Please read the whole guide before you attempt to create your own bios text.

THIS IS NOT RECOMENDED FOR THOSE WHO HAVE A TSOP FLASHED XBOX.
We take not responsibility if you turn your xbox into a cool looking doorstop

Software needed:

FTT – Flubber Text Tool
3DS MAX - Trial version avalable - http://www.discreet.com/
DEEP EXPLORATION - Trial version available - http://righthemisphere.com
Files needed:
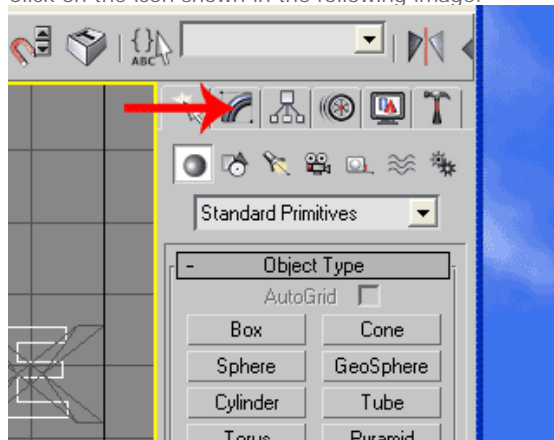**Bios** - You have to get this on your own.

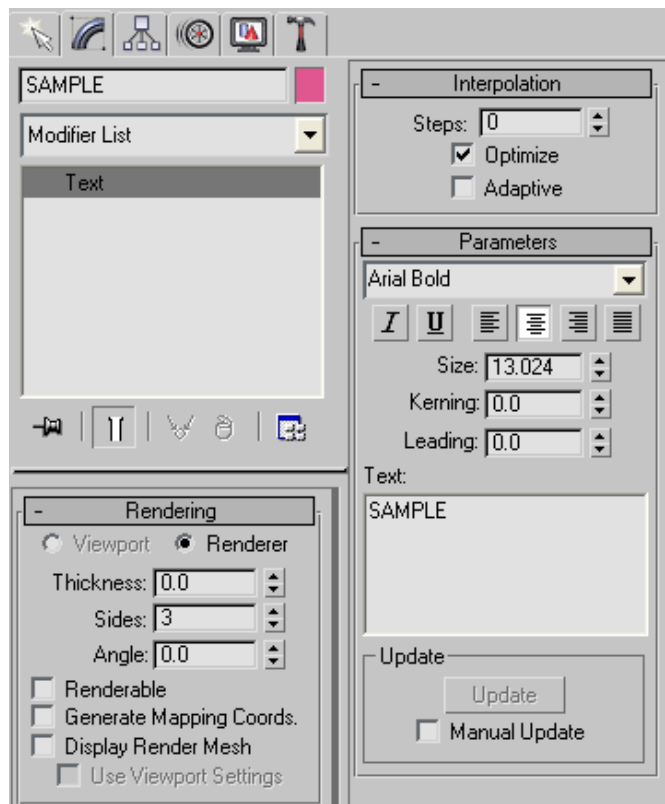**THE HOW TO:**

Load up the template file in 3DS MAX,

Select the *SAMPLE* text object.
DO NOT TRY TO EDIT THE XBOX TEXT that is there as a guide only.
Click on the icon shown in the following image.

This will bring up the *TEXT* editing tools.

