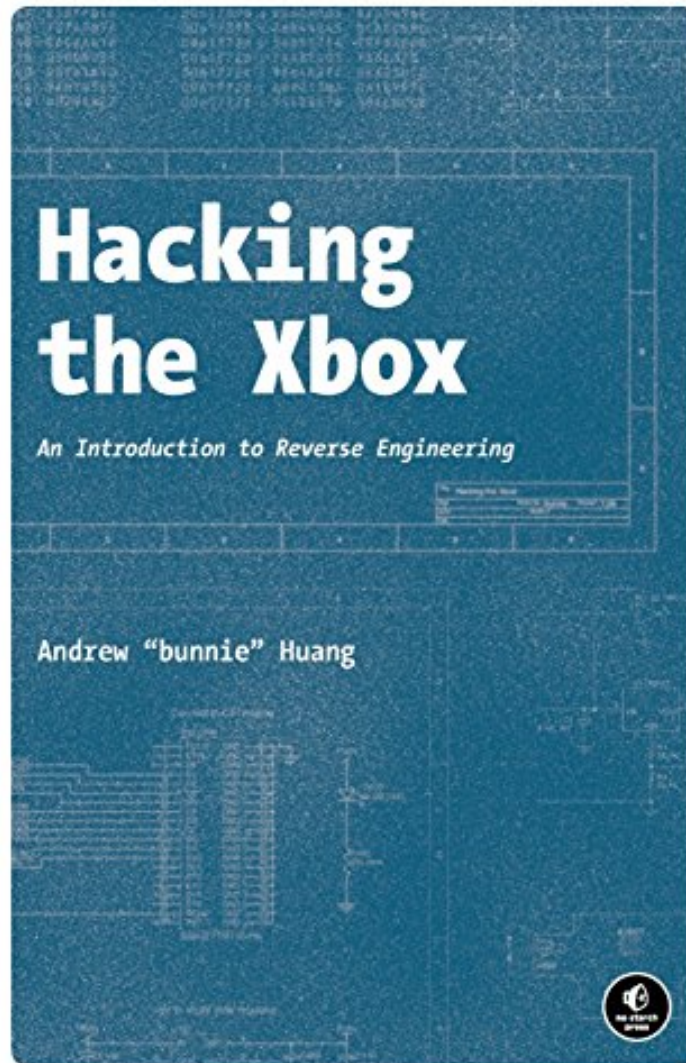


(Pdf free) Hacking the Xbox: An Introduction to Reverse Engineering

Hacking the Xbox: An Introduction to Reverse Engineering

Von Andrew Huang

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Von Andrew Huang : Hacking the Xbox: An Introduction to Reverse Engineering before purchasing it in order to gage whether or not it would be worth my time, and all praised Hacking the Xbox: An Introduction to Reverse Engineering:

KundenrezensionenHilfreichste Kundenrezensionen12 von 18 Kunden fanden die folgende Rezension hilfreich. XBOX unter die Haube guckenVon Ein Kunde"Hacking the XBOX" ist das Werk von Andrew "Bunnie" Huang,einem Doktoranden am hoch anerkannten Massachusetts Institute of Technology(MIT) der sich neben seiner Doktor-Arbeit mit der Microsoft Konsole und deren Sicherheitsmechanismen bzw. Schwachstellen beschäftigt hat.Der Inhalt erstreckt

