DMS4 EFFORT ZERO INSTALLATION SPECIAL EDITION

INSTALLATION MANUAL

DMS4 E.Z.I. LITE S.E. and DMS 4 E.Z.I. PRO S.E.

V1.1

ENGLISH

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Disclaimer

IMPORTANT: PLEASE READ THE FOLLOWING DISCLAIMER BEFORE CONTINUING WITH YOUR DMS4 E.Z.I S.E. INSTALLATION.

DMS Technologies takes all precautionary measures to ensure that the E.Z.I S.E. range of products are free from manufacturing defects and each unit is tested before dispatch. However we cannot be held responsible for incorrect usage or damage to the console or modchip equipment due to incorrect usage, negligence, accidental damage, or other factors beyond our control. We have made every effort in our instruction manual to show that due care and attention must be exercised when connecting the DSP and BIOS clips. Furthermore, we would like to bring it your attention that excessive force or failure to connect the connectors in the way intended will more than likely cause severe damage to your console. These factors are beyond our control and therefore we will not be held liable for any damage to your console. By purchasing the DMS4 E.Z.I Lite S.E. or DMS4 E.Z.I Pro S.E. you agree to indemnify DMS Technologies from any libelous action, resulting from accidental damage or negligence on your part.

Before Installing your DMS4 EZI S.E.

As with any hardware modification, a certain amount of risk is associated with a DMS4 EZI installation. Before you proceed with your installation it is important that you understand and are prepared to take these risks - if you are not then please do not attempt the installation!

Before attempting to install a DMS4 EZI S.E. make sure that:

- You have read through and understand everything in this installation manual.
- Your PS2 has not been previously modified with any solder modchip.
- The BIOS and DSP IC's on your PS2 motherboard are in **perfect** condition without any bent pins or excess solder attached to them. If your PS2 has previously had a solder modchip installed this will not be the case so DO NOT proceed. Carefully check over the IC's to verify that none of the pins are even slightly bent, if you find a bent pin DO NOT proceed. We cannot stress this enough! If you attempt to install a clip onto a BIOS or DSP IC with bent pins or solder on some of the pins then there is a very good chance that this will cause permanent damage to your PS2.
- You accept that there is a potential risk of damaging your PS2 associated with a DMS4 EZI S.E. installation (as there is with any modchip installation) and that DMS will not be held liable for damage done to your PS2 resulting from accidental damage on your part.

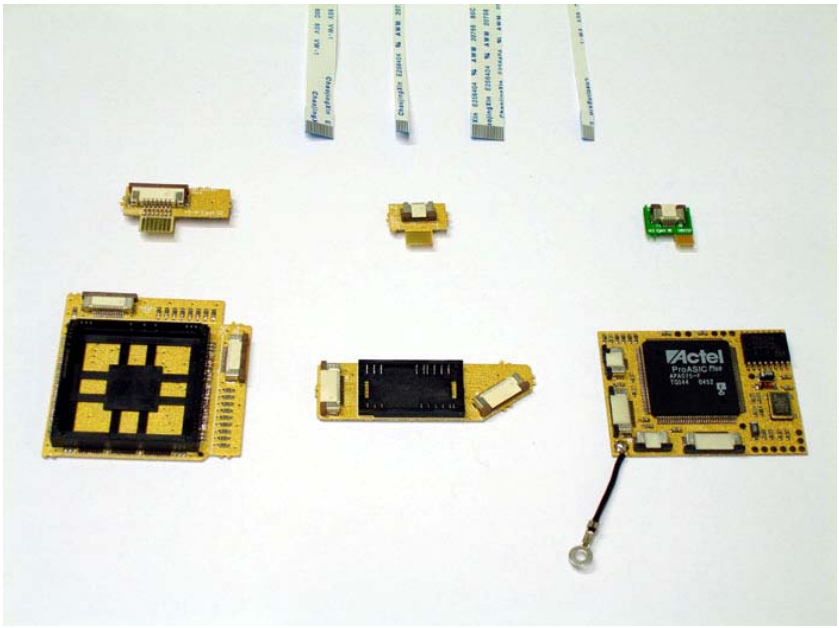
Important notes for once you have attached your DSP/BIOS clips:

- Once the BIOS and/or DSP clips have been attached you cannot remove and re-attach them more than a few times otherwise the metal contacts inside of the clips will lose their "springiness" and will no longer make proper contact with the IC legs resulting in connectivity problems. Once the clips have been attached only remove if absolutely necessary!
- Once the clips (the DSP clip in particular) have been attached to the IC's on one console then they are in effect locked to that console and will most likely not work on a different console. This is because IC's are often subtly different between different consoles and once a clip is attached to an IC it in effect "molds" to the exact shape of that IC. This is not always the case, but we are warning you now so if you try and swap the EZI S.E. clips over to a different console and have problems then you know why. For more information please see the DMS forums.

