

# PsNee modchip installation guide



Many thanks to William Quade, who allowed me to use his work as the foundation for this guide <https://quade.co/>.

The PsNee modchip is a newer chip that has been developed over the last few years and is still under active development. PsNee modchips should work with all versions of the PlayStation 1. They can be made using many AVR processors, including,

- ATmega328/168 (Arduino Uno, Arduino Mini/Mini Pro)
- ATmega32u4 (Arduino Leonardo, Arduino Micro/Micro Pro)
- ATTiny25/45/85

This guide covers everything you need to know about choosing, programming, and installing a PsNee modchip in your PlayStation.

## **Guide structure**

This guide is structured into several pages. It's organized like this primarily so that comments can be more organized and useful for readers.

This page covers the PsNee modchip. It includes general information about the chip, and then links off to installation guides for each console model.

If you want more information about PlayStation 1 modchips in general [check out this guide](#).

## **PsNee modchip drawbacks**

The biggest problem with PsNee chips is that they aren't very well documented, in terms installation diagrams for every board revision.

This guide, will help alleviate this issue by providing installation diagrams.



## **PsNee modchip advantages**

The greatest strength of the PsNee modchip is the fact that it's much more modern than PIC based modchips. Using AVR chips means that programming a PsNee chip is much easier, and many people may already have something like an Arduino which can be used as a PsNee modchip.

Using more powerful processors allows the modchip to work with American, European, and Japanese PlayStation 1's with a single chip, no need for a version for each region. It can even patch the BIOS Note that this BIOS patch dont works with ATtiny chips.

## **PsNee modchip source code**

If you'd like to program your own PsNee modchips you'll need the source code. It supports the following microcontrollers: These chips fall into two categories, ATmega based chips, and ATtiny based chips. ATmega chips cost more, but allow for BIOS patching. ATtiny chips cost less. ATmega chips are also considerably larger in size, making them more difficult to fit into a system when compared to the ATtiny chips.

The source code is available on the PsNee Github page. It can be compiled very easily using the Arduino IDE.

Below is a list of all PlayStation 1 motherboard versions, along with the console model numbers associated with them. You can get a good idea of what board you have by looking at the model number underneath your system (something like SCPH-7501).

To actually know what board you have you'll most likely have to open up your console and look for the board version printed somewhere on the board (something like PU-22 or PM-41).

Once you know what board you have you can click on the board model and you'll be sent to a page with the installation diagram.

- PU-7
  - All SCPH-1000's
  - Some early SCPH-1001, and SCPH-1002's
  - Some early SCPH-3000's
  - Some early SCPH 3500's
- PU-8
  - Most SCPH-1001, and SCPH-1002's
  - Most SCPH-3000's
  - Most SCPH-3500's
  - All SCPH-5000's
- PU-16
  - All SCPH-5903's
- PU-18
  - All SCPH-5001's
  - All SCPH-5500, SCPH-5501, SCPH-5502, and SCPH-5503's
  - All SCPH-5552's
  - Some early SCPH-7000, SCPH-7001, SCPH-7002, and SCPH-7003's
  - Some early SCPH-7501's
- PU-20
  - Most SCPH-7000, SCPH-7001, SCPH-7002, and SCPH-7003's
- PU-22
  - All SCPH-7500's
  - Most SCPH-7501's
  - All SCPH-7502, and SCPH-7503's
  - Some early SCPH-9000, SCPH-9001, SCPH-9002, and SCPH-9003's
- PU-23
  - Most SCPH-9000, SCPH-9001, SCPH-9002, and SCPH-9003's
- PM-41
  - Earlier SCPH-100, SCPH-101, SCPH-102, and SCPH-103's
- PM-41 (2)
  - Later SCPH-100, SCPH-101, SCPH-102, and SCPH-103's

## **Quick summary of compilation and installation.**

- Choosing your compilation options.
- Compilation.
- Configure fuses.
  - For BIOS patch, H: DF, L: EE, E: FF
  - Without BIOS patch, H: DF, L: FF, E: FF
  - For ATtiny, H: DF, L: E2, E: FF
- Injecting the code into the target via ISP.

- Soldering mode according to the diagrams.

## Personal recipe to make a good PSNee.

### List of ingredients:

Two Arduino cards (for example a nano, and a Nano Pro).

A soldering iron (the tTS\_100 found in all Chinese stores is a good compromise)

A little soldering wire

And thin cable (awg26-30)

### Part 1:

Install the Arduino IDE

<https://docs.arduino.cc/software/ide-v2/tutorials/getting-started/ide-v2-downloading-and-installing/>

### Part 2:

Check that everything works well by injecting for example the blink sketch from the IDE

File -> example -> 01. Basic -> blink

Tools -> card -> arduino AVR board -> your board intended to become the ISP gateway

Tools -> port -> the port of your card

Tools -> programmer -> arduinoISP

If as heard your card flashes you can go to the next step

### Part 3:

Use this card to transform it into an ISP gateway

<https://docs.arduino.cc/built-in-examples/arduino-isp/ArduinoISP/>

Plug it in to become the PSNee, do the test again with the blink sketch by changing the program.

Tools -> programmer -> arduino as ISP

If you succeeded, the serious stuff begins.

### Part 4:

Install the PSNeecore file in the hardware folder inside your sketchbook folder (if there is no hardware folder, create it). You can find/set the location of the sketchbook folder in the Arduino IDE at File > Preferences -> Sketchbook location.

#### Part 5:

Selecting options in the sketch.

Open the sketch to Arduino, select in the PSNee.ino the MUC to become the PSNee, choose the target SCPH-xxxx.

#### Part 6:

In Arduino IDE select MUC buildchain

Tools -> board -> PSNee -> your MUC

#### Part 7:

Compile and inject the program.

Sketch -> verify/compile

Sketch -> upload using a programmer

Normally your PSNee is ready to be installed in your dear console.

#### Part 8:

Install your PSNee in your console according to the schematics available in this guide.

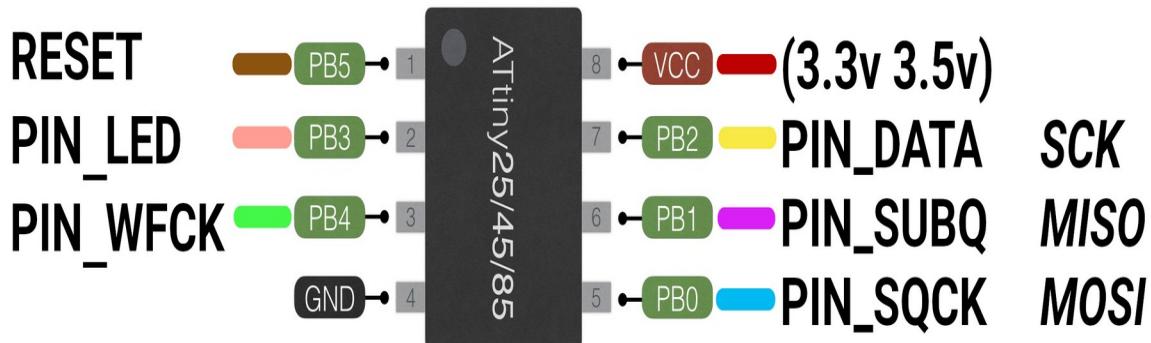
If your console does not require a bios patch, ignore the AX AY DX RESET pins.

If your console requires a bios patch, for the AX AY DX pins follow the BIOS Pin diagram.

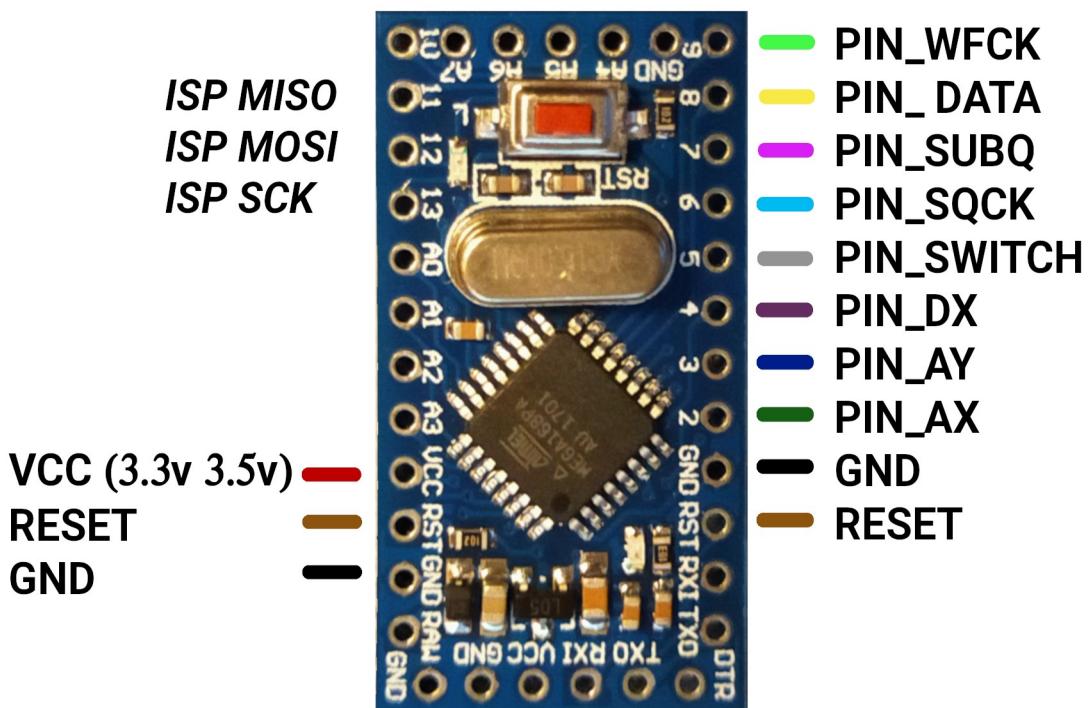
Now you can enjoy your delicious pancakes hot off the burner on your PS1;P