(This is where you will make the changes to the text)
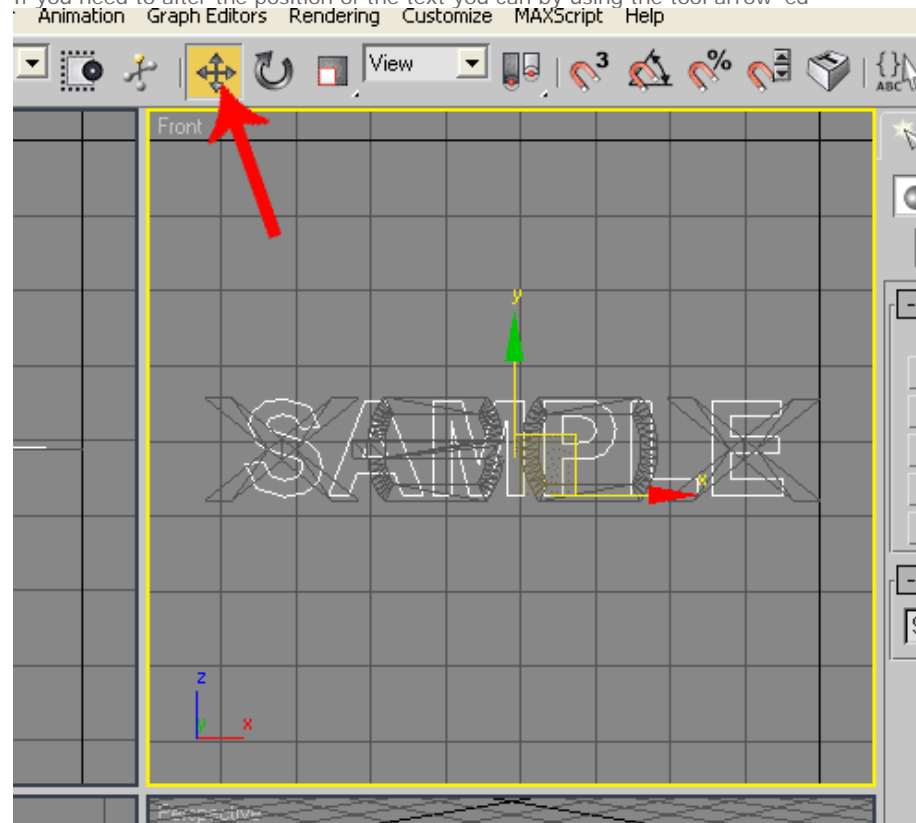
Note: **DO NOT** alter anything in the Rendering menu.
They key to this is to keep the *TEXT* model as simple as possible.

Change the *SAMPLE* text in the Parameters menu to whatever you want it to say. (Recommended 4-8 characters)
Change the *FONT* to whatever you want to use, try to keep it to as plain a font as possible
Change the *SIZE* of the text to make your new text *FIT* to the size of the XBOX text.

If you need to alter the position of the text you can by using the tool arrow 'ed

ONLY ALTER THE POSTITION OF THE TEXT IN THE FRONT VIEW, Keeping your new **TEXT** inside the area of the XBOX text, Only move your text along the X & Y coordinates.

If your text looks blocky you can turn the *STEPS* dial up to 1, Note: this may cause your text to have too many vertices. (You can check this later)

Once you are happy with your *TEXT* you can export it.
To do this select your **TEXT.**

*** *Note for 3DS 6 users* ***
Before exporting you have to convert the *TEXT* **object into an** *EDITABLE MESH.*
Leave all the DXF export options as default.
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Open the *FILE* menu, Select *EXPORT SELECTED*, Choose your location to save the file, change *SAVE AS TYPE* to *AUTOCAD (*.DXF)*
Type in a relevant File Name and choose save, A Export DXF file window will open, leave *SAVE TO LAYERS* as *BY OBJECT* and click *OK*

