Mimesis profile and then select Checkpoints.
- B. **MechAssault** – go to load profile, and choose Mimesis.
- C. **007: Agent Under Fire** – select the option to load a saved game. On some versions you must select a level and play until the game movies finish, then you can quit and then load the save. Select Mimesis.

Congratulations, after a short wait, Mimesis should now have launched. To run Mimesis again, you will need to use the method above of inserting a game and going through the correct steps.

## Configuration

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### Network Type

Here is where you specify how Mimesis will connect to your network and hopefully be able to see the internet. You have three choices when specifying the type:

*dhcp*  
*static*  
*dashboard*

DHCP and Dashboard both will ignore the static settings, such as IPAddress, Subnet, etc. However do not leave them blank. If you want to blank those out, simply put a “-” there instead (without the quotes).

### Storage Location

This is where all the files that Mimesis needs are stored. Depending on your settings this folder could get large, so keep that in mind when you specify where you want it to be located.

### Save MCP’s

MCP’s are the files that Mimesis downloads from the servers. Each MCP contains all of the files needed to properly install that content onto your Xbox. You may find it nice to have these MCP’s saved locally in order to share them with your friends or even to restore content if it were to ever become corrupt. The StoreMCP option below is how you tell Mimesis if you would like for it to keep a local copy of each MCP it downloads. The MCP’s will be saved into the path below:

*\$StorageLocation\MCP\*

### Debug Output

With this setting you can specify if you want Mimesis to write out a debug log text file while you use it. This comes in handy when trying to report a bug to the devs.

## Configuration (Cont.)

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**WARNING:** *Mimesis will always append to this log file. It is up to you, if you leave logging enabled, to clear that file from time to time or it may end up getting very large. The log file will be written to the path: \$StorageLocation\debugLog*

### Debug Screen Output

With this setting you can specify if you want Mimesis to write out a debug log to the screen.

### Skin

With this setting you can specify which skin to load when Mimesis starts up. To install a skin simply drop the skin folder into /media/skins/. To tell Mimesis to load your new skin, simply replace the text "default" with the exact name of your skin folder.

### Manage Non-Mimesis TDATA Content

Specify enabled or disabled depending on whether or not you would like content from your local Xbox to be manageable from within Mimesis. If you specify Disabled then Mimesis will only show content from the Mimesis servers on the content manager screen, ignoring any other content that you have installed on your Xbox for that title.

### Manage Non-Mimesis UDATA Content

Same as above except its for UDATA content.

### Game Paths

Specify a path to each of the games that Mimesis supports. Doing so will allow you to use the Launch Game feature in Mimesis. You must enter paths to the xbe's as they are found on YOUR xbox, the defaults may not be accurate for your setup. If you would like for Mimesis to launch the game from the cd-rom drive then please use the drive letter D. Below is an example for Halo2 launching from the disc:

```
<path_4d530064>D:\default.xbe</path_4d530064>
```

## Configuration (Cont.)

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### AutoSync

Mimesis will always attempt to contact the server on startup to see if it is still in sync. If it finds that it is not insync, then it will check this setting first to determine how it should handle it. If you have this set to enabled then it will not ask you, but instead automatically sync up. However if you have this set to Disabled then it will ask you if you would like to sync up at that time.

### Refresh Preview Images

When doing a manual sync, this element in the config.xml gives you the option of re-downloading all of the preview images.

### Mimesis Config Generator

That covers all of the settings in the config.xml, however if you are uncomfortable editing an xml file manually or you simply would like an easier way to manage your config.xml file, you can use the Mimesis Config Builder on the website.

<http://projectmimesis.com/tools/M3ConfigMaker.php>

## Features

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### Auto Sync

Mimesis will automatically sync up with the servers when it starts, grabbing the latest package preview images and descriptions to show in the on screen menus.

### Manual sync

This will force refresh everything that has been cached on your Xbox from the Mimesis servers.

### Update Mimesis

This will upgrade your version of Mimesis to the newest version available from the "usual places".