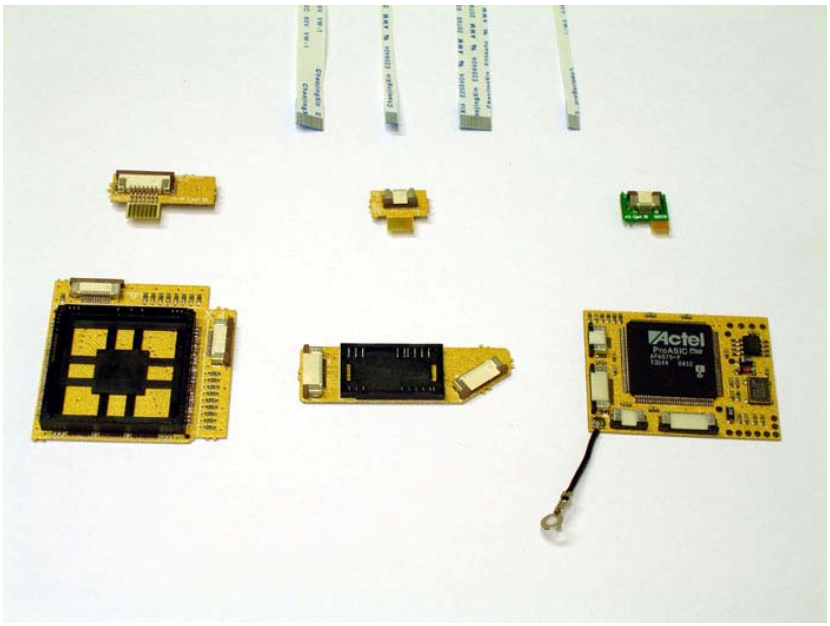
DMS4 E.Z.I Lite S.E. and E.Z.I. Pro S.E. Clip Installation

Package contents

- BIOS clip 50 pin Gap/No Gap x1
- DSP clip 208 pin x1
- Eject PCB assembly V12-V15 x1
- Eject PCB assembly V9/v11 x1
- Eject PCB assembly V5-V8 x1
- E.Z.I. LED test panel X1
- DMS4 E.Z.I. Lite or E.Z.I. Pro main board x1
- FFC Eject cable x1
- E.Z.I. test panel FFC cable x1
- FFC BIOS cable x1
- FFC DSP cable x1 (V15 only) (Bundled inside the main modchip bag)
- FFC DSP cable x1



Lite version



Pro version

PS2 Version Identification

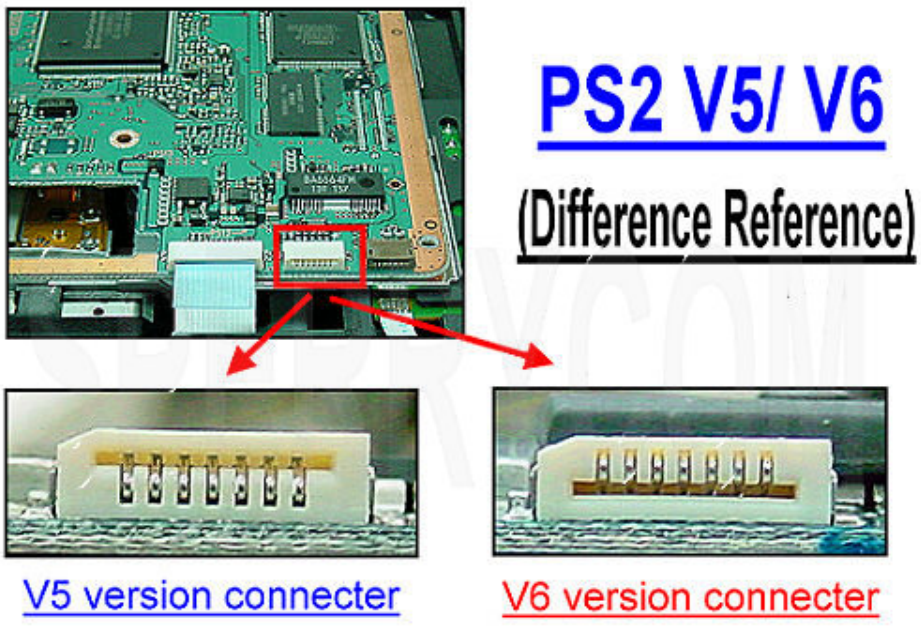
First disassemble your PS2 so that the motherboard is exposed. You may then determine the PS2 version as indicated by the motherboard revision (GH-0xx) marked on the top side of the motherboard (same side as the BIOS and DSP IC's are located on). **Currently V5-V15 PS2's are supported by DMS4 EZI S.E.**

GH-0xx Number	PS2 Version
GH-010	V4
GH-015	V5 **and** V6*
GH-019	V7
GH-022	V8
GH-023	V9
GH-026	V10
GH-029	V11
GH-032	V12
GH-035	V13
GH-036,037,040,041	V14
GH-051	V15

If you are having trouble determining your PS2 version, you may find the following website helpful:

