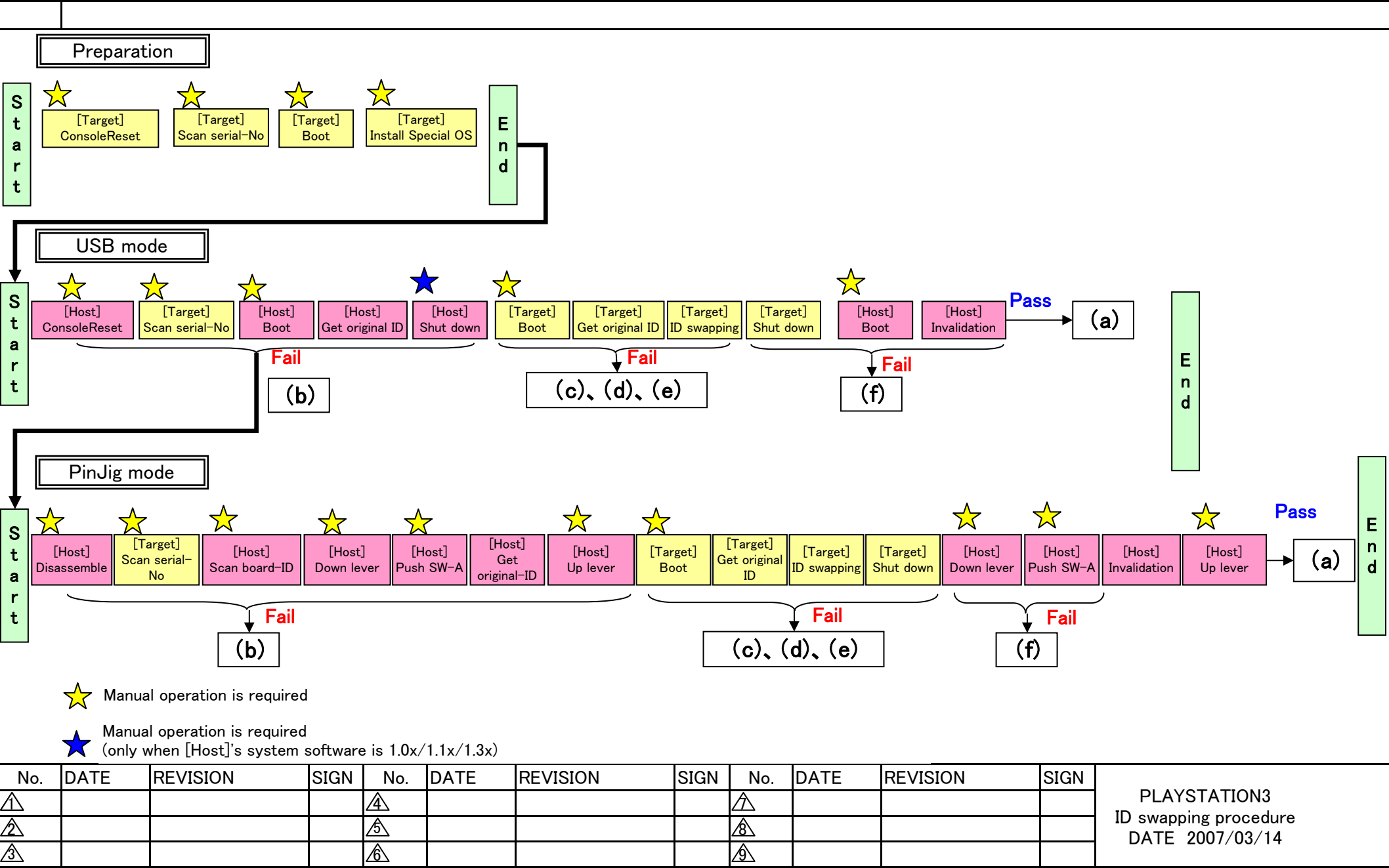


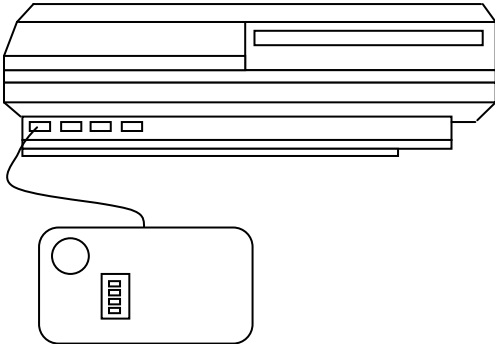
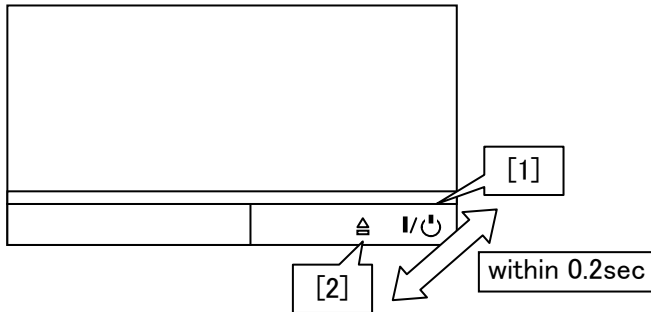
# PLAYSTATION3

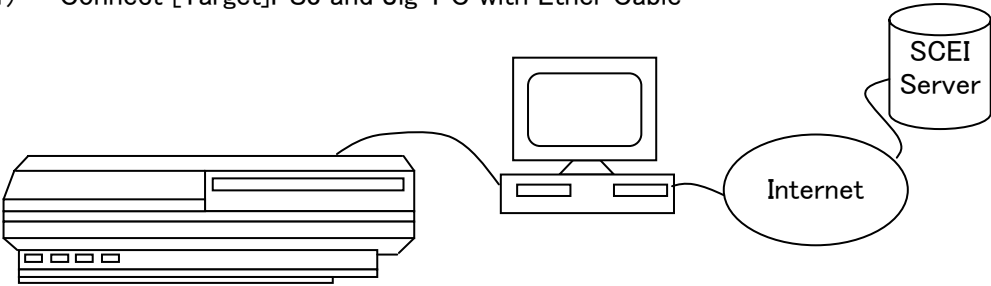
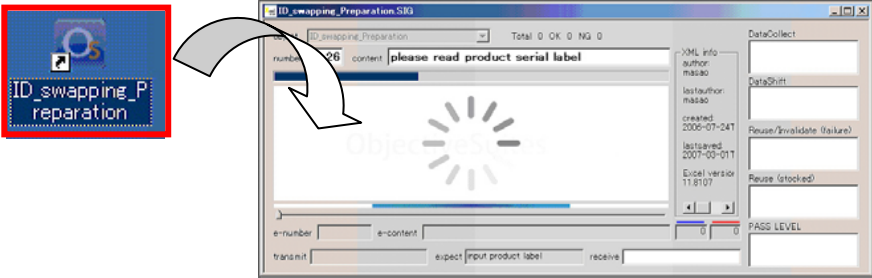
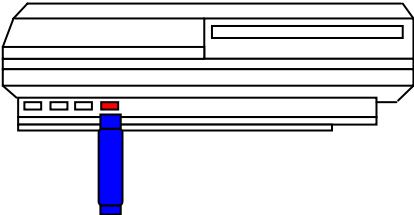