# PSNee installation diagrams & pinout

## ATtiny25/45/85 pinout

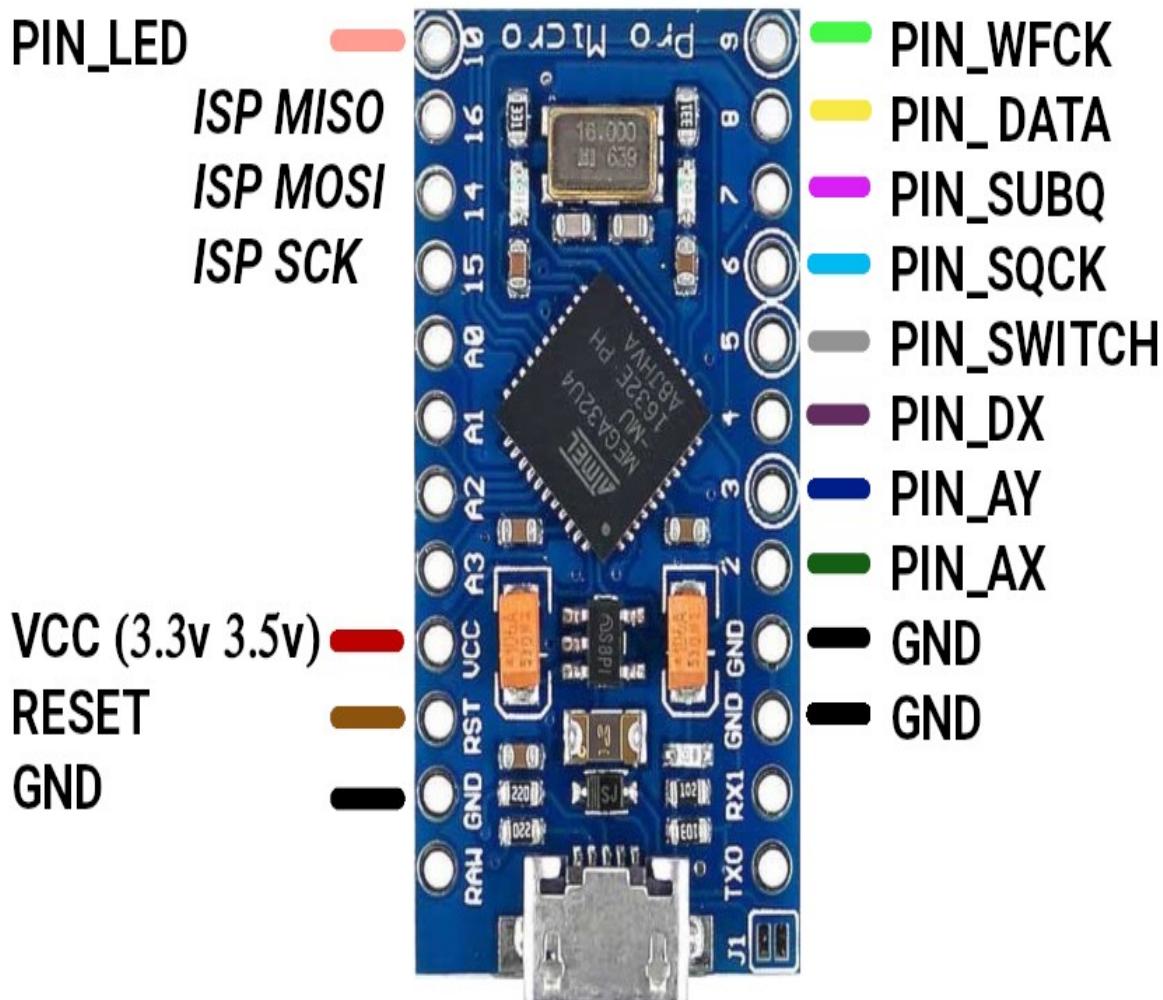


## Arduino Pro Mini Pinout ATmega328\_168



# Arduino Pro Micro pinout

## ATmega32U4\_16U4



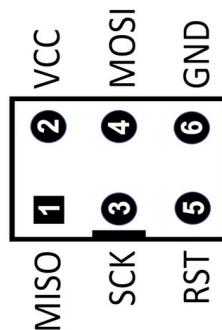
# Arduino Nano Pinout

## ATmega328\_168

VCC (3.3v 3.5v) ——————  
RESET ——————  
GND ——————

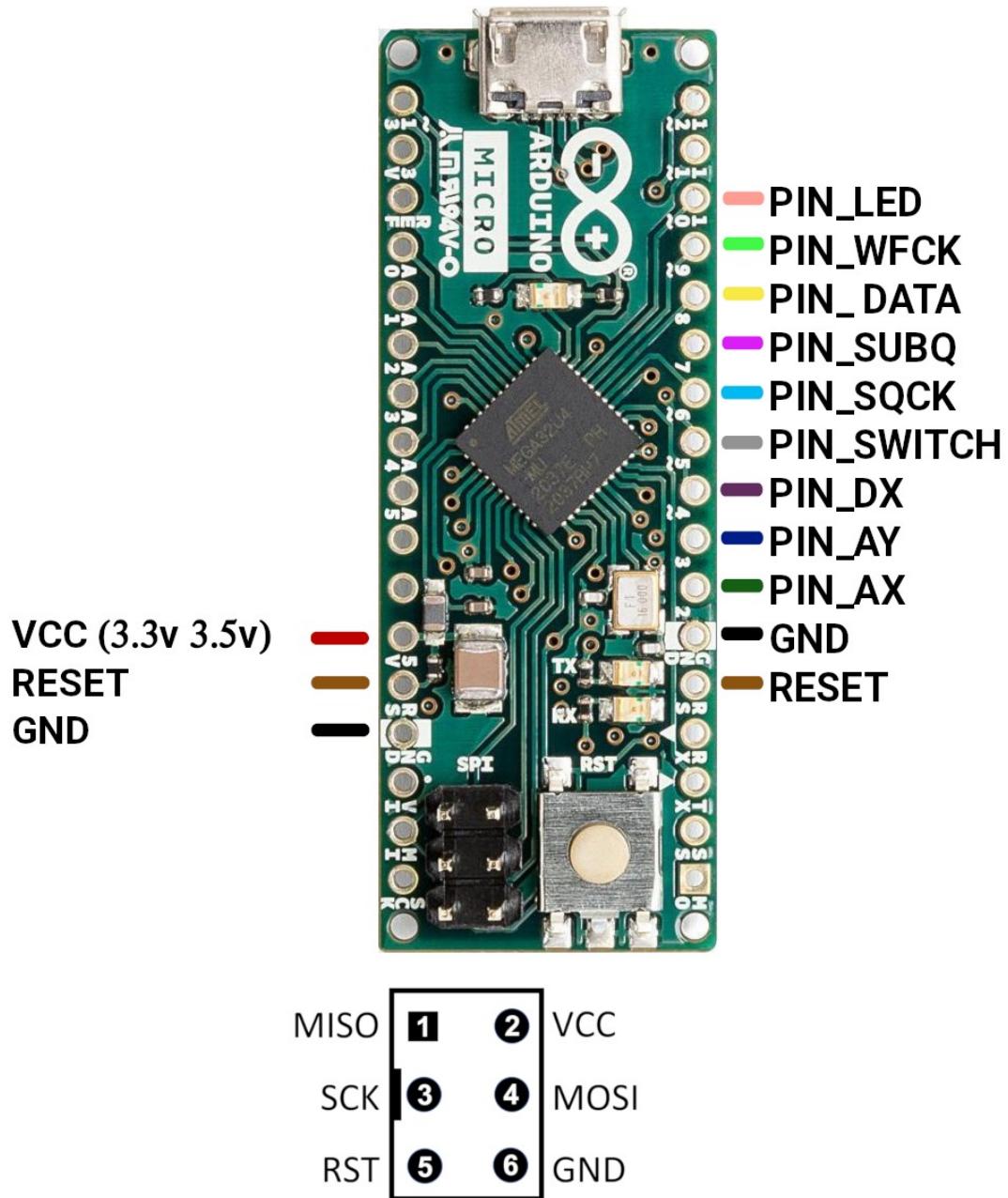


- PIN\_WFCK
- PIN\_DATA
- PIN\_SUBQ
- PIN\_SQCK
- PIN\_SWITCH
- PIN\_DX
- PIN\_AY
- PIN\_AX
- GND
- RESET



# Arduino Micro pinout

## ATmega32U4\_16U4

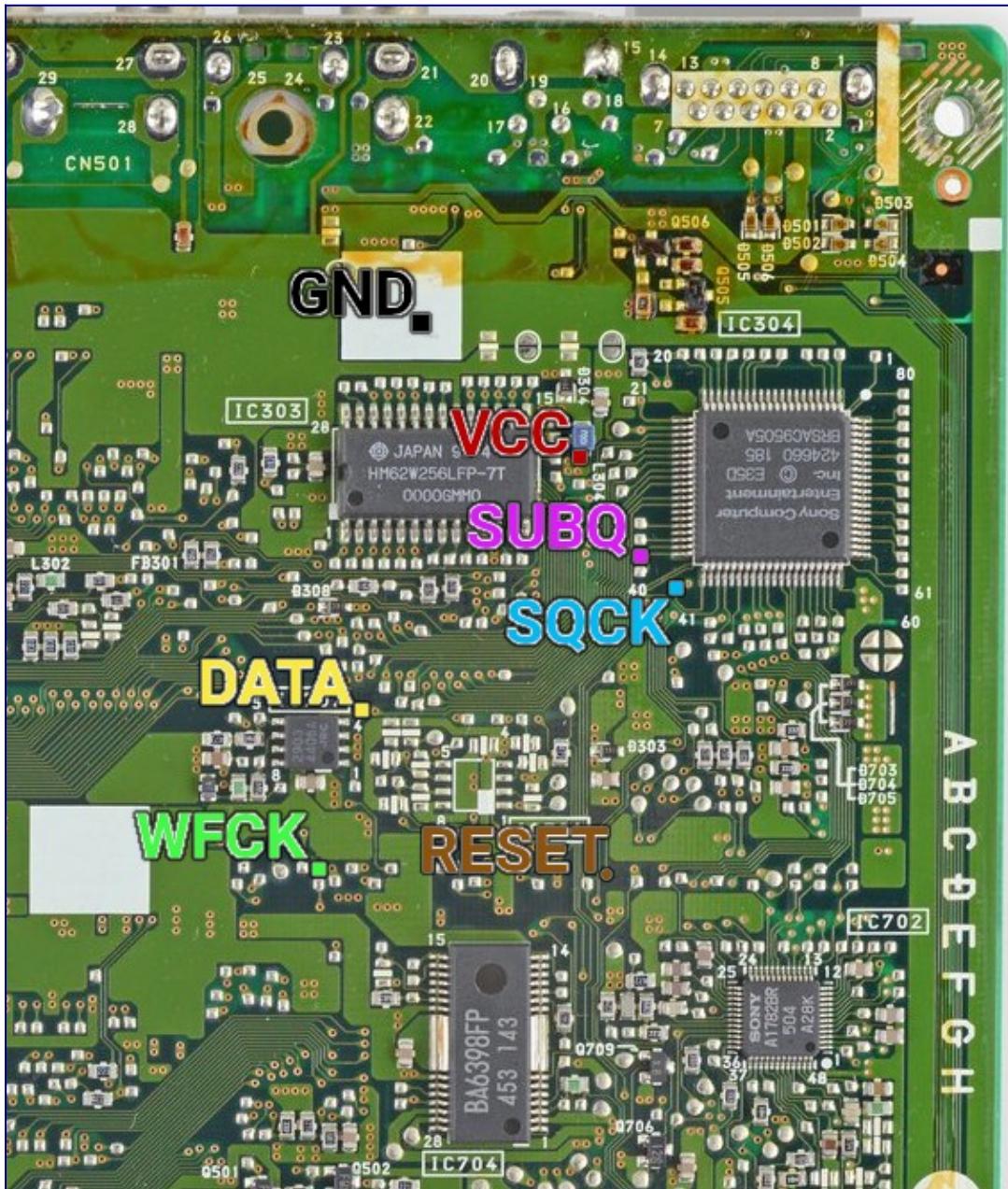


# PU-7 PsNee modchip installation diagram

The PU-7 was the very first PlayStation 1 board that was released. It is found on all Japanese SCPH-1000's, along with some SCPH-1001's, SCPH-1002's, SCPH-3000's, and SCPH-3500's.