sich von der Aufklärung des Garantieverlustes über das Bauen eines USB Adapters sowie dem Entwickeln eigener Software für die XBOX bis zu allgemeinen Debugging/Hacking Tips. An dieser Stelle sei schon einmal erwähnt, dass sich das Buch ausschließlich an Leser mit fundierten elektronischen Vorkenntnissen richtet. Wenn sie ihre 170EUR teure Spielzeug mit einem Lötkolben bearbeiten, sollten Sie wissen, was sie tun - Die Lötstellen sind oftmals sehr nah beieinander oder sind an sehr kleinen Pins, die bei hoher Temperatur schnell durchgebrannt sind - Mit einem Ersatz durch Microsoft ist wohl kaum zu rechnen. Über den Inhalt des Buches hinaus bleibt zu erwähnen, dass es zunächst so schien, als es auf Grund des in den USA geltenden Digital Millennium Copyright Acts (DMCA) gar nicht erscheinen sollte: Die Verlage, die Andrew Huang kontaktierte, waren zwar sicherlich von einem Vermarktungserfolg des Buches überzeugt, und von seiner fundierten Arbeit angetan, schreckten jedoch vor den Risiken, welche die Veröffentlichung eines so brisanten "Grau-Zonen-Thematik" Buches brägen, davor zurück ins Geschäft zu kommen, denn im Zusammenhang mit DMCA Verstößen gibt es in den USA schon eine Reihe von Präzedenzfällen, die zum großen Teil für die Beschuldigten sehr ungünstlich endeten. Nichtsdestotrotz erklärte sich schlussendlich der NoStarch Press Verlag aber glücklicherweise dazu bereit, das Buch zu veröffentlichen.

.de This--this being the attitude encapsulated in Andrew "bunnie" Huang's Hacking the Xbox--is why a lot of people got into the computer industry in the first place. These people liked taking things apart and figuring out how they worked, then making them serve purposes they weren't originally designed for and sharing the new discoveries with others of like mind. Sure, Huang's book is about how to turn Microsoft's game console into a high-performance, general-purpose personal computer with a small price tag, and it contains lots of details about the how the heavily advertised gizmo is put together. But you can get the technical material on the Web. What's valuable about Huang's work is that he communicates the pure joy of taking the Xbox apart, figuring out how it works--despite its many designed-in anti-hacking features--and making it do new things. This book reads like the journal of a seventeenth-century voyage of discovery. There's a wealth of information in these pages about how to disassemble and reverse-engineer electronics, and Huang is careful to show you what tools you need, and how to use them (don't worry if you don't know how to use a soldering iron--that's covered here). There also are step-by-step guides (complete with photos) to a couple of projects, and interviews with key figures in the Xbox-hacking community. --David Wall Topics covered: How to enjoy a Microsoft Xbox game console without the mindless tedium of playing video games. This book shows you how to open an Xbox, make modifications to it (from a cosmetic LED color change, to putting in a new power supply, to adding a USB connector), and make the changes needed to get Linux running on it. In the process, readers get an education in reverse engineering electronic circuits, as well as in basic electronic techniques (soldering, crimping, etc) and in the intellectual property law that governs hacker activity. Kurzbeschreibung Hacking the Xbox begins with a few step-by-step tutorials on hardware modifications that teach basic hacking techniques as well as essential reverse engineering skills. It progresses into a discussion of the Xbox security mechanisms and other advanced hacking topics, emphasizing the important subjects of computer security and reverse engineering. The book includes numerous practical guides, such as where to get hacker gear, soldering techniques, debugging tips, and an Xbox hardware reference guide. Hacking the Xbox confronts the social and political issues facing today's hacker, and introduces readers to the humans behind the hacks through several interviews with master hackers. It looks at the potential impact of today's legal challenges to legitimate reverse engineering activities, which are further examined in a chapter contributed by Lee Tien of the Electronic Frontier Foundation (EFF) about the rights and responsibilities of hackers. The book concludes with a discussion of the latest trends and vulnerabilities in secure PC platforms. Hurry and get Hacking the Xbox before Microsoft does! Synopsis This hands-on guide to hacking begins with step-by-step tutorials on hardware modifications that teach basic hacking techniques as well as essential reverse engineering skills. The book progresses into a discussion of the Xbox security mechanisms and other advanced hacking topics, with an emphasis on educating the readers on the important subjects of computer security and reverse engineering. Hacking the Xbox includes numerous practical guides, such as where to get hacking gear, soldering techniques, debugging tips and an Xbox hardware reference guide. Hacking the Xbox also confronts the social and political issues facing today's hacker by looking forward and discussing the impact of today's legal challenges on legitimate reverse engineering activities. The book includes a chapter written by the Electronic Frontier Foundation (EFF) about the rights and responsibilities of hackers, and concludes by discussing the latest trends and vulnerabilities in secure PC platforms.