## ID swapping procedure

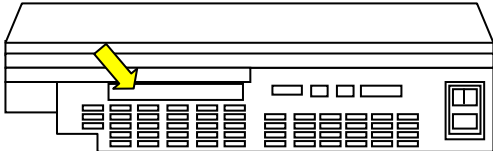

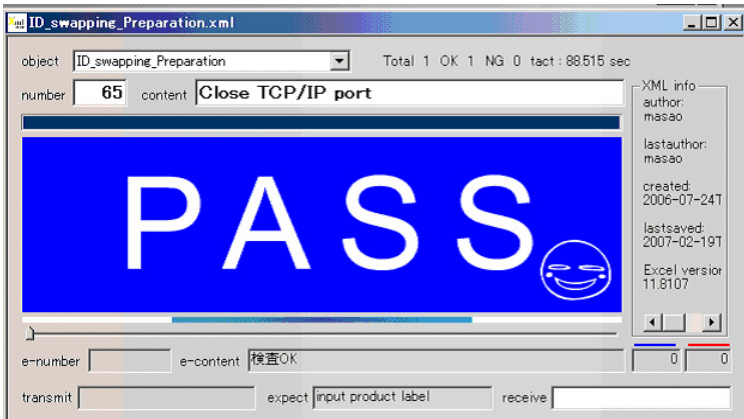
[illegible]

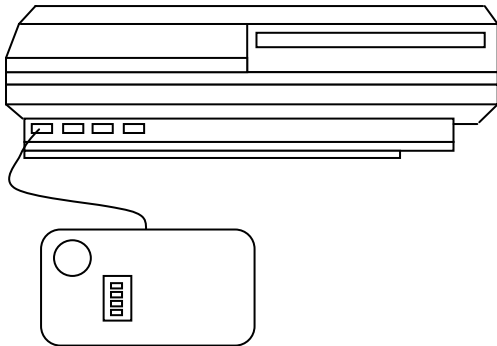
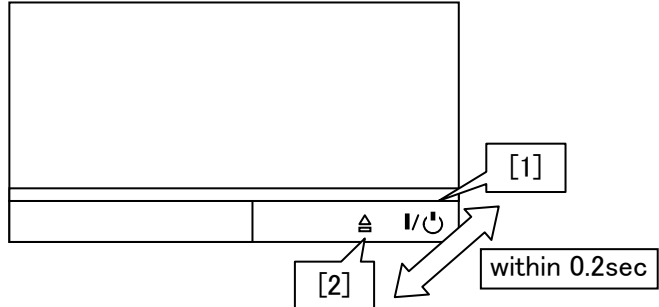
No.	Description											
	<b>Contents</b>  Flow A. Preparation B. USB mode C. PinJig mode D. Result Apx. Note & Knowhow											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
①				④				⑦				
②				⑤				⑧				
③				⑥				⑨				

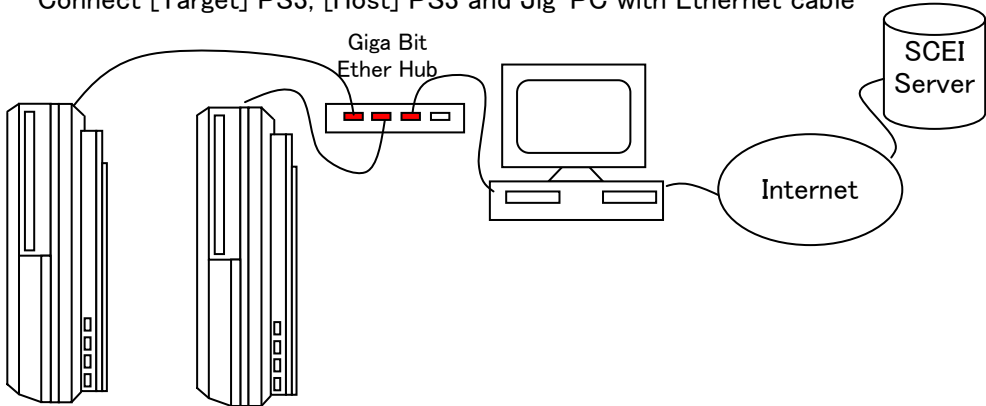
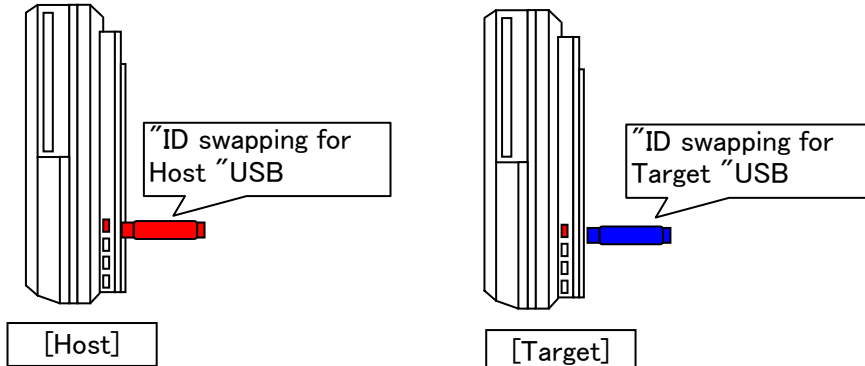


No.	Description				Standard				Equipment				
A	<b>Preparation</b> A-1. Setting of [Target] PS3 1) From main power switch off  2) Connect Console Reset Jig to [Target] PS3 with USB cable								Console Reset Jig (supplied from SCEI CS)				
													
	1-2. Reset 1) Turn main power switch on. Touch Power button on, and then touch Eject button within 0.2sec				If failed, try again from A-1 1)								
													
2) If successful, Blue LED on jig will blink, and then automatically shut down.													
3) Remove Console Reset Jig													
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	
①				④				⑦					
②				⑤				⑧					
③				⑥				⑨					













No.		Description				Note				測定器*治具			
A		<div>Preparation</div> <div>A-2. Execute ID swapping Preparation</div> <div>1) Connect [Target]PS3 and Jig-PC with Ether Cable</div> <div></div> <div>2) Execute "ID swapping Preparation"</div> <div></div> <div>3) Connect "ID swapping For Target USB" to [Target] PS3's USB port</div> <div></div>								<div>"ID swapping Preparation"</div> <div>"ID swapping For Target" USB</div>			
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	
													
													
													

No.		Description				Note				測定器*治具			
A		<b>Preparation</b>											
		4) Scan serial barcode label on behind of [Target] PS3											
													
		5) "Please power on the "Target PS3"after you push the enter key" message comes out											
													
		6) Click "Yes" and boot [Target] PS3 within 30 seconds											
		7) Program automatically starts, and then result is shown on display				"PASS"							
													
		8) [Target] PS3 is automatically shut down											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	