## Adversity by Ramzi

During the earlier stages of Mimesis, I went to #xbox-scene to let the people know about the public beta AngryCamel and I were releasing. There, I found kl0wn, an ignorant prick, who gave me shit in #xfactor about how Mimesis would never work and that I "don't know what I'm talking about". Next time I came across him, he was in #xbox-scene, and he ended up turning the current members of the channel against me. No one would even listen to what I was saying. I join #xbox-scene in order to tell the users about Mimesis, but right off the bat kl0wn started in. Just to give everyone an idea of how unwilling most people were to accept the concept I have included some of the chat logs from back then.

**<ramzi22>** *hi, I've been developing an application for xbox, with two other people... and we want to release a public beta within the next few days how do we go about doing so*

**<kl0wn>** *loool*

Once some of others started asking for info on the app, kl0wn consistently being an asshole, felt it necessary to answer for me.

**<kl0wn>** *i dissed it 800 times*

**<kl0wn>** *bet it's even worse now*

Leftyfb, Modiller, and most of all kl0wn are ignorant pricks who have it stuck in their head that I'm some sort of fool. They didn't know what they are talking about and wouldn't even listen to what I was saying. They didn't even understand the concept of content being signed to an Xbox. They went on and on repeating rude and sarcastic remarks about how I must have done the impossible and figured out XBE signing. Patronizing me in every way they could.

**<ramzi22>** *its a new method of distrubution of homebrew content for games... and the homebrew content can be played on xbox's that arent modified as*

## Adversity (Cont.)

*well as xbox's that are*  
**<leftyfb>** *ramzi22*  
**<Modiller>** *ramzi22*  
**<kl0wn>** *ramzi22*  
**<leftyfb>** *download distribtution?*  
**<leftyfb>** *unmodded xbox's?*  
**<leftyfb>** *you gonna get a signature from M\$ and release your own DVD's?*  
**<kl0wn>** *lol*  
**<Modiller>** *do me afavor..*  
**<Modiller>** *give me the sig : )*

What the hell were these assclowns doing? Oh, and it didn't stop there...

**<leftyfb>** *you have a way to sign a dvd so that an unmodded xbox will read it .. without using exploits or anything?*

**<ramzi22>** *noooo*

**<ramzi22>** *the format that xboxlive uses for downloadable content*

**<leftyfb>** *so with this new breakthrough, shouldn't you be putting all the modchips and softmods out of business and just release that instead of using it to download halo2 maps?*

**<ramzi22>** *has its own signature*

**<kl0wn>** *it's nothing even close to a breakthrough*

**<leftyfb>** *I know this kl0wn ;)*

Leftyfb pulled that first message out of his ass, I never said anything along those lines at all. They didn't even reply to my remark on how it's not a XBE signature rather how it's a Xbox Live content. They continued being ignorant pricks saying that it's not a breakthrough and giving more sarcastic remarks for some time. The next messages continue to show just how rude and obnoxious these guys were.

**<ramzi22>** *so if you modify downloadable content it wont load... so you have to resign it*

**<leftyfb>** *i'm trying to figure out if he knows what the hell he's talking about*

**<kl0wn>** *he doesnt, I argued with him in a diff chan*

## Adversity (Cont.)

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<kl0wn> *all he said was read some forum*

I wish I had the logs for that channel, because I would gladly post quotes from those here. leftyb brings up a valid question. I hoped they would finally listen to what I have to say.

<leftyfb> *tell me*

<leftyfb> *from the beginning*

<leftyfb> *how the hell does someone with an unmodded xbox get your program to run?*

<leftyfb> *no softmods/exploits, no modchips, no softmod, no hotswapping*

<ramzi22> *they cant without those*

I got out a quick response but wasn't given enough time to explain about a gamesave exploit and running off a memory card. kl0wn started in right away.

<kl0wn> *LOL*

<kl0wn> *(ramzi22) its a new method of distrubution of homebrew content for games... and the homebrew content can be played on xbox's that arent modified as well as xbox's that are*

<kl0wn> *so why lie?*

<leftyfb> *and the homebrew content can be played on xbox's that arent modified as well as xbox's that are*

<ramzi22> *yes they can*

<leftyfb> *NEXT!*

<ramzi22> *they can be playe don unmodified consoles*

<ramzi22> *but cant be installed on unmodigied consoles*

<ramzi22> *modified\**

They are even quoting shit they didn't fully read. If they listened to me when I told them how its just like xbox live content, and that its signed to an individual xbox, and if they could just think, they would realize how that works. Xbox live doesn't need a modded xbox, so why would new content signed by Microsoft's standards need a modded xbox, it wouldn't, but these

## Adversity (Cont.)

---

dumb asses are just dense. So leftby continues his stupid shit about some line or something.