This board is unique because it has the pins for S-Video video output along with the RCA video output ports. The S-Video port was only available on the Japanese SCPH-1000, but the pins are still on other systems with the PU-7 board.

## PU-7 PsNee modchip installation diagram



Above is the diagram for the PU-7.

On the side you have the diagram for the BIOS of the pu-7.

## About the points

For models SCPH-xxx1, SCPH-xxx2, all the points are on the back, and you can ignore the RESET. On the other hand, the model and SCPH\_xxx0, you will have to use the RESET point, and the BIOS points.

## Installation tips

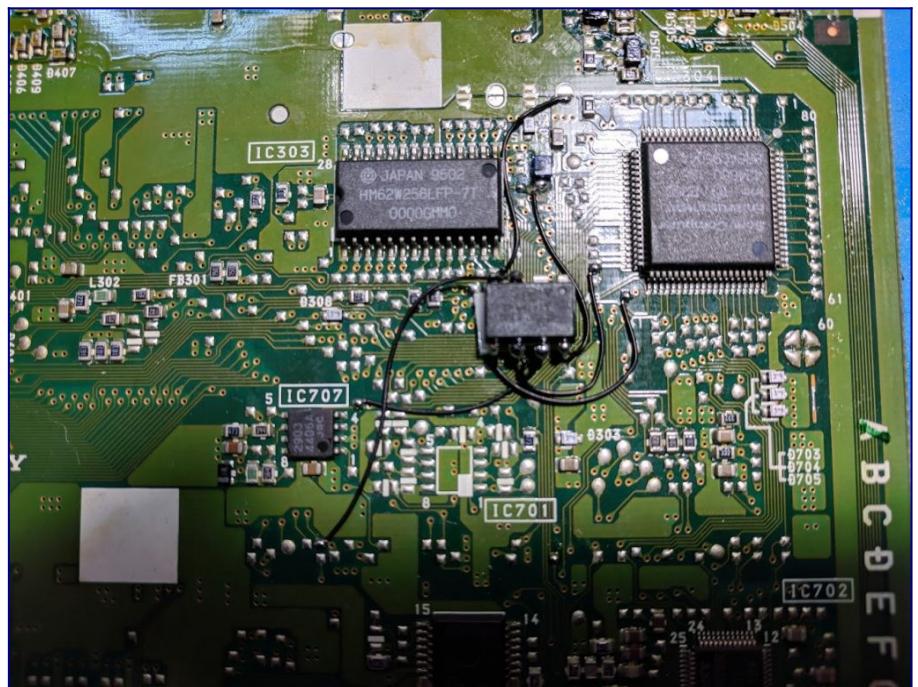
Here are some tips I have for you when you are soldering your chip into the PU-7.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.
- Try to position your chip towards the middle of where all the wires need to go, to minimize wire length.

## Example installations

This section has photos of some successful installations which you can use to get a better understanding of how everything is wired and positioned.

This is an installation I did on an SCPH-1000:

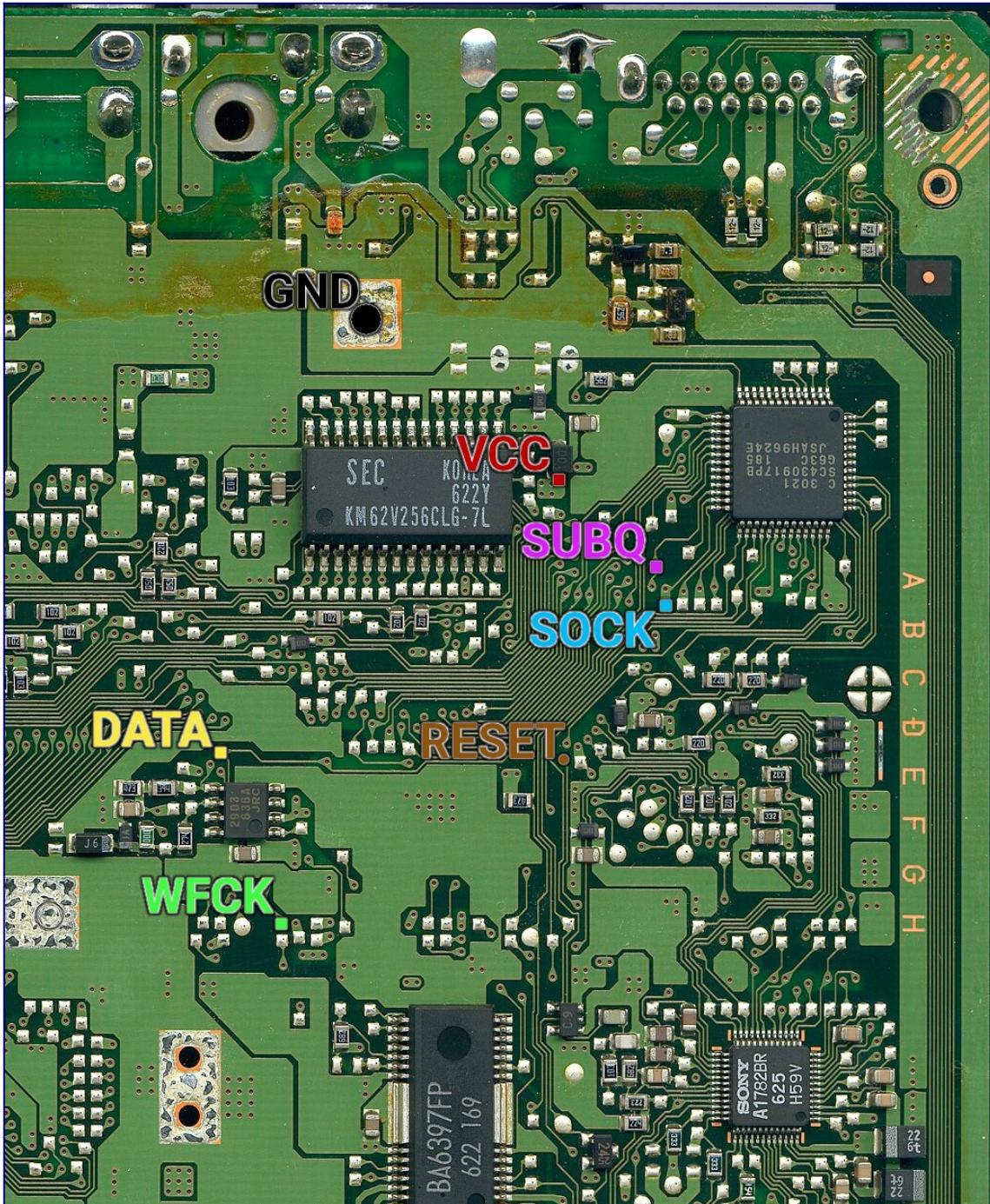


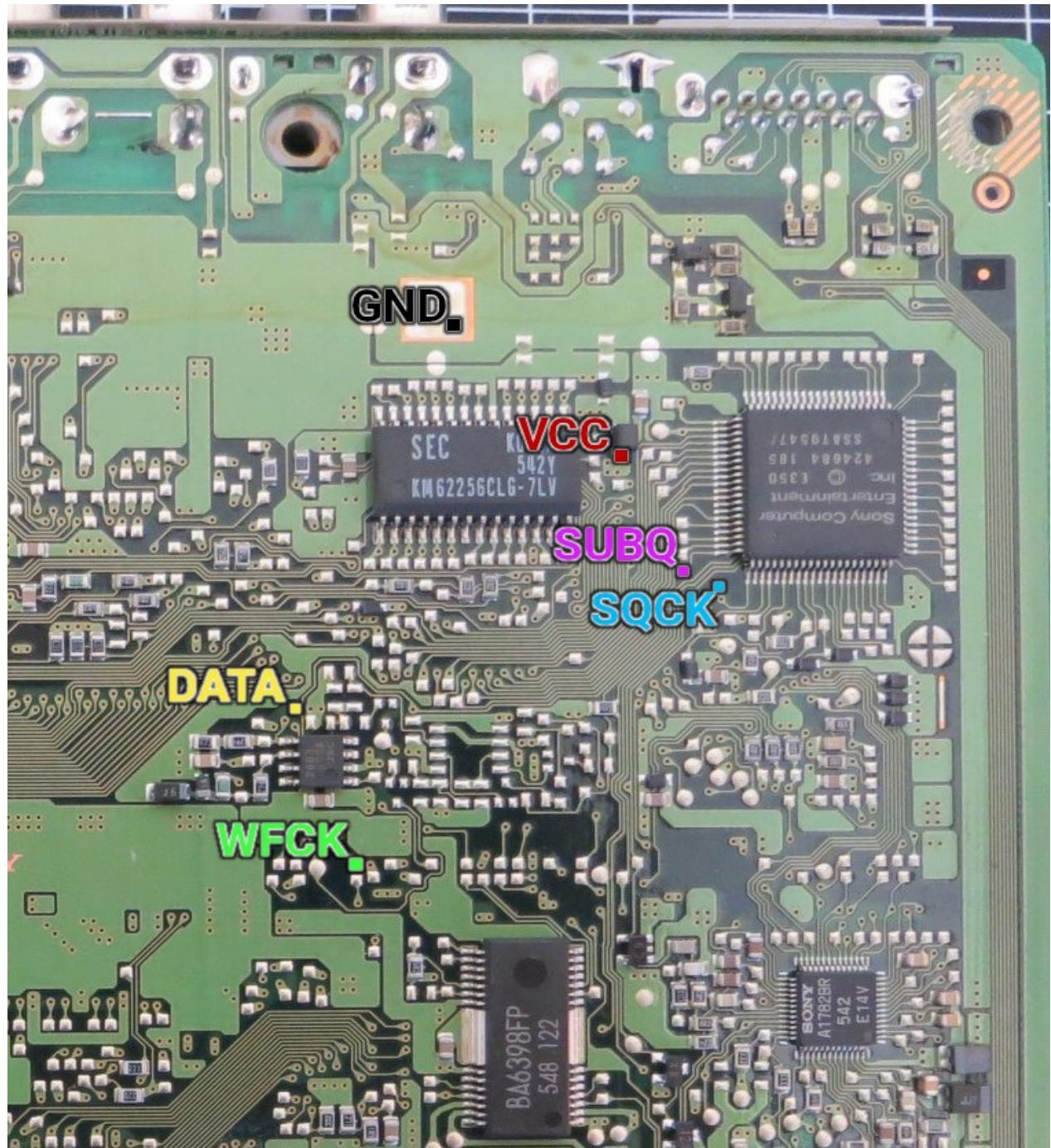
# PU-8 PsNee modchip installation diagram

This was one of the earlier PlayStation 1 board designs that included RCA composite video output ports on the back. Most SCPH-1001's here in the United States had this board inside.