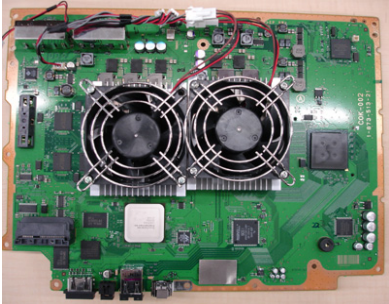
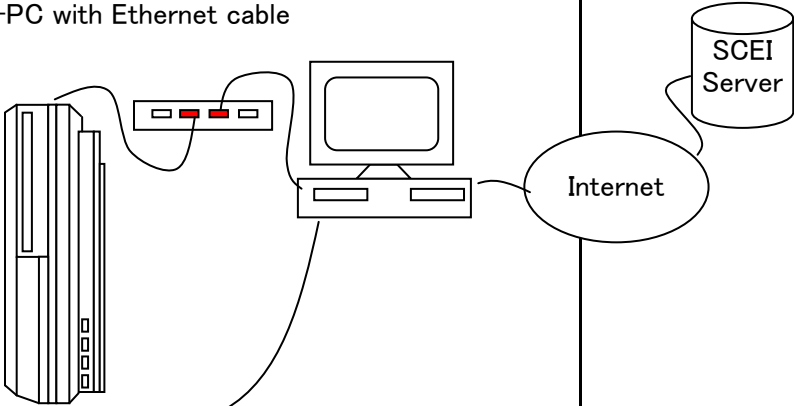

No.	Description	Standard	Equipment									
B	<p><b>USB mode</b></p> <p>B-1. Console reset on [Host] PS3</p> <p>1) From main power switch off</p> <p>2) Connect Console Reset Jig to [Host] PS3 with USB cable</p>  <p>1-2. Reset</p> <p>1) Turn main power switch on. Touch Power button on, and then touch Eject button within 0.2sec</p>  <p>2) If successful, Blue LED on jig will blink, and then automatically shut down.</p> <p>3) Remove Console Reset Jig</p>		Console Reset Jig (supplied from SCEI CS)									
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
①				④				⑦				
②				⑤				⑧				
③				⑥				⑨				

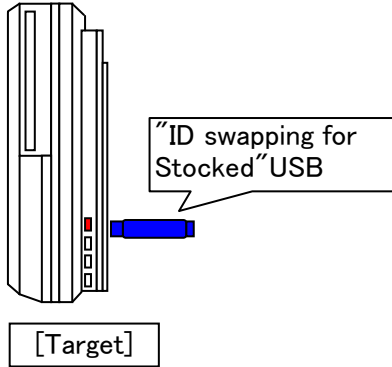
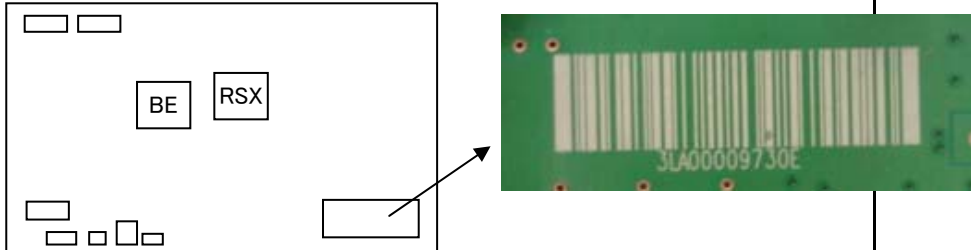









No.	Description								Note				測定器*治具			
B	<b>USB mode</b> B-2. Setting 1) Execute "ID swapping for USB"  2) Connect [Target] PS3, [Host] PS3 and Jig-PC with Ethernet cable   3) Connect "ID swapping for Host USB" to [Host] PS3 Connect "ID swapping for Target" to [Target] PS3 								*Giga bit Ether HUB must be used				"ID swapping for USB"  "ID swapping For Target" USB "ID swapping For Host" USB			
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14				
①				④				⑦								
②				⑤				⑧								
③				⑥				⑨								

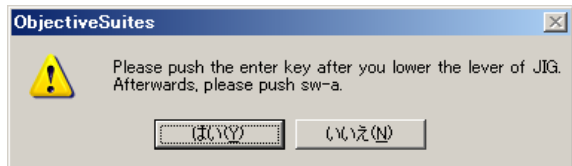
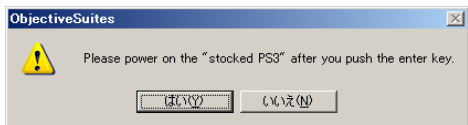


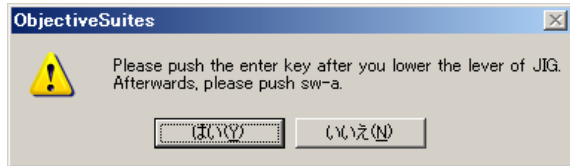
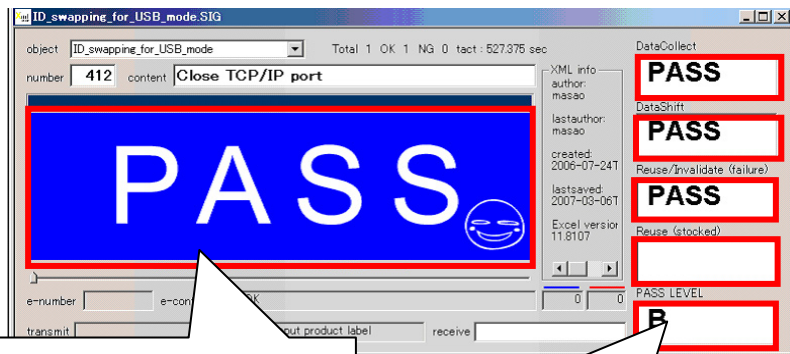
No.	Description								Note			
<b>B</b>	<b>USB mode</b> <b>B-3. ID swapping</b> 1) Scan serial-No of [Target] PS3  2) Program automatically starts and then, 'Please power on the "Host PS3" after you push the enter key.' message comes out  3) Click "Yes" and boot [Host] PS3  4) Program automatically proceeds and gets original ID of [Host] PS3  5) If [Host] PS3's system software has ver 1.0x/1.1x/1.3x, Please power off the "Host PS3" after you push the enter key' message comes out So, click "Yes" and shut down [Host] PS3  6) "Please power on the "Target PS3" after you push the enter key" message comes out  7) Click "Yes" and boot [Target] PS3 within 30 seconds  8) Program automatically proceeds											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
												
												
												

