

Standby power:

+3.3V_STB \rightarrow +3.3V_STB
+5V_STB \rightarrow +5V_STB

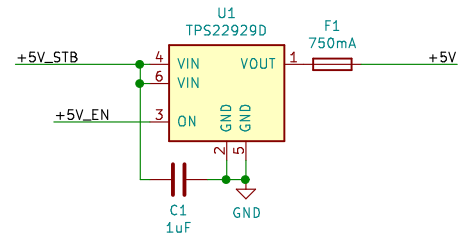
PSOne peripheral power (controlled by STM32):

+5V \rightarrow +5V
+7.5V \rightarrow +7.5V

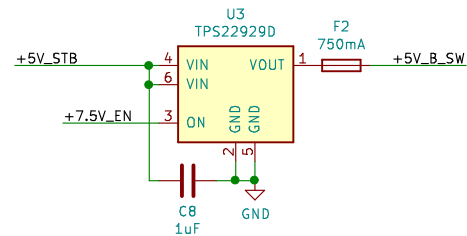
Control inputs from STM32

+5V_END \rightarrow +5V_EN
+7.5V_END \rightarrow +7.5V_EN

+5V power switch for PSOne peripherals

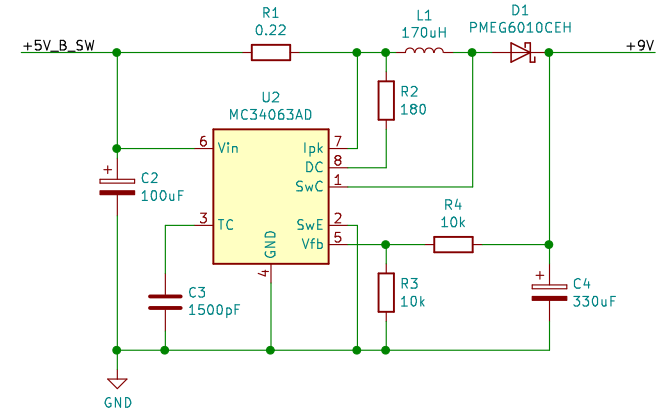


+5V power switch to +7.5V boost converter for cd drive and rumble



+9V boost converter

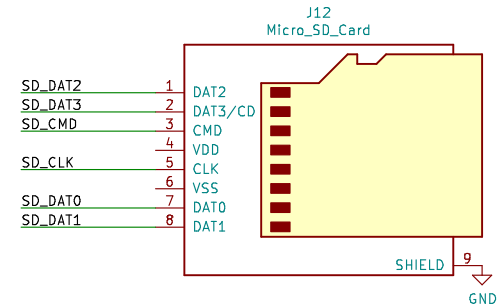
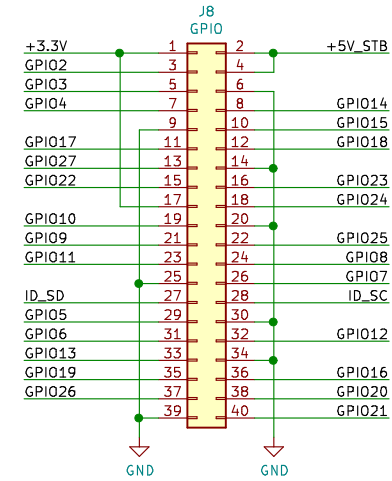
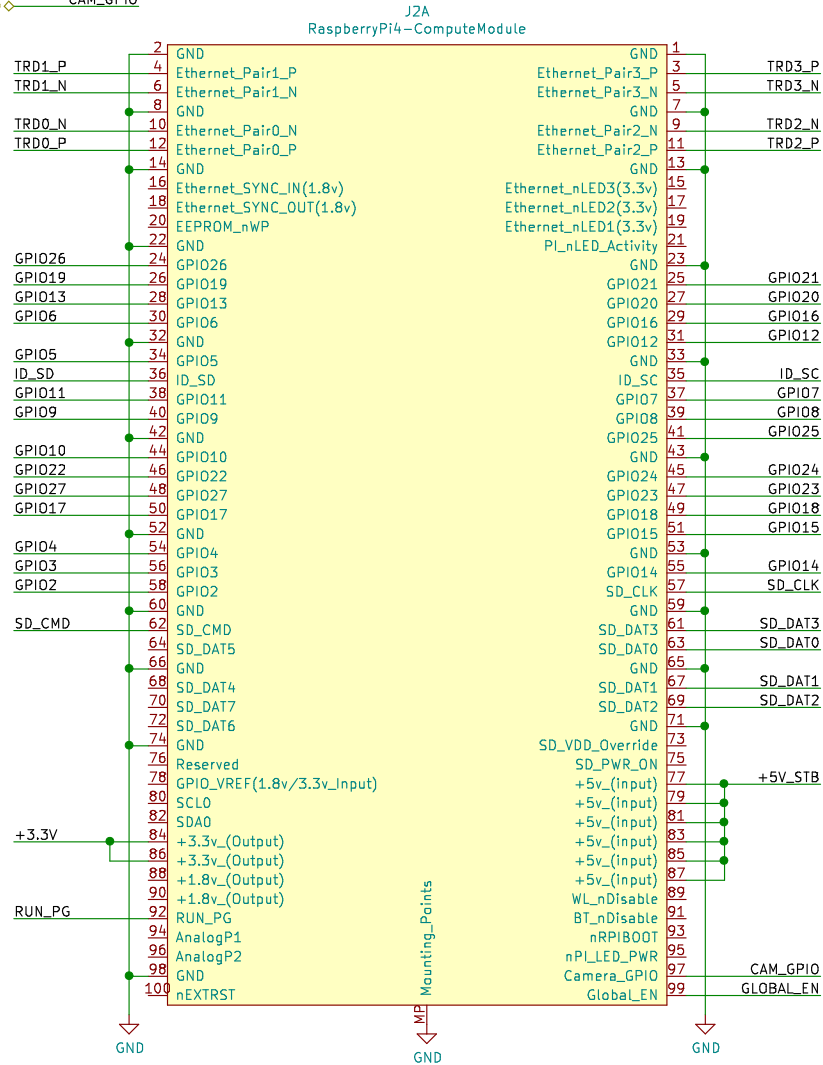
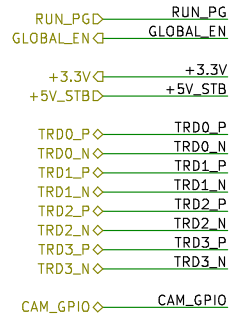
TODD: R3, R4 and output should be changed for 7.5V (Playstation 1 uses 9V, PSOne only 7.5V)