Additionally many Japanese systems had this board including many SCPH-3000, SCPH-3500, and SCPH-5000's.

## PU-8 PsNee modchip installation diagram





Above are two installation diagrams for two different versions of the PU-8. The easiest way to know which you have is to look at the size of the Mechacon controller chip (next to SUBQ and SCLK/SQCK). If it's large, use the bottom diagram, if it's small, use the top diagram.

On the side the points for the BIOS of the pu-8

## About the points

For models SCPH-xxx1, SCPH-xxx2, all the points are on the back, and you can ignore the RESET. On the other hand, the model and SCPH\_xxx0, you will have to use the RESET point, and the BIOS points.

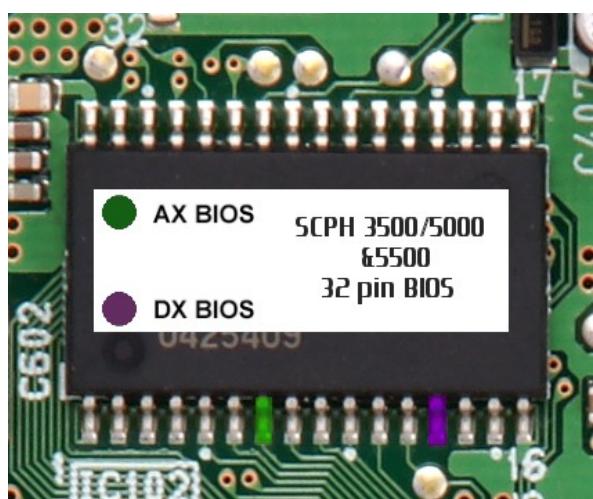
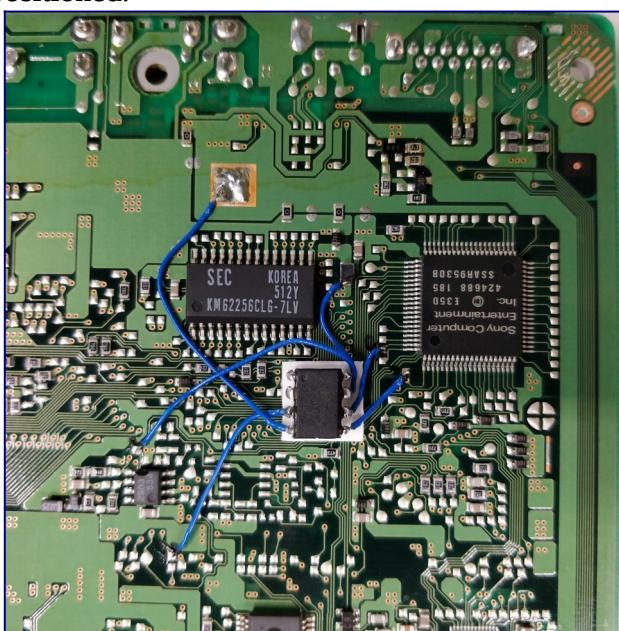
## Installation tips

Here are some tips I have for you when you are soldering your chip into the PU-8.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.
- Try to position your chip towards the middle of where all the wires need to go, to minimize wire length.

## Example installations

This section has photos of some successful installations which you can use to get a better understanding of how everything is wired and positioned.



# **PU-16 PsNee modchip installation diagram**

According to Wikipedia the PU-16 was only found in the SCPH-5903. This is a very unique board in that it was only released for the Asian market, and was only in a single model, and it was colored white instead of grey.

The SCPH-5903 is the only PS1 model that can play video CD movies. The system also has the RCA video plugs like the original SCPH-100x models did.

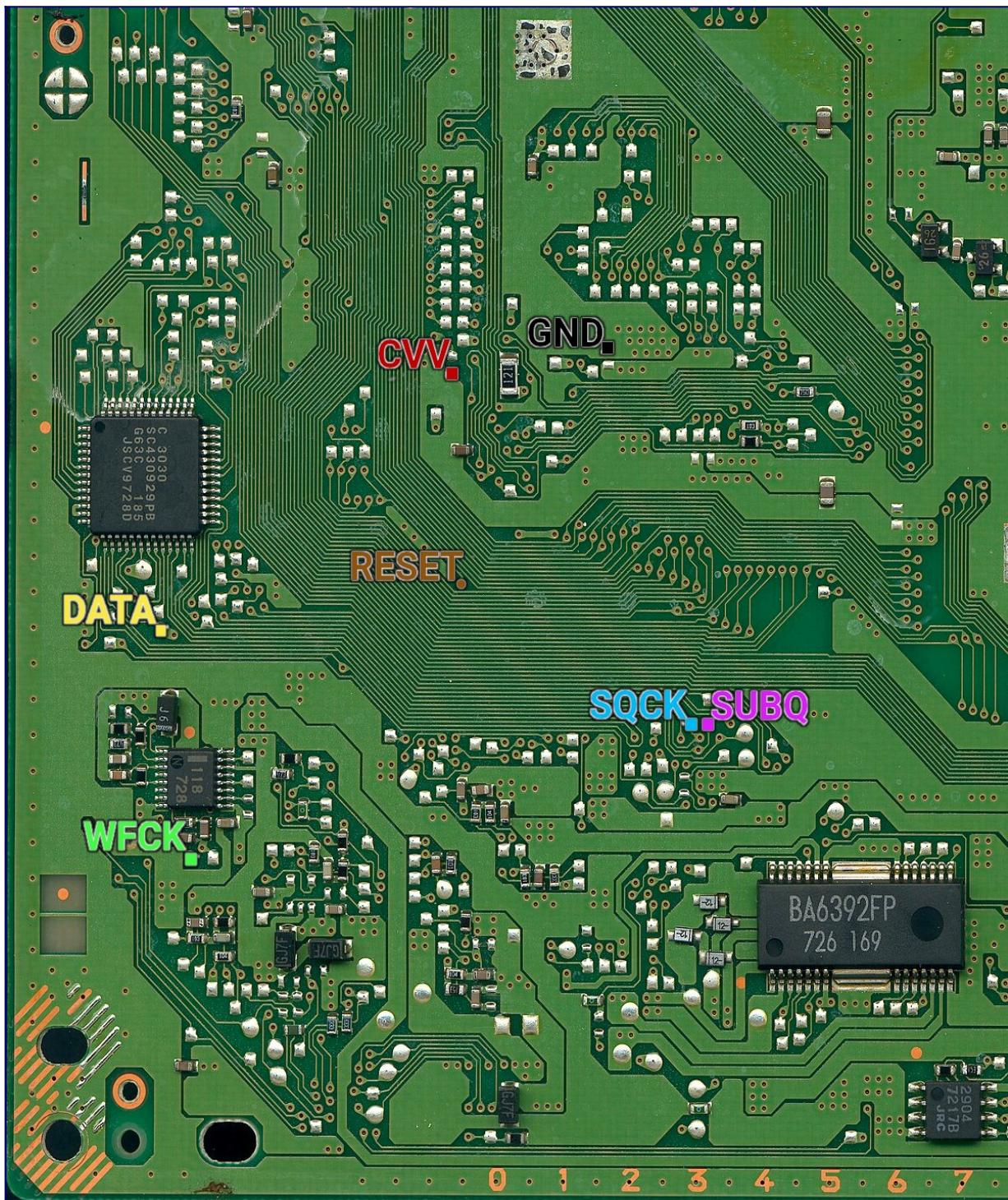
Apparently there were only around 10,000 of these made, and they were primarily in Hong Kong. So they're fairly rare. Because of this I can't find any PsNee installation diagrams for the system.

Based on what I can find online the board most resembles the SCPH-1000. If you have one of these I'd look at PsNee diagrams for the SCPH-1000 and other earlier boards and try to figure out where things go through trial and error. In other words take a look at the PU-7 and PU-8 diagrams.

# PU-18 PsNee modchip installation diagram

This board was used with a wide range of consoles from the SCPH-5000's, and SCPH-5500's, to even some SCPH-7000's and SCPH-7500's.

## PU-18 PsNee modchip installation diagram



Above is the diagram for the PU-18.

On the side the points for the BIOS of the PU-18

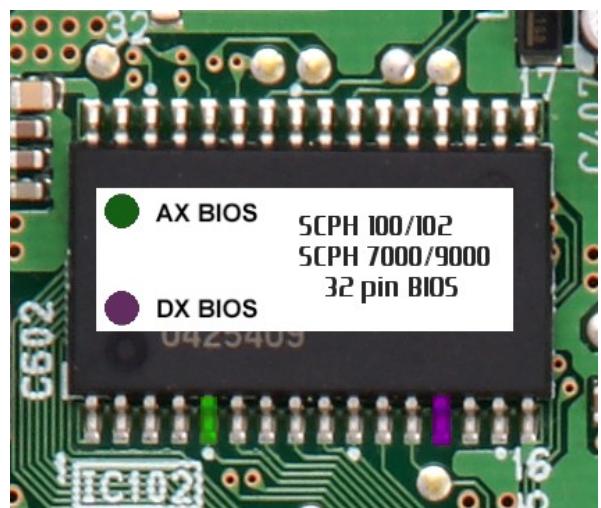
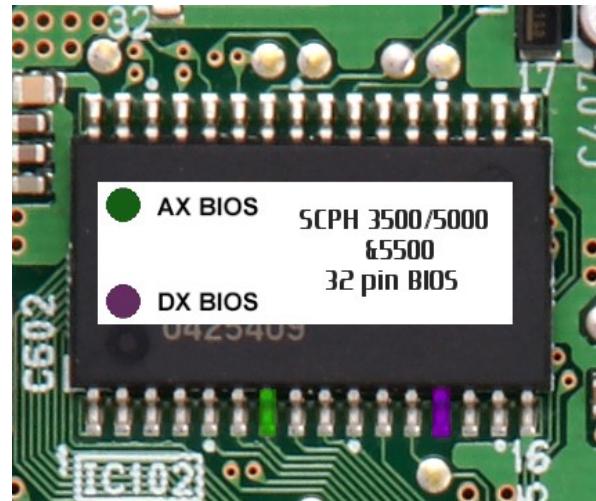
## About the points

For models SCPH-xxx1, SCPH-xxx2, all the points are on the back, and you can ignore the RESET. On the other hand, the model and SCPH\_xxx0, you will have to use the RESET point, and the BIOS points. All of the points are fairly easy to solder to.