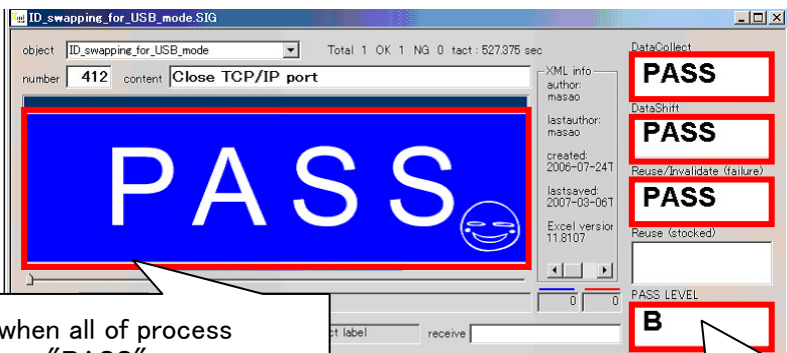
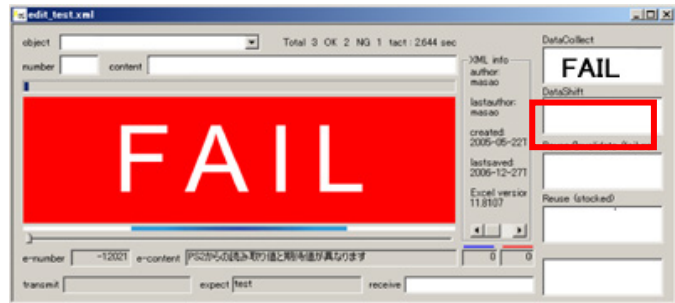
No.	Description								Note				測定器*治具
<b>B</b>	<b>USB mode</b>												
	9) After [Target] PS3 automatically shut down, and then 'Please power on the "Host PS3" after you push the enter key.' message comes out 												
	10) Click "Yes" and boot [Host] PS3 within 30 seconds												
	11) Program automatically proceeds, and then result is shown on display												
									*Data Collect: Result of "Get original ID of [Host] PS3" *Data Shift: Result of "ID swapping" *Reuse/Invalidate(failure) [Host] PS3 can be re-used or not *Reuse(stocked) [Target] PS3 can be re-used or not  *PASS LEVEL -A : Perfect All of HDD/Flash contents are available -B : Partial HDD/Flash contents are available ex. Game save data is OK, but Downloaded Game is NG -C : Flash contents is not, Non-DRM contents in HDD are available ex. System setting information is NG, JPEG Picuters are OK				
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	

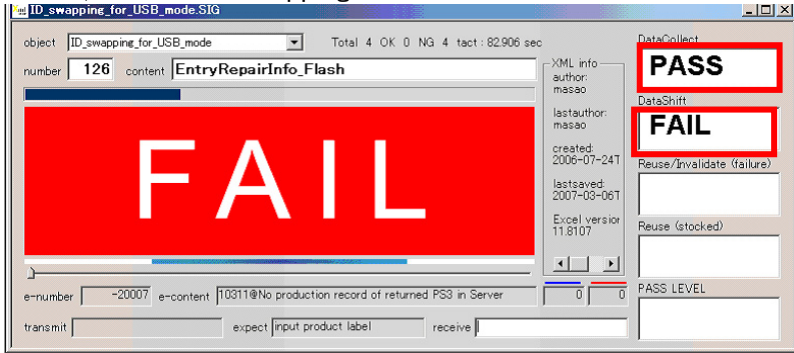
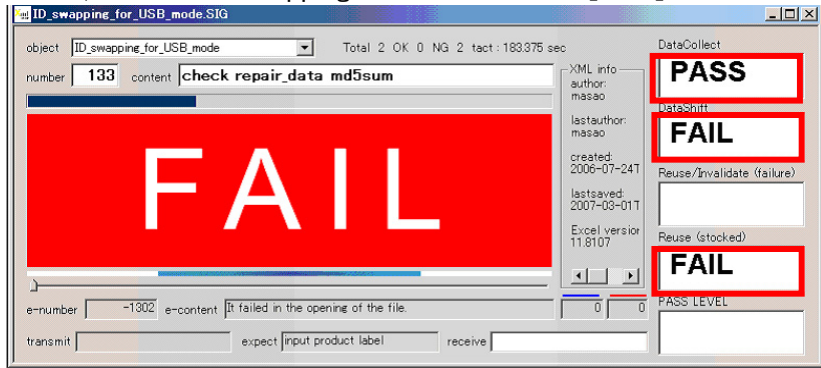
No.	Description								Note				測定器*治具
C	<div>Pin-Jig mode</div> <div>C-1. Preparation</div> <div>1) Disassemble and get [Host] main circuit board</div> <div>2) Setup SUB-UNIT suitable for [Host] main circuit board on Pin-Jig ex. A chassis's</div> <div>3) Assemble Heatsink assy sets on [Host] PS3 main circuit board</div> <div></div> <div>4) Setup [Host] main circuit board on Pin-Jig</div> <div>C-2. Setting</div> <div>1) Execute "ID swapping for USB"</div> <div>2) Connect [Target] PS3 and Jig-PC with Ethernet cable</div> <div></div>												<div>"ID swapping for PIN"</div> <div>"ID swapping" Hardware Jig</div> <div>"ID swapping For Target"</div> <div>USB</div> <div>"ID swapping For Host"</div> <div>USB</div> <div>"Heatsink ASSY"</div>
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	

No.	Description								Note				
C	<b>Pin-Jig mode</b>												
	3) Connect "ID swapping for Target USB" to [Target] PS3												
													
	<b>C-3. ID swapping</b>												
	1) Scan serial-No of [Target] PS3												
	2) Scan Board-ID of [Host] main circuit board												
													
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	
													
													
													

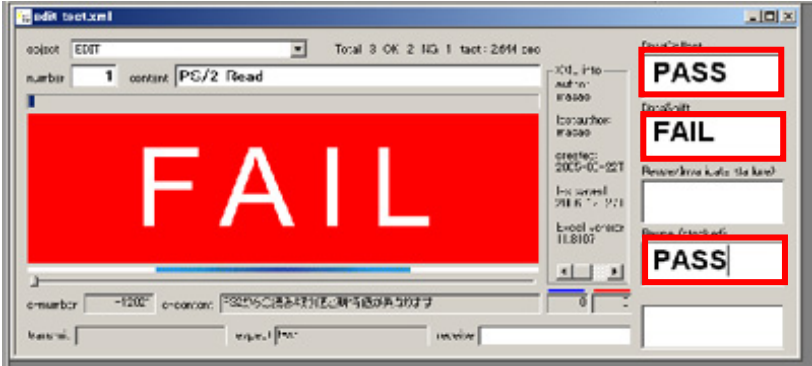
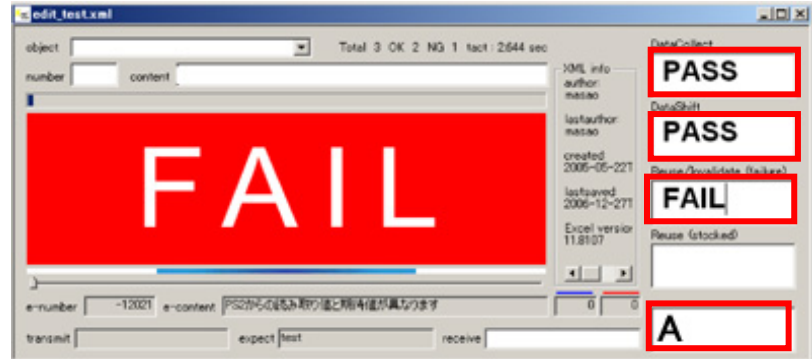
No.	Description	Note										
C	<b>Pin-Jig mode</b>											
	3) "Please push the enter key after you lower the lever of JIG,,," message comes out And then, down Pin-Jig's lever and click "Yes" And then, push SW-A of Pin-Jig until when RUN lamp lights in Orange * about 10 seconds											
												