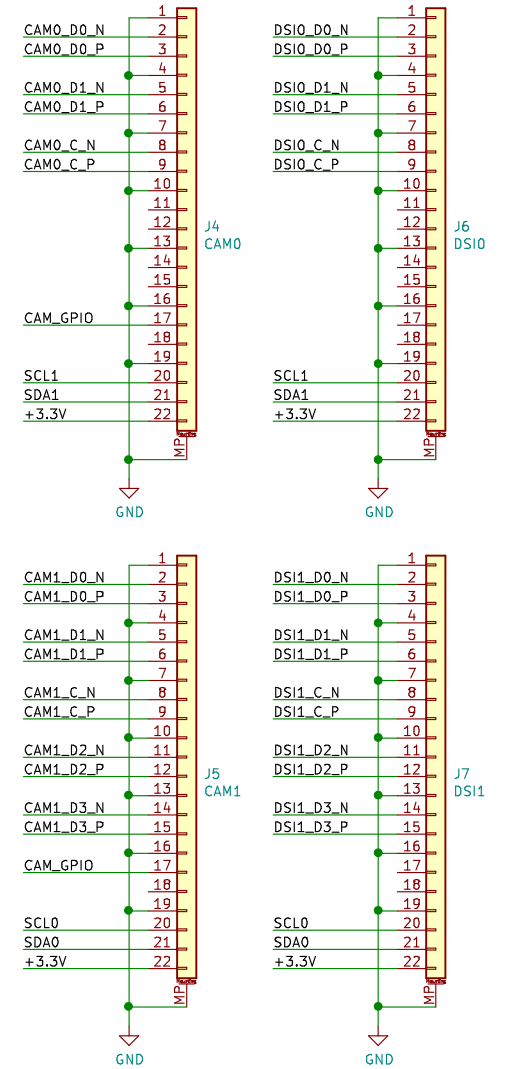
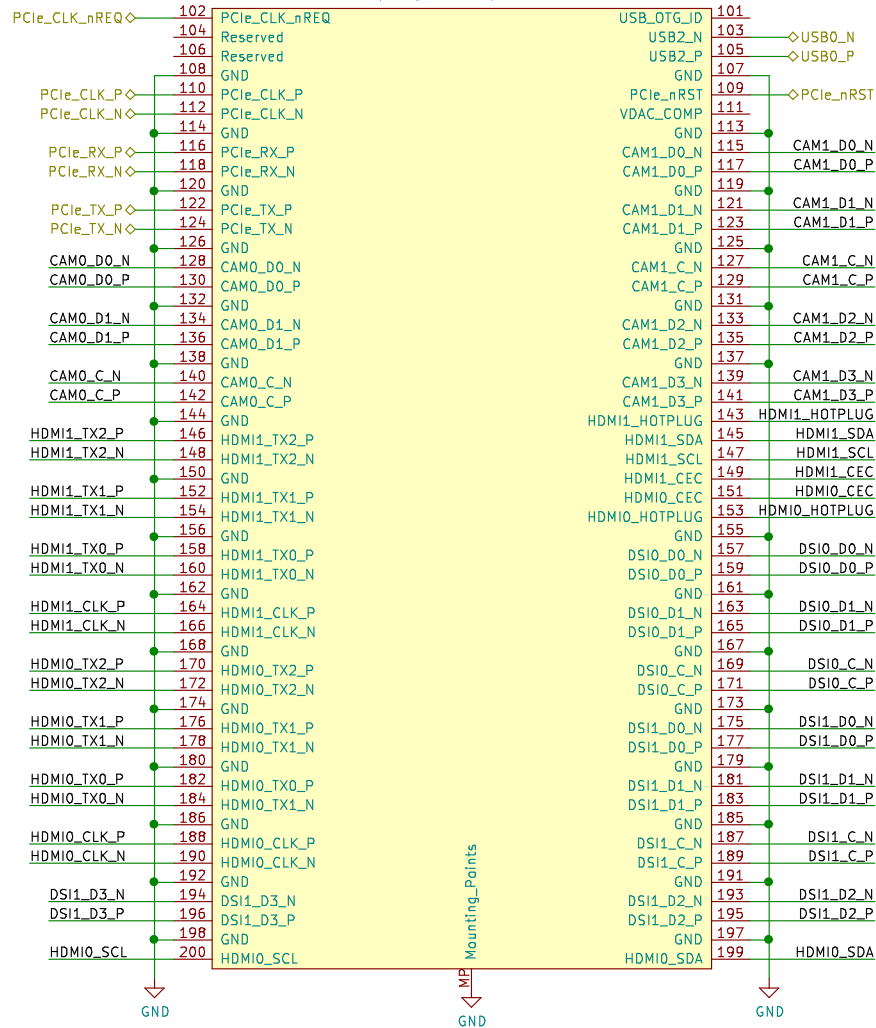
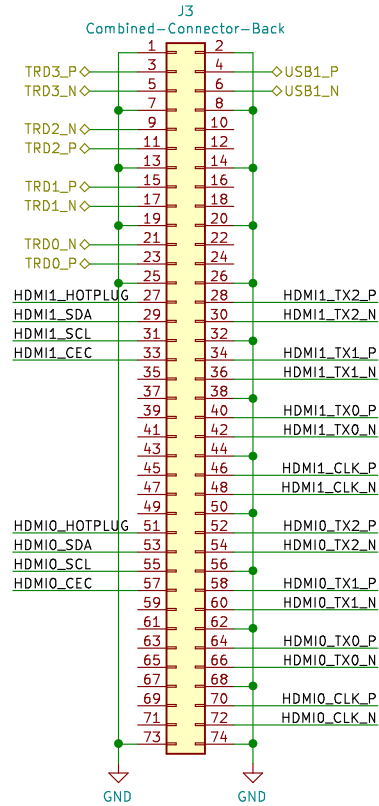
TODD: +5V_STB to +3.3V_STB converter for STM32F103 and eventually M.2
Or use the +3.3V from the Compute Module?