## Installation tips

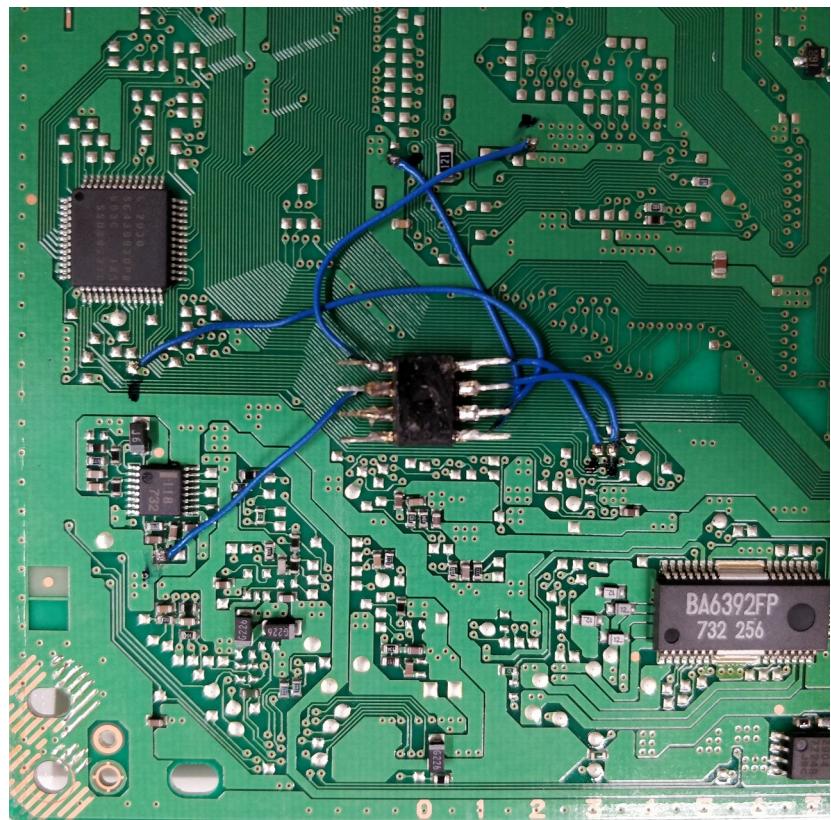
Here are some tips I have for you when you are soldering your chip into the PU-18.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- A good place to put the chip is underneath where the legend is, towards the middle of everything.
- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.



## Example installations

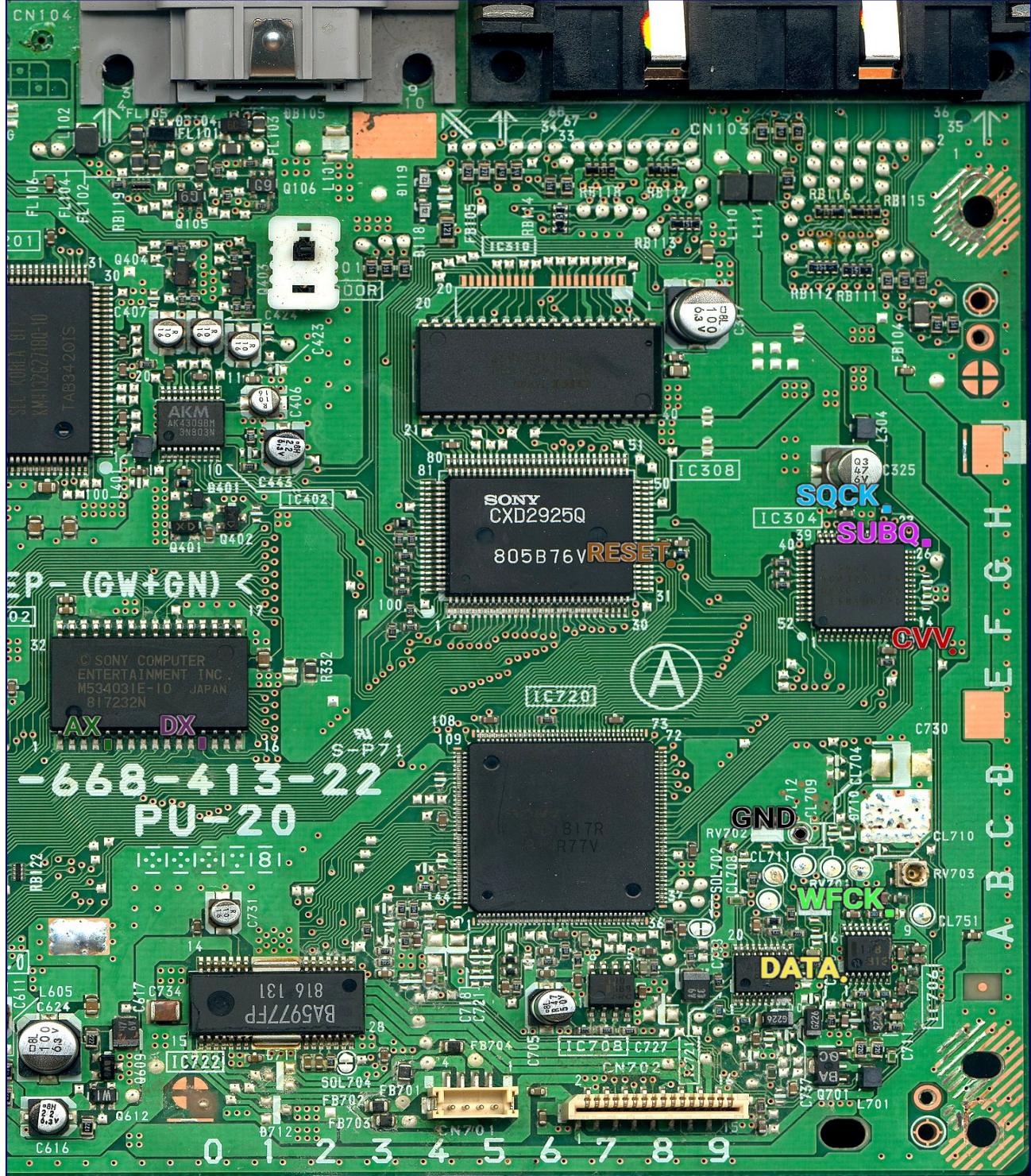
This section displays example installations to help you get a better understanding what a successful installation looks like.



# PU-20 PsNee modchip installation diagram

This board was used exclusively with the SCPH-7000 series of consoles.

## PU-20 PsNee modchip installation diagram



Above is the installation diagram for the PU-20. Just match each colored pin label in the diagram with any matching colored point on the board.

## About the points

For models SCPH-xxx1, SCPH-xxx2, you can ignore the RESET. On the other hand, the model and SCPH\_xxx0, you will have to use the RESET point, and the BIOS points. All of the points are fairly easy to solder to

## Installation tips

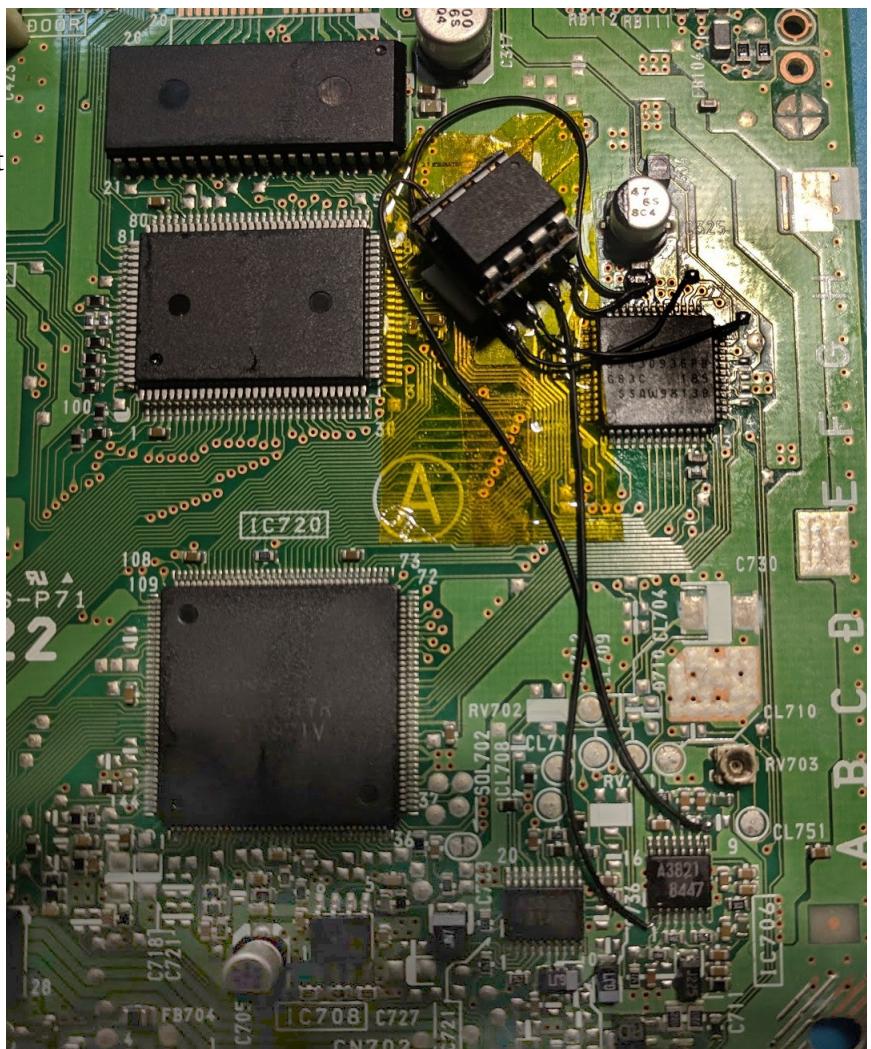
Here are some tips I have for you when you are soldering your chip into the PU-20.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- The DATA pin can be trickier to solder, make sure you don't use too much solder or you risk bridging pins on the chip.

## Example installations

This section has photos of successful installations which you can use to get a better understanding of how everything is wired and positioned.