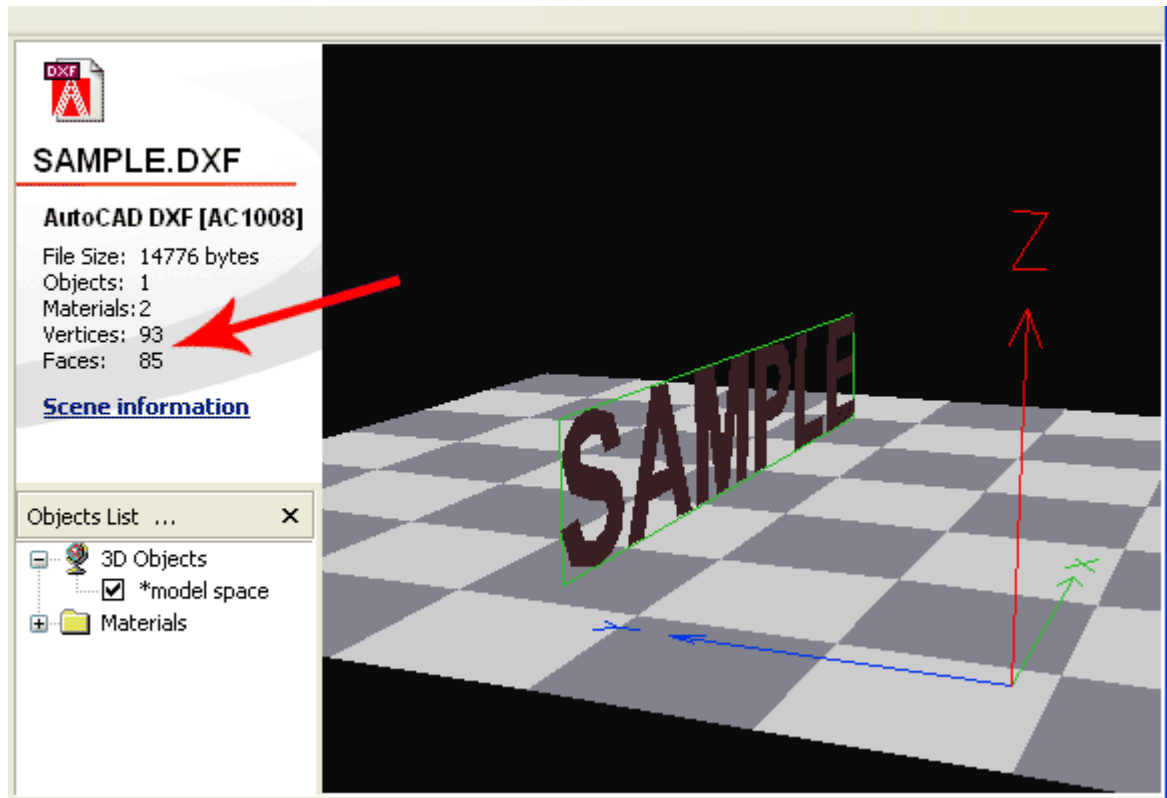You can now close *3DS MAX.*

Open *DEEP EXPLORATION.*
Load your exported DXF.