+5V_STB

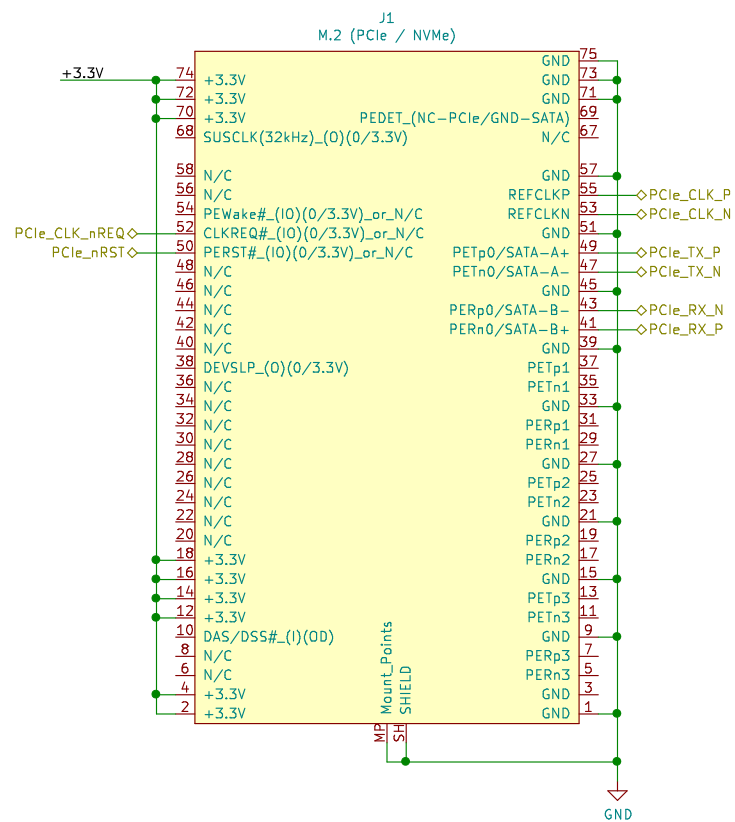
+3.3V_STB



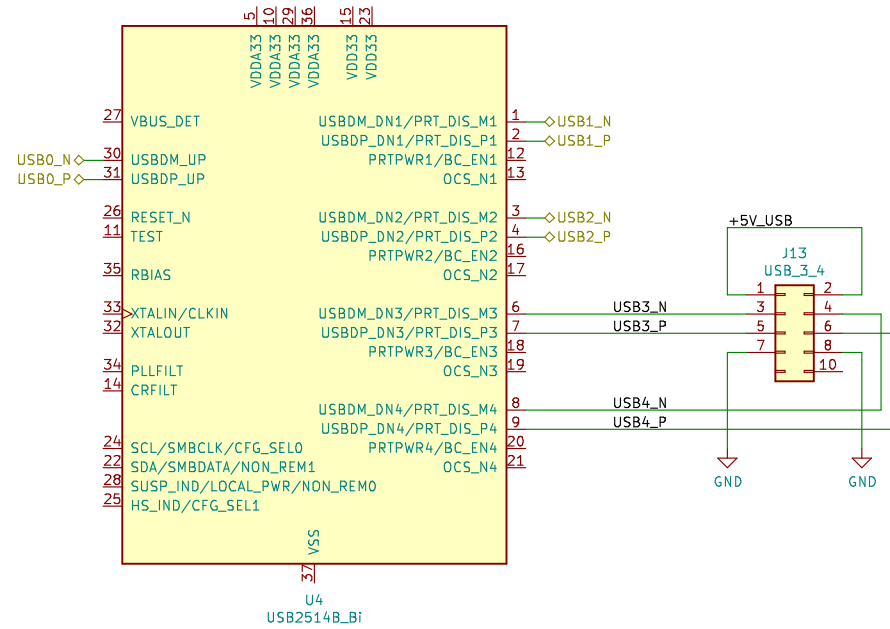
+3.3V \rightarrow +3.3V
+5V_STB \rightarrow +5V_STB
CAM_GPIO \rightarrow CAM_GPIO



+3.3V +3.3V



+3.3V  +3.3V



+3.3V_STBD — +3.3V_STB
 +5VD — +5V
 +7.5VD — +7.5V
 +5V_EN — +5V_EN
 +7.5V_EN — +7.5V_EN
 GLOBAL_END — GLOBAL_EN
 RUN_PG — RUN_PG