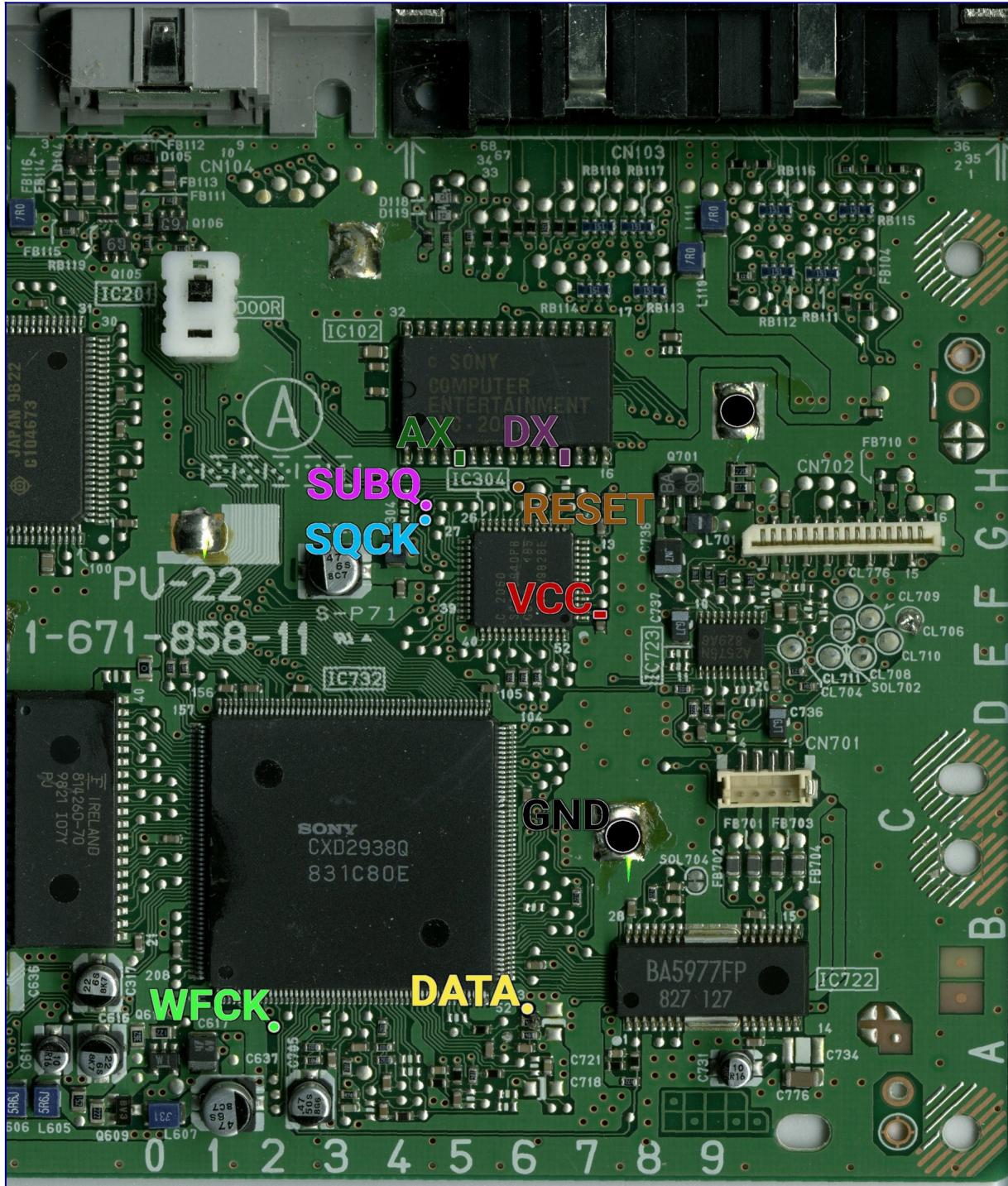
This is an example of an installation I did in a PU-20 using a socket. Using the socket allows me to test chips, and test new PsNee code. Note that the chip is a little too tall and prevents the top metal shield from going on all the way.



# **PU-22 PsNee modchip installation diagram**

This is my favorite version of the PlayStation 1. It's in newer systems, so the lasers are more likely to still be in good condition, but the system still has both the serial and parallel ports on the back. This board was used primarily with the SCPH-7500 series of systems.

## PU-22 PsNee modchip installation diagram



Above is the diagram for the PU-22.

## About the points

For models SCPH-xxx1, SCPH-xxx2, you can ignore the RESET. On the other hand, the model and SCPH\_xxx0, you will have to use the RESET point, and the BIOS points.

All of the points are fairly easy to solder to. This diagram is fairly straightforward. Be careful when soldering to the capacitor that connects to VCC and GND. In particular, the GND point can easily be bridged to nearby pins/pads.

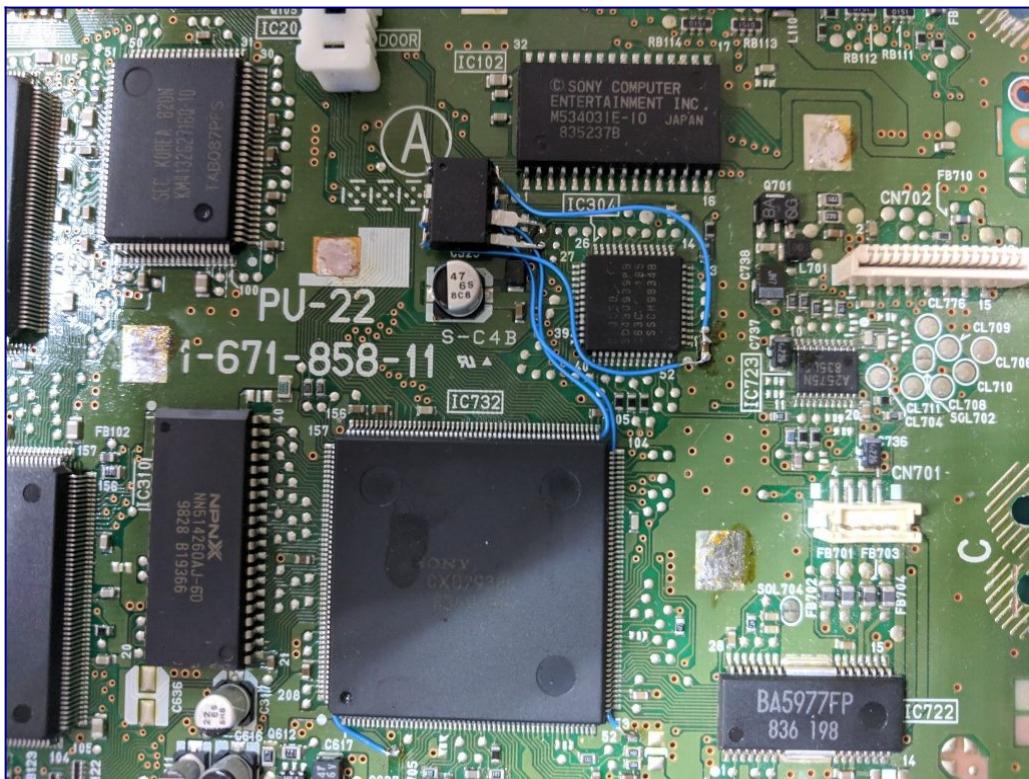
## Installation tips

Here are some tips I have for you when you are soldering your chip into the PU-22.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.
- Placing the chip on top of the chip in between SUBQ, SQCK, GND, and VCC is a good spot.
- Watch out for solder splatter when you are desoldering the metal shield on top of the board. It isn't necessary to put it back on, but I always do.

## Example installations

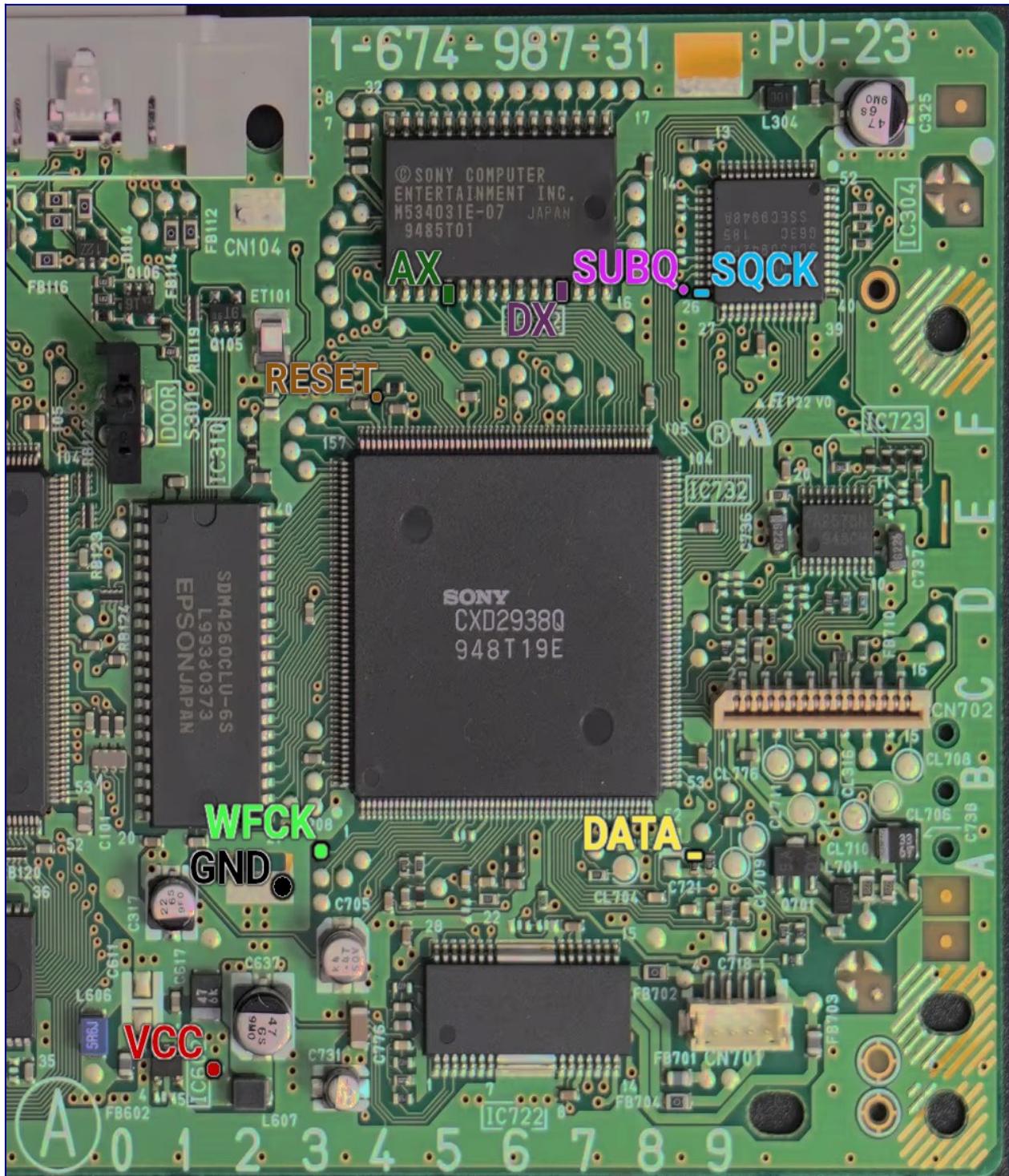
This section has photos of some successful installations which you can use to get a better understanding of how everything is wired and positioned.