	4) Automatically, program starts to get original ID of [Host] main circuit board											
	5) "Please push the enter key after you raise the lever of JIG." message comes out And then, up Pin-Jig's lever, and click "Yes"											
	6) "Please power on the "Target PS3" after you push the enter key" message comes out											
												
	7) Click "Yes" and boot [Target] PS3 within 30 seconds											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14

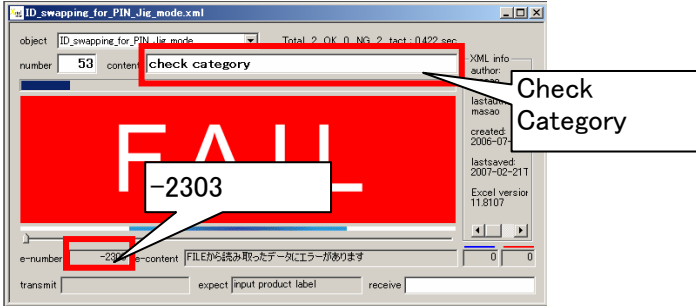
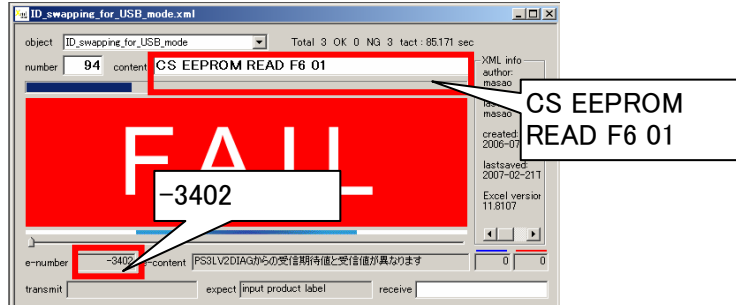
No.	Description				Note							
C	<b>Pin-Jig mode</b>											
	8) Automatically program proceeds											
	9) “Please push the enter key after you lower the lever of JIG,,,” message comes out And then, down Pin-Jig’s lever and click “Yes” And then, push SW-A of Pin-Jig until when RUN lamp lights in Orange * about 10 seconds											
												
	10) Automatically, program starts to ge original ID of [Host] main circuit board											
	11) “Please push the enter key after you raise the lever of JIG.” message comes out And then, up Pin-Jig’s lever, and click “Yes”											
	12) Program automatically proceeds, and then result is shown on display				*Data Collect: Result of “Get original ID of [Host] PS3” *Data Shift: Result of “ID swapping” *Reuse/Invalidate(failure) [Host] PS3 can be re-used or not *Reuse(stocked) [Target] PS3 can be re-used or not  *PASS LEVEL -A : Perfect All of HDD/Flash contents are available -B : Partial HDD/Flash contents are available ex. Game save data is OK, but Downloaded Game is NG -C : Flash contents is not, Non-DRM contents in HDD are available ex. System setting information is NG, JPEG Picuters are OK							
												
Only when all of process success, “PASS” comes out				ID swapping success level								
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
△1				△4				△7				
△2				△5				△8				
△3				△6				△9				

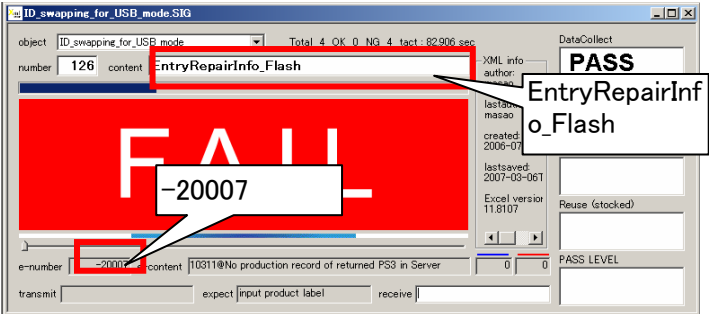
No.	Description								Note			
D	<b>Result</b>											
	(a) PASS : Success without fail											
	 <p>Only when all of process success, "PASS" comes out</p> <p>ID swapping success level</p> <p>[Host] PS3 : Go to refurbish process [Host] main circuit board : can't re-use, until going through MCB repair process [Target] PS3 : Return to customer</p>								<p>[Data Collect] = PASS [Data Shift] = PASS [Reuse/Invalidate (Host)] = PASS [Reuse(Target)] = Blank</p> <p>*PASS LEVEL -A : Perfect All of HDD/Flash contents are available -B : Partial HDD/Flash contents are available ex. Game save data is OK, but Downloaded Game is NG -C : Flash contents is not, Non-DRM contents in HDD are available ex. System setting information is NG, JPEG Picuters are OK</p>			
	(b) Fail #1 : failed to get original ID of [Host] PS3/main circuit board											
	 <p>Only when all of process success, "PASS" comes out</p> <p>ID swapping success level</p> <p>[Host] PS3 : Go to [PinJig mode] [Host] main circuit board : Impossible to do ID swapping [Target] PS3 : use as [Target] PS3 without additional process, again</p>								<p>[Data Collect] = FAIL [Data Shift] = Blank [Reuse/Invalidate (Host)] = Blank [Reuse(Target)] = Blank</p> <p>[USB mode] : Go to [PinJig mode] [PinJig mode] : Both method "PinJig" and "ID server" are failed</p>			
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
△				△				△				
△				△				△				
△				△				△				

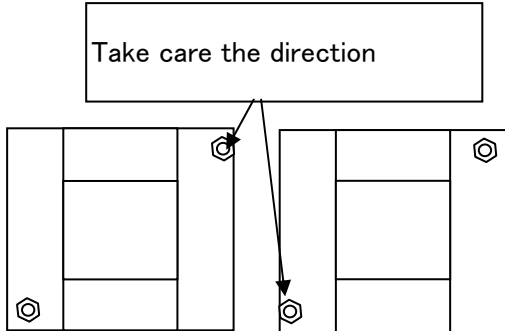
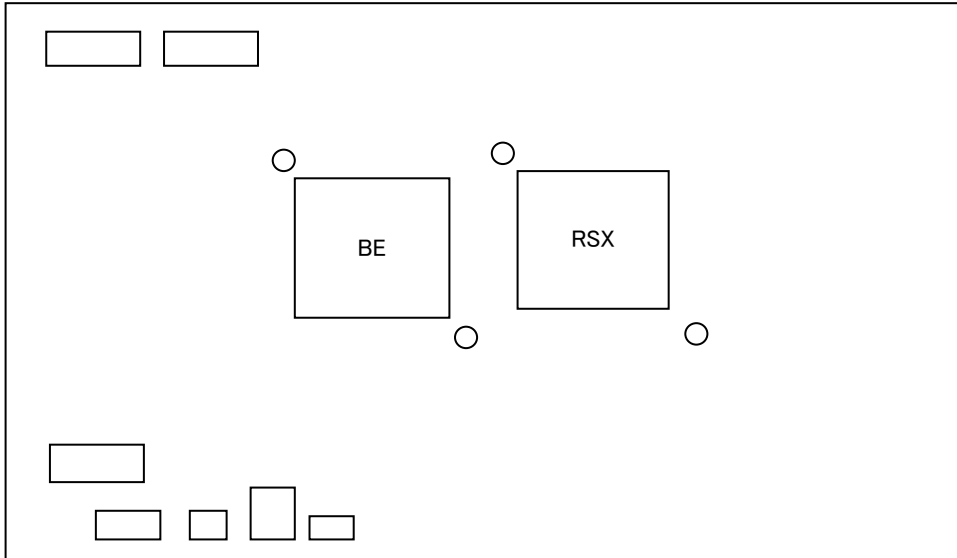
No.	Description								Note			
D	<b>Result</b> c) Fail #2 : succeeded to get original ID of [Host] PS3/main circuit board But, failed at ID swapping  [Host] PS3 : try again with other [Target] PS3 [Host] main circuit board : try again with other [Target] PS3 [Target] PS3 : can't re-use, until going through MCB repair process  (d) Fail #3 : succeeded to get original ID of [Host] PS3/main circuit board But, failed at ID swapping and invalidation of [Host] PS3  [Host] PS3 : try again with other [Target] PS3 [Host] main circuit board : try again with other [Target] PS3 [Target] PS3 : can't re-use, until going through MCB repair process								[Data Collect] = PASS [Data Shift] = FAIL [Reuse/Invalidate (Host)] = Blank [Reuse(Target)] = Blank  [Data Collect] = PASS [Data Shift] = FAIL [Reuse/Invalidate (Host)] = Blank [Reuse(Target)] = FAIL			
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
△				△				△				
△				△				△				
△				△				△				

