

Playstation USB Link Cable

Here is a crude schematic of how to build a USB-PS1 link cable. This is a fully wired cable which allows you to use SIOCONS from the original Yaroze development kit. You can see how to set up this environment in one of my older blog posts.

SIOCONS Compatible Playstation (100x-900x) to USB Cable

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NOTES

This assumes you are using a 3.3v USB-UART Module.

If you butcher up a Playstation Link cable it will not have the +3.3v pin, you will need to get +3.3v from the UART module.

By inverting all the handshaking lines you have a cable which will work with siocons/codewarrior as well as HITSERIAL.

Make sure the UART module you purchase has **ALL** the handshaking lines (DTR/DSR/RTS/CTS) if you wish to use SIOCONS.

The diagram shows a 74HC00 NAND gate with two inputs and one output. The inputs are labeled PC DTR and PSX DSR. The output is labeled PC RTS. The gate is also connected to a 3.3V supply and ground. The diagram shows the internal structure of the NAND gate with two inputs and one output. The inputs are labeled PC DTR and PSX DSR. The output is labeled PC RTS. The gate is also connected to a 3.3V supply and ground. The diagram shows the internal structure of the NAND gate with two inputs and one output. The inputs are labeled PC DTR and PSX DSR. The output is labeled PC RTS. The gate is also connected to a 3.3V supply and ground.

PLAYSTATION SERIAL PORT

1 2 3 4 5 6 7 8

- 1 RTS
- 2 GND
- 3 DTR
- 4 CTS
- 5 TXD
- 6 DSR
- 7 +3.3V
- 8 RXD

Alternatively, if you use one of the FTDI parts, you can omit the whole circuit and just invert the handshaking lines using the FTDIprog tool available on the FTDI website.

I will be selling pre-made cables at a reasonable price shortly. If you are interested please contact me via twitter (@danhans42) or leave a message here with your email address.