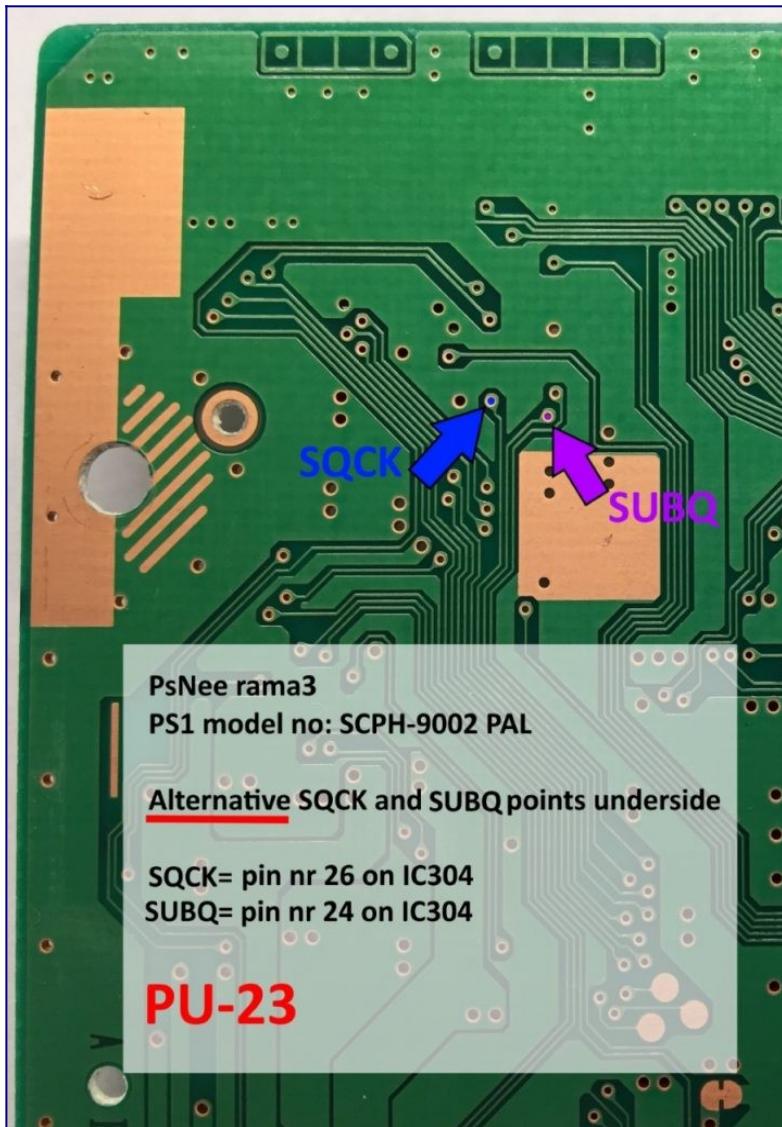


# PU-23 PsNee modchip installation diagram

The last version of the original PlayStation 1 design was the SCPH-900x. Most of these consoles have PU-23 boards inside. The most notable difference between the 9000 series and earlier consoles is that Sony removed the parallel IO port on the back. They also shrunk down the size of the board significantly.

## PU-23 PsNee modchip installation diagram





Above are some diagrams for installing the PsNee into a PU-23. The second shows some alternative points.

## About the points

For models SCPH-xxx1, SCPH-xxx2, you can ignore the RESET. On the other hand, the model and SCPH\_xxx0, you will have to use the RESET point, and the BIOS points. All of the points are fairly easy to solder to

## Installation tips

Here are some tips I have for you when you are soldering your chip into the PU-23.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.

- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.
- For DATA, be careful not to bridge the connection to the other resistor next to the one you are soldering to.
- Don't apply too much solder to SQCK, or you'll bridge the pins on the chip.
- For the wires that go into the holes, or vias, of the board: it's easiest to stick a small 30 AWG wire through the hole, then heat the wire and hole while adding solder.
- Placing the chip on top of the chip above SUBQ and SQCK is a good spot.

## Example installations

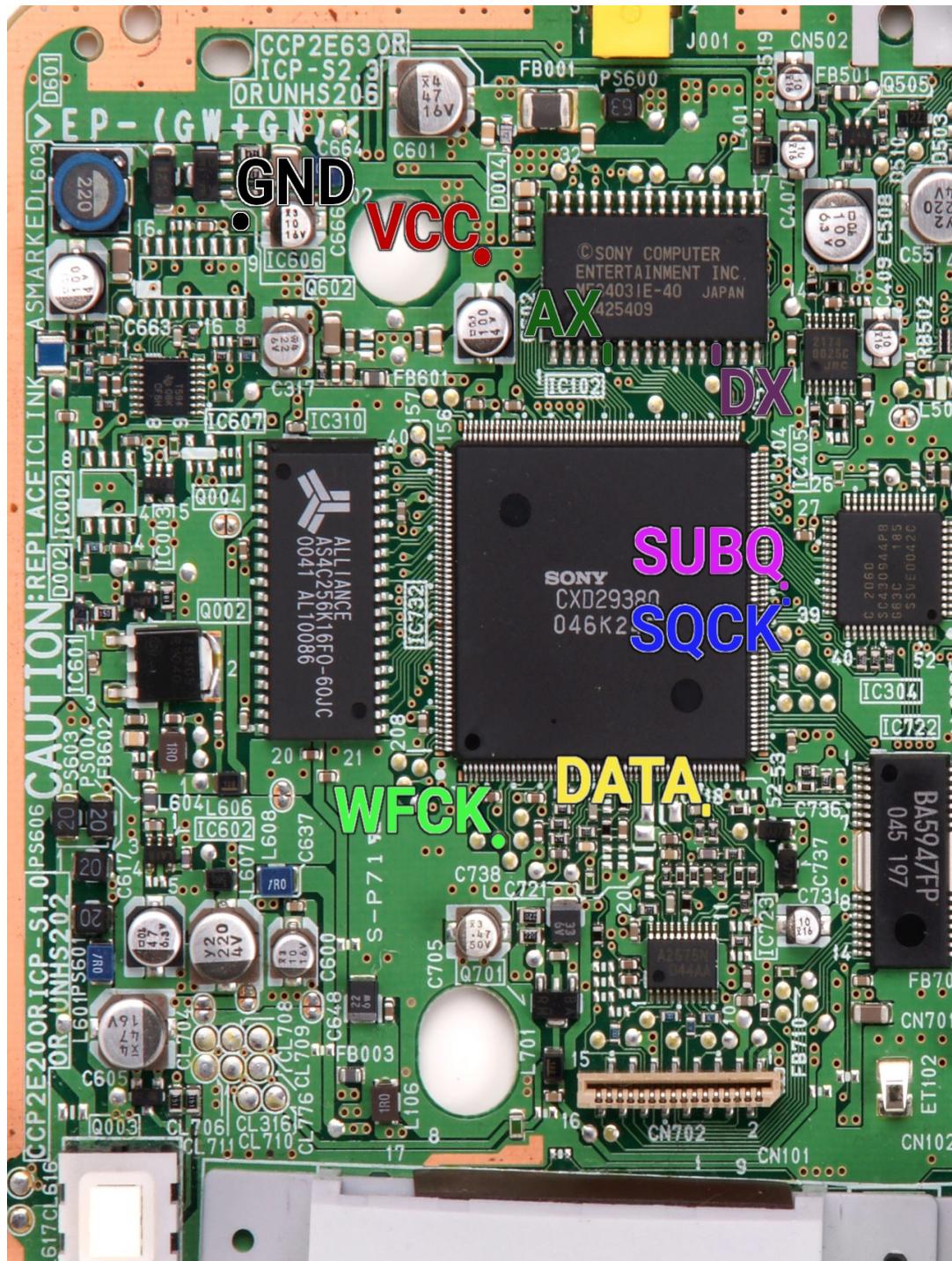
This section has photos of some successful installations which you can use to get a better understanding of how everything is wired and positioned.



# PM-41 PsNee modchip installation diagram

Towards the end of the PlayStation 1's life Sony released a slim model called the PSone, or SCPH-10x. Many of these systems have PM-41 boards inside, which is what this page covers. Some of the boards are PM-41 (2) and require you to use a different diagram. The model is printed on your board if you take apart your console.

## PM-41 PsNee modchip installation diagram



## About the points

For models SCPH-101, SCPH-103, you can ignore the RESET. On the other hand, the model SCPH-102 and SCPH-100, you will have to use the RESET point, and the BIOS points. All of the points are fairly easy to solder to.

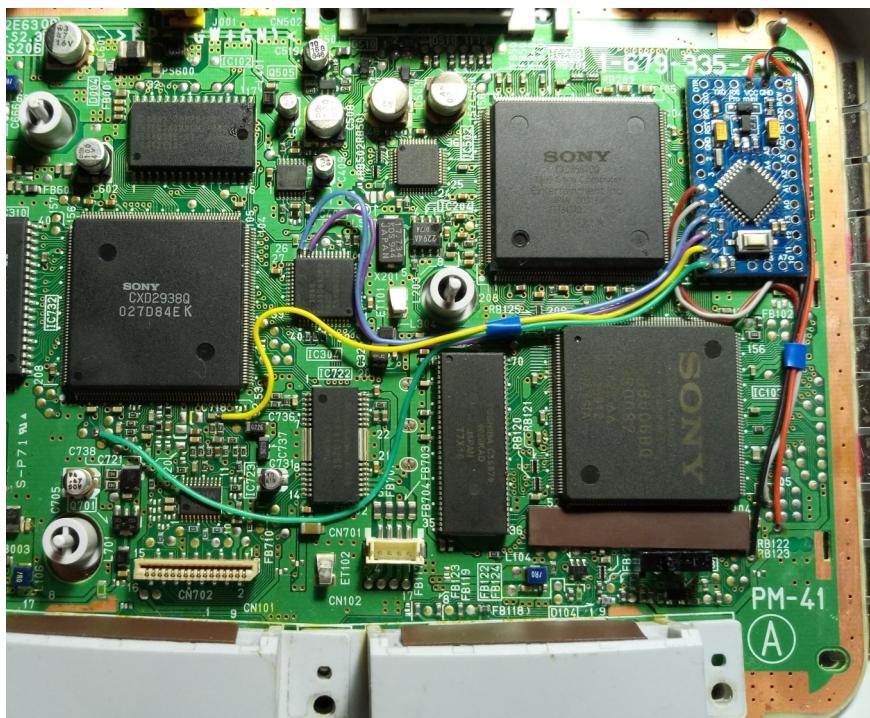
## Installation tips

Here are some tips I have for you when you are soldering your chip into the PM-41.

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- If you are using an ATtinyX5, or have a SCPH-101, then ignore pins A18 and D2.
- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.
- For the wires that go into the holes, or vias, of the board: it's easiest to stick a small 30 AWG wire through the hole, then heat the wire and hole while adding solder.
- For DATA, be careful not to bridge solder to a nearby component, or knock the capacitor off the board.