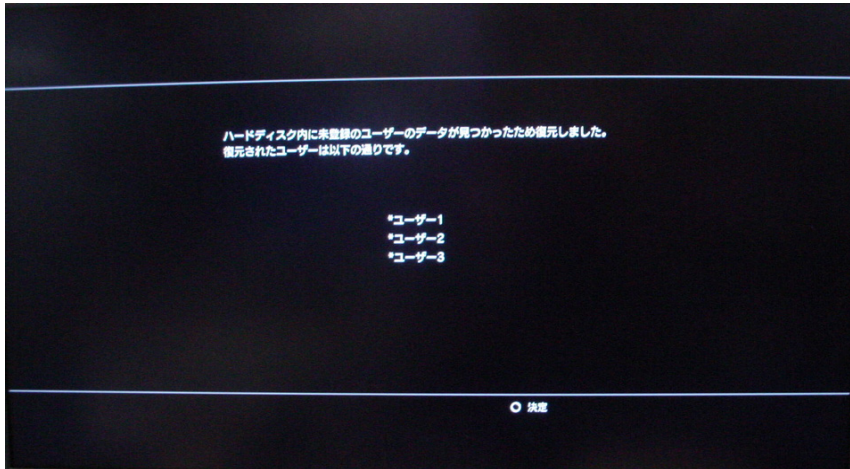











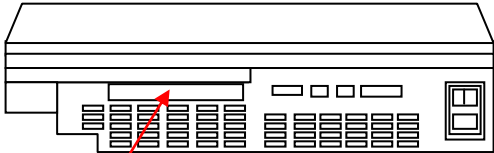

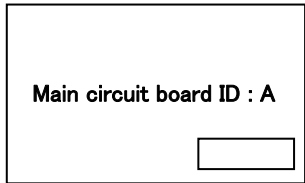
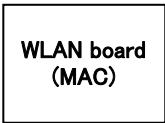
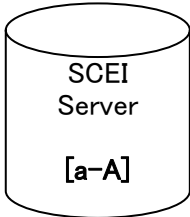
No.	Description								Note			
E	<b>Result</b> (d) Fail #4 : succeeded to get original ID of [Host] PS3/main circuit board But, failed at ID swapping, succeeded to invalidate [Host] PS3  [Host] PS3 : try again with other [Target] PS3 [Host] main circuit board : try again with other [Target] PS3 [Target] PS3 : Go to refurbish process (f) Fail #5 : Succeeded ID swapping, but failed to invalidate [Host] PS3  [Host] PS3 : can't re-use, until going through MCB repair process [Host] main circuit board : can't re-use, until going through MCB repair process [Target] PS3 : Return to customer								[Data Collect] = [PASS] [Data Shift] = [FAIL] [Reuse/Invalidate (Host)]=Blank [Reuse(Target)]=[PASS]			
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
△				△				△				
△				△				△				
△				△				△				

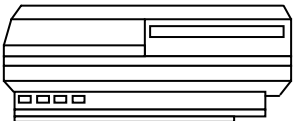
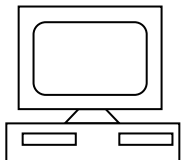
No.				Description				Note				Remark
Appendix												
1. "Check category"/codde 2303 error												
<div></div> <div><p>&lt;Cause&gt; Incorrect serial number &lt;Counter measure&gt; Check serial number label If no problem, contact to SCEI</p></div>												
2. "CS EEPROM READ F6 01"/code 3402 error												
<div></div> <div><p>&lt;Cause&gt; Skipped "ID swapping Preparation" process &lt;Counter measure&gt; Do "ID swapping Preparation"</p></div>												
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14
△1				△4				△7				
△2				△5				△8				
△3				△6				△9				

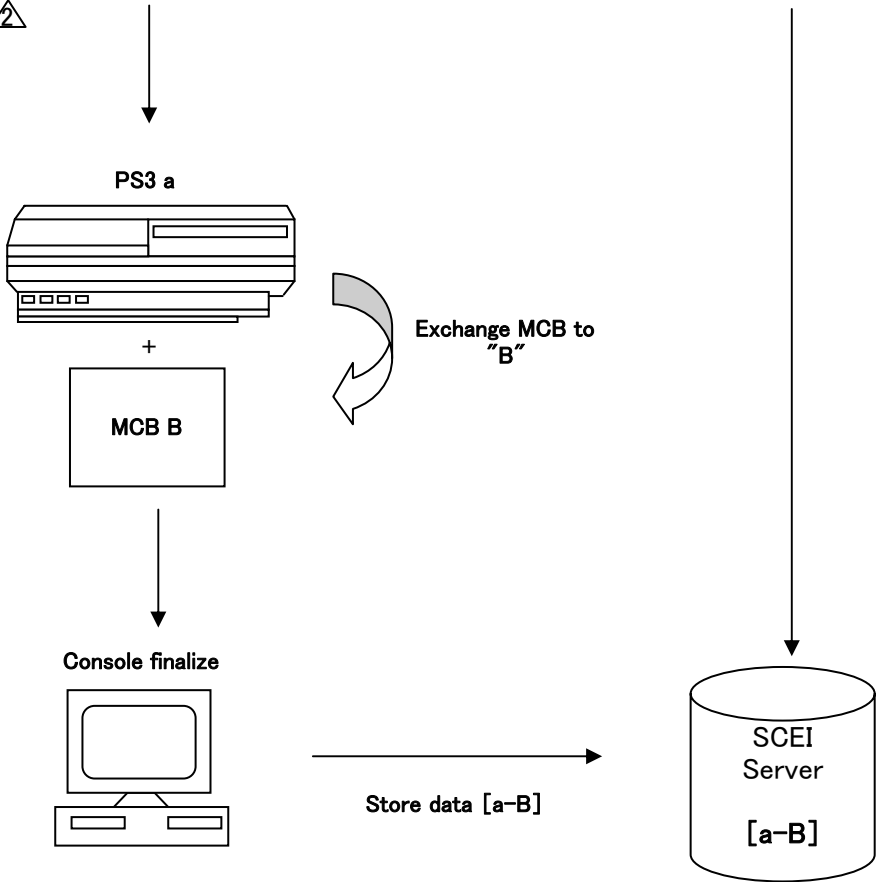
No.		Description				Note				Remark			
Appendix		3.“EntryRepairInfo_Flash” error											
		<div><p>The screenshot shows a software window titled "ID_swapping_for_USB_mode.SIG". It displays a table with columns "number" and "content". The first row has "126" and "EntryRepairInfo_Flash". A red box highlights the "EntryRepairInfo_Flash" text, with a callout bubble pointing to it that says "EntryRepairInfo_Flash". Another red box highlights the "126" number, with a callout bubble pointing to it that says "-20007". A large red "FAIL" text is overlaid on the table. On the right side, there is a "DataCollect" section with a "PASS" status and a "PASS LEVEL" section.</p></div>											
		<p>&lt;Cause&gt; [Host] PS3/main circuit board was in service mode, before “ID swapping Preparation”</p> <p>&lt;Counter measure&gt; Do “Console finalize” on [Host] PS3/main circuit board</p>											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/03/14	
△1				△4				△7					
△2				△5				△8					
△3				△6				△9					