<leftyfb> *sir, please move along, we have plenty of other idiots to deal with today*

<leftyfb> *NEXT!*

<ramzi22> *you need a memory card and an exploitable game to load the application, but ones hte maps are downloaded and installed... you can play them without loading any exploits*

<kl0wn> *...*

<Modiller> *um*

<kl0wn> *you're a huge mess*

<leftyfb> *sir, if you'll please move along*

Do these dumb asses not even know what a fucking gamesave exploit is? And these people are voiced in #xbox-scene and are ridiculing me?

<Modiller> *thats what sniper/anger had.*

<Modiller> *That's nothing*

<ramzi22> *we posted a tutorial on what sniper/anger did a month before they released it*

\* kl0wn hands ramzi22 a huge cookie

<leftyfb> *sir*

<leftyfb> *if you don't stop, i'm gonna have to call security*

<leftyfb> *now if you'll please move along, we have a long line behind you*

That was it for me, I was fed up with all their arrogance and stupidity. Through all of their shit, I didn't flip out on them; I continued to try to explain to them everything. But they couldn't get it through their thick skulls. They asked questions without even intending to listen to the response.

You can still find these 3 ignorant pricks in #xbox-scene.

</rant>



## Credits

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If you enjoy Mimesis, please help support the project by making a small donation to help pay for its development.

**Click here to make a donation.**

### Development Team

#### **AngryCamel**

If I only knew C++, this would have been much easier.

#### **Ramzi**

I told you it would work k!0wn.

#### **CLuis**

Ah! Skeet Skeet god damn!

### Special thanks to:

#### **Ysbox**

Thanks for the jumpstart! Look what happened since :)

#### **Team Avalaunch**

Thanks for zip & irc code. You guys rock!

#### **XBMC**

We learned so much from that source.

#### **The Swamp Fox**

Thanks for helping us finalize the signing code.

#### **Uber\_n00b**

Our official content manager! Thanks for all of your hard work.

## Credits (Cont.)

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### **Santium**

Thanks for all of the help around the site.

### **Mimesis Beta Testers**

Without your feedback, Mimesis would suck.

xsnowmanx

Aequitas

boranes

DonaldMCRonald87

DWells55

Kaihetsu

kornkidcrazy

lInk

martijn

mm-IRONMAN

Nafe

pokecancer

santium

scottygee

swese44

theycallmechad

TunesRus90

Uber\_n00b

xheadshotmastax

### **Mimesis Site Admins**

All who have helped out on the site, thanks!

### **Last but not least...**

Thank you very much to all of the modders out there that have made this whole project worth while. Without all of the hard work from each and everyone of you this program would not even exist.

## Glossary

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<b>"usual places"</b>	a common place to obtain compiled XBEs
<b>XBE</b>	an Xbox Executable, not unlike an exe
<b>archive</b>	compressed group of files
<b>FTP</b>	a network protocol designed for file transfer
<b>client</b>	software designed for a specific protocol
<b>extract</b>	the process of decompressing an archive into usable form
<b>dashboard</b>	on a virgin system, this is your Xbox screen and menu you get when no game is inserted. On a modded system, this is whatever software runs by default when your system boots, such as XBMC.
<b>virgin Xbox</b>	an unmodded system
<b>softmod</b>	an Xbox modification done entirely through software and the hard drive - no hardware changes needed
<b>hardmod</b>	a hardware based mod such as a TSOP flash or modchip
<b>homebrew</b>	any non-official or non-marketed product or software, commonly made by the end-user

## Glossary (Cont.)

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<b>Action Replay</b>	a device manufactured by Datel which allows for the transfer of Xbox saves from PC to Xbox
<b>Mega X-Key</b>	a similar product to Action Replay using a different approach