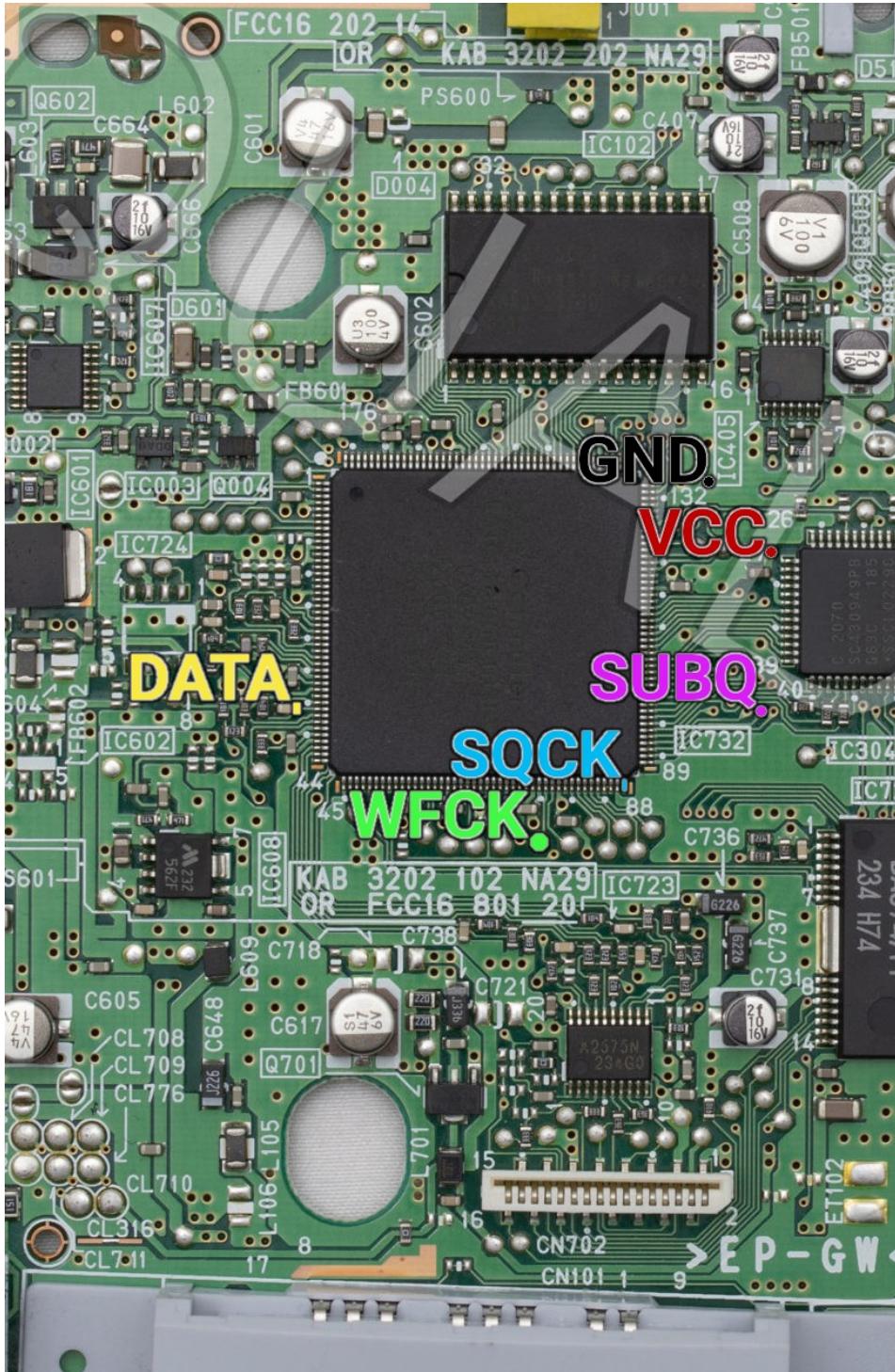
## Example installations

This section has photos of some successful installations which you can use to get a better understanding of how everything is wired and positioned.



# PM-41 (2) PsNee modchip installation diagram

Towards the end of the SCPH-10x PSone production Sony revised the board slightly and released the PM-41 (2) board. This page covers the installation diagram for installing a PsNee chip into the PM-41 (2).



Above is the installation diagram. Just match each colored pin label in the diagram with any matching colored point on the board.

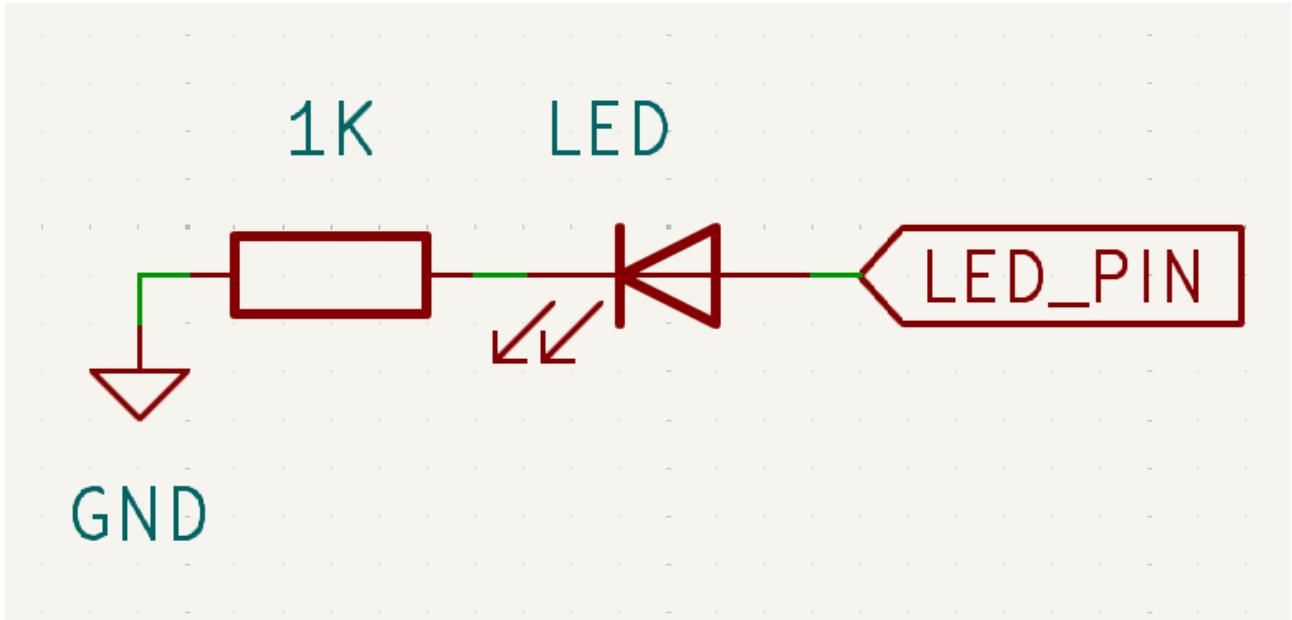
## Installation tips

Here are some tips I have for you when you are soldering your chip into the PM-41 (2).

- **Cut your wires to be as short and direct as possible.**
- You don't need to connect pins one and two of the ATtinyX5 chip. Just desolder the wire.
- Use a multimeter to probe around for alternative VCC and GND points closer to where you position your chip for a cleaner installation.
- There may also be easier to solder to points for SQCT and SUBQ.
- Be super careful when soldering SQCT and SUBQ. It's easy to bridge pins if you aren't careful.
- Be careful with the DATA connection, it's easy to accidentally knock the capacitor off the board.

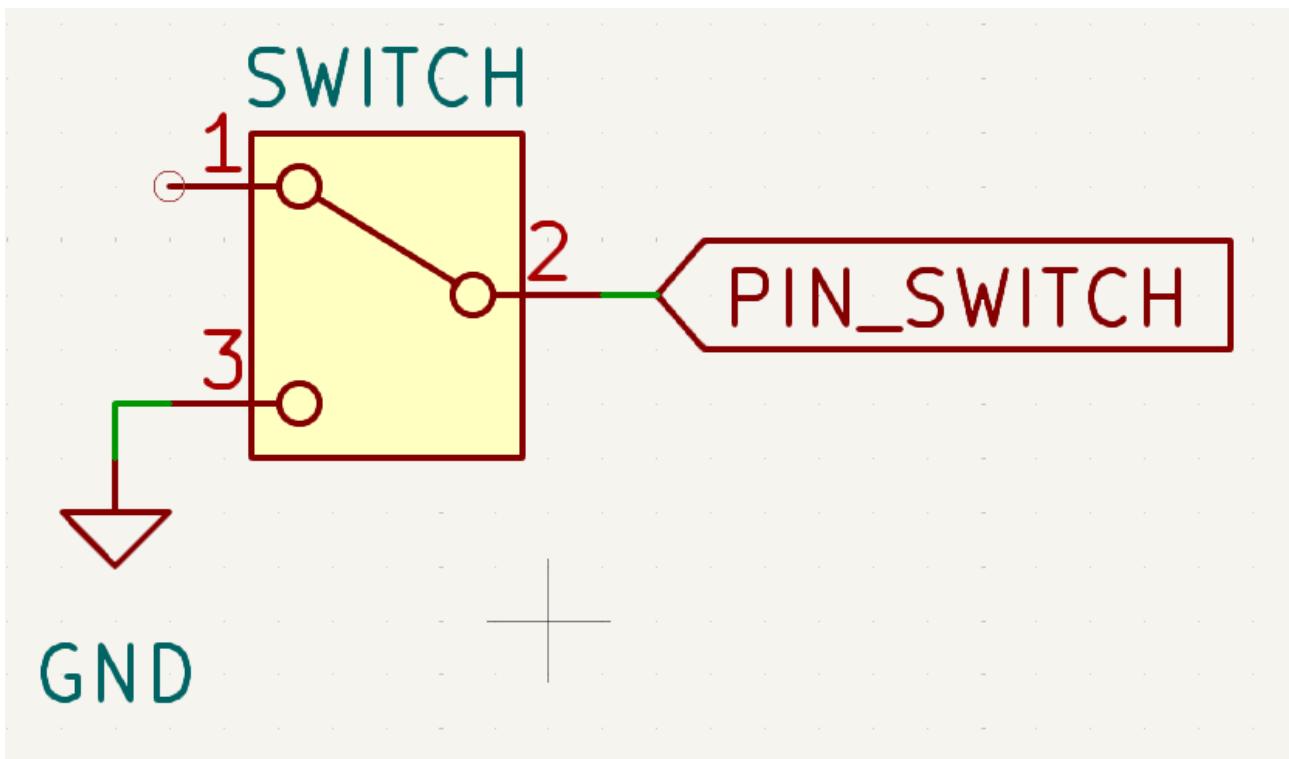
## PIN\_LED

If your MUC is not equipped with an LED, you can follow the following diagram, and thus allow you to see the time of the injections.



# PIN\_SWITCH

If your console uses a bios patch and you have problems playing original games, you can add this switch according to the diagram, which will allow you to disable the BIOS patch injection.



# Guide disclaimer

I'm not a PlayStation 1 modchip expert. This guide has been put together from a combination of my experience, and what I have found online. Many of the sources for PlayStation 1 modding information have gone offline, or are spread out across many forum threads.

My goal is to have a single guide that covers as much information as possible, making it easier for everyone to get solid information about PlayStation 1 modchips. If you have any suggestions, corrections, or additional information, please leave a comment and I'll be happy to update this guide.

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