No.	Description								Note				Remark
Appendix	HeatSink												
	<div><div>Take care the direction</div><div></div><div></div></div>												
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/02/22	
①				④				⑦					
②				⑤				⑧					
③				⑥				⑨					

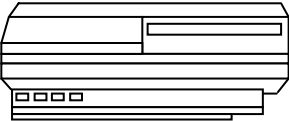
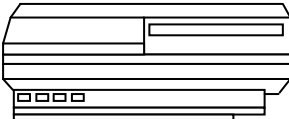
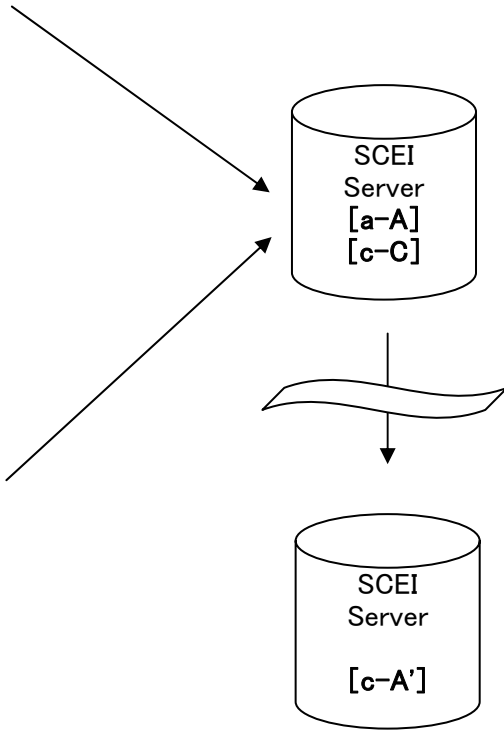
No.	Description							Note				Remark
Appendix	<div>* ver 1.60 supports to keep a part of user data stored in HDD</div> <div></div>											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/04/10
	07.04.10	1.1										
												
												

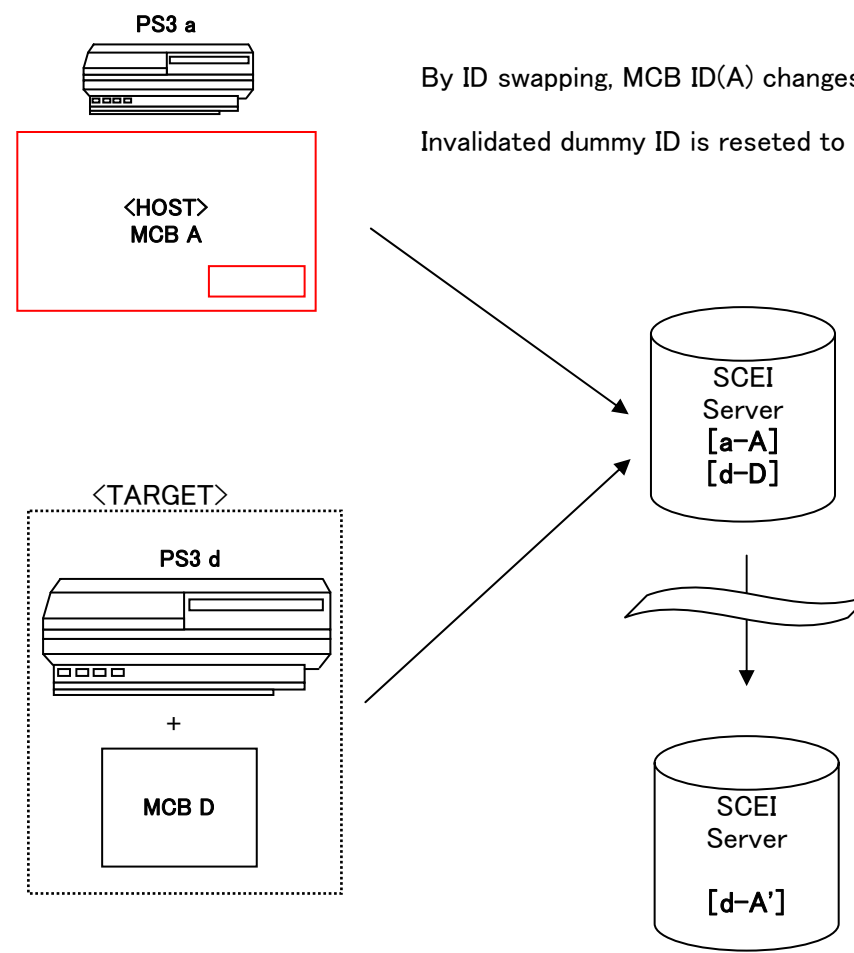
No.	Description				Note				Remark			
Exp1	<div> <div> <div>PLAYSTATION3</div>  <div>Console serial number : a</div> </div> <div> <div>BD Drive</div>  </div> <div> <div>Main circuit board ID : A</div>  </div> <div> <div>WLAN board (MAC)</div>  </div> <div> <div>SCEI Server</div>  </div> </div>				<p>Actually four ID informations are stored in server</p> <p>On ID swap procedure, [Console serail number] and [Main circuit board ID] are used, so here is only writing as PS3[a-A]</p>							
①				④				⑦				PLAYSTATION3 ID swapping procedure DATE 2007/06/18
②	07.06.18	Rev. 1.2		⑤				⑧				
③				⑥				⑨				