You can now check how many Vertices & Indices (faces) there are.
The *MAXIMUM* limit is *156 Vertices* & *462 Indices* (faces), you cannot exceed this amount. (If you have too higher count, re-open 3DS and reduce the *STEPS* count and export your file again, If *STEPS* is already *0* then your *TEXT* will not work. (sorry) If you create a file that exceeds these amounts then FTT will reject the xfile.
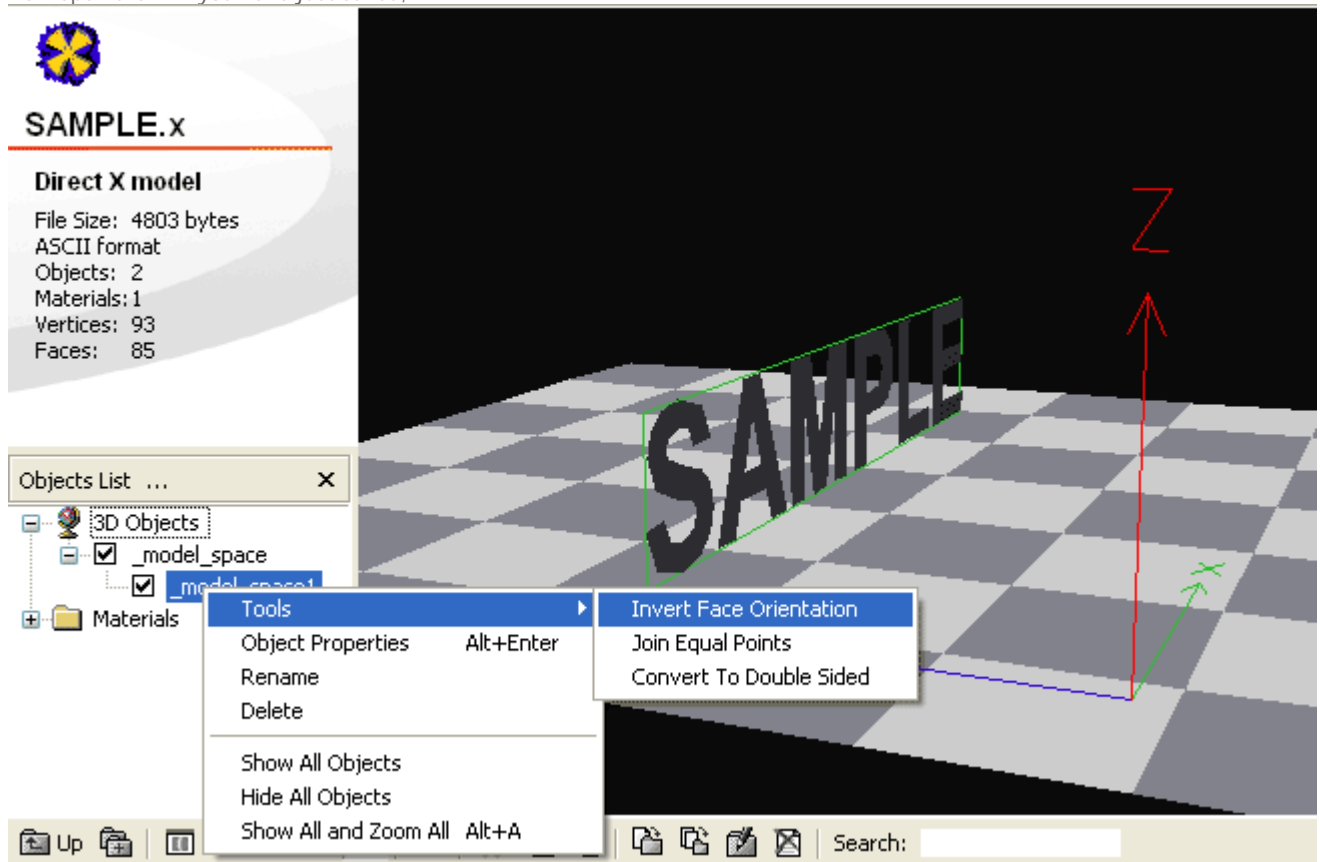
Now select **FILE > SAVE AS**
Change **SAVE AS TYPE** to **DIRECT X MODEL (*.X)** click save.
In the **EXPORT PROPERTIES** box that appears un-check everything on every TAB *except 'TURN TO LEFT_HAND SYSTEM' & 'ASCII'* Leave **MAX POINTS IN POLYGON** as **4**, click OK.

Now open the ***.X** you have just saved,

Now you have the **.X** model open you need to Invert The Face Orientation.
Do this by Selecting the LAST item in the 3D Objects list (see image above, it may have a different name)
Right click on that item highlight **TOOLS** and select **INVERT FACE ORIENTATION**

Save the file as a *.X, again having only 'TURN TO LEFT_HAND SYSTEM' & 'ASCII' selected,
Leave MAX POINTS IN POLYGON as 4, click OK. (Deep Exploration should have remembered your previous changes to the save screen.)

Close DEEP EXPLORATION.

Now Load FTT.exe, tick the XBOX LOGO Text tick box and click on the open dialog, select the created .X file and select any other options you wish. Select the bios you wish to patch and select save, Flash flubbered.bin and enjoy!

From all at the xbhacker.co.uk team.