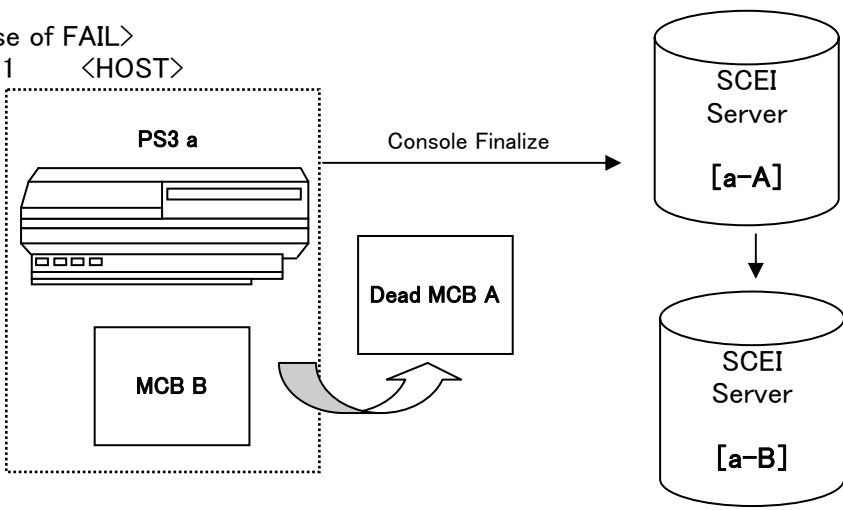
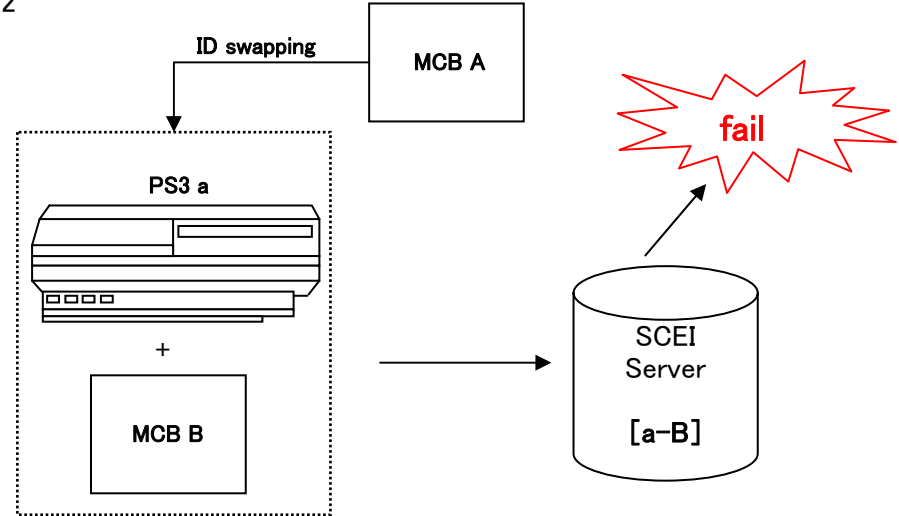
No.	Description							Note				Remark
Exp1	<div><div><div><div><div>PS3 a</div><div></div><div>+</div><div>MCB A</div></div><div><div>Find out defect part</div><div><div>Dead MCB A</div><div><div><div></div><div></div><div></div><div></div></div></div></div><div><div>Re-use</div><div></div></div></div><div><div><div>SCEI Server</div><div>[a-A]</div></div><div><div>SCEI Server</div><div>[a-A]</div></div></div><div><div>Scanning barcode</div><div>Delete [a-A]</div></div></div></div><div><div>1.When PS3[a-A] incomes, server has data [a-A]</div><div>2.If [Main circuit board A] is found as defect part,,,,</div><div>3.On "Re-use" step, data [a-A] is deleted from server</div></div></div>											
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/06/18
1	07.06.18	Rev. 1.2		4				7				
2				5				8				
3				6				9				

No.				Description				Note				Remark
Exp1				<div></div>				4.[Main circuit board ID] is exchanged to “B”				PLAYSTATION3 ID swapping procedure DATE 2007/06/18
				5.On step “Consolefinalize”, data PS3[a-B] is stored in server								
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	
1				4				7				
2	07.06.18	Rev. 1.2		5				8				
3				6				9				



No.	Description							Note				Remark
Exp2	<div><div><p>⚠</p><p>ID swapping (USB mode)</p><p>&lt;Case of PASS&gt;</p><p>&lt;HOST&gt;</p><div><p>PS3 a</p><p>MCB A</p></div></div><div><p>&lt;TARGET&gt;</p><div><p>PS3 c</p><p>+</p><div><p>MCB C</p><p>[A']</p></div></div></div><div><p>By ID swapping, MCB ID(A) changes to MCB ID(invalidated dummy A)</p><p>Invalidated dummy ID is reseted to Normal ID by Console setup on repair/refurbish process</p></div></div>							<p>1.Statrt ID swapping from PS3[a-A] to PS3[c-C]</p> <p>2.Server has both data [a-A] and data [c-C]</p> <p>3.On ID swapping PASS, [c-A'] exists in stead of [a-A] &amp; [c-C]</p> <p>* MCB has Physical ID "C" and logical ID "A"</p>				
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/06/18
⚠				⚠				⚠				
⚠	07.06.18	Rev. 1.2		⚠				⚠				
⚠				⚠				⚠				

No.	Description								Note				Remark
Exp2	<p>⚠ ID swapping (PinJig mode)          &lt;Case of PASS&gt;</p>  <p>PS3 a</p> <p>&lt;HOST&gt; MCB A</p> <p>&lt;TARGET&gt;</p> <p>PS3 d</p> <p>+</p> <p>MCB D</p> <p>SCEI Server [a-A] [d-D]</p> <p>SCEI Server [d-A']</p> <p>By ID swapping, MCB ID(A) changes to MCB ID(invalidated dummy A)</p> <p>Invalidated dummy ID is reseted to Normal ID by Console setup on repair/refurbish process</p>								<p>1.Statrt ID swapping from PS3[a-A] to PS3[d-D]</p> <p>2.Server has both data [a-A] and data [d-D]</p> <p>3.On ID swapping PASS, [d-A'] exists in stead of [a-A] &amp; [d-D]          * MCB has Physical ID "C" and logical ID "A"</p>				
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/06/18	
⚠				4				⚠					
⚠	07.06.18	Rev. 1.2		5				⚠					
3				6				⚠					

No.	Description								Note				Remark
Exp3	<p>⚠ &lt;Case of FAIL&gt; Step1 &lt;HOST&gt;</p> 								<p>1.As [Main circuit board A] is found as defect part, so it's exchanged to [Main circuit board B] By "console finalize", [a-B] is sotred in stead of [a-A] -&gt; Refer to Exp1(1) and Exp1(2)</p>				
	<p>Step2</p> 								<p>2.Trying ID swapping from [MCB A] to Console [a-B],,, ID swapping requires both data of HOST (MCB A) and TARGET (MCB B). As data of HOST (MCB B) was deleted on above Step1, ID swapping can't be possible, so it's fail.</p>				
No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	No.	DATE	REVISION	SIGN	PLAYSTATION3 ID swapping procedure DATE 2007/06/18	
⚠				4				⚠					
⚠	07.06.18	Rev. 1.2		5				⚠					
⚠				6				⚠					