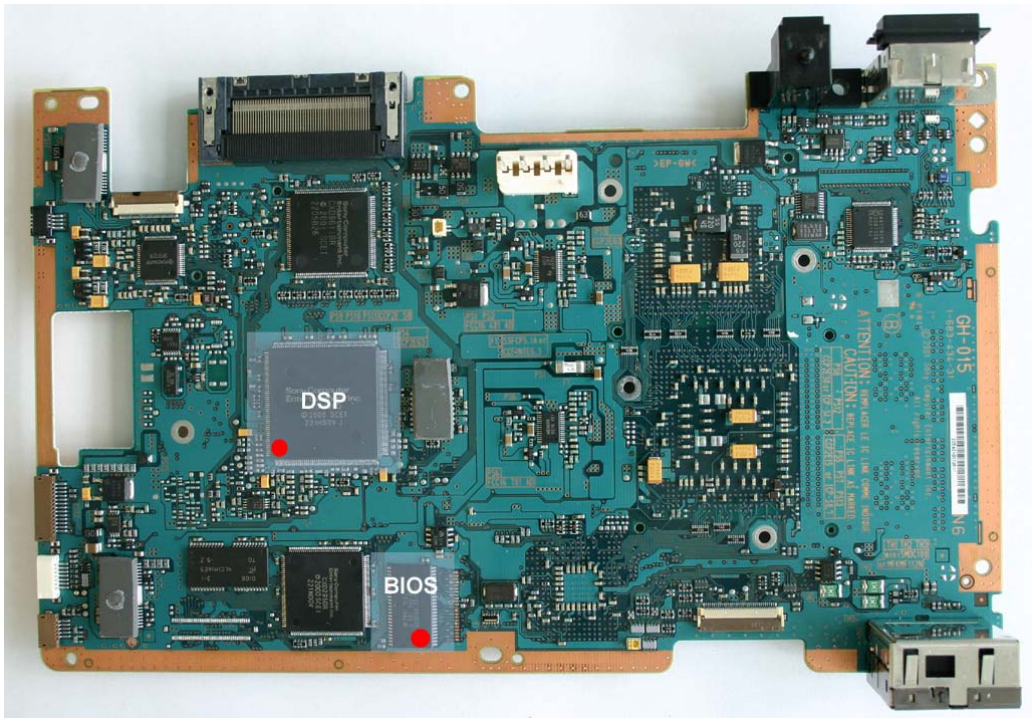
http://www.psxservices.co.uk/ps2_version.htm

***V5 and V6 motherboards look almost identical. Here's how you can determine if you have a V5 or V6:

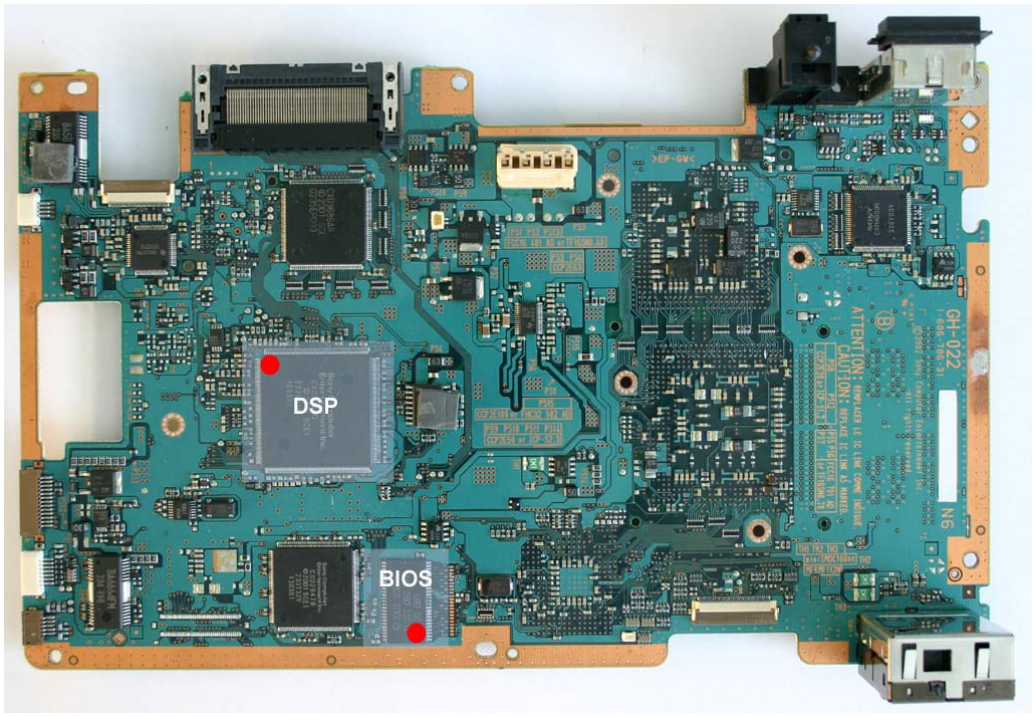


BIOS and DSP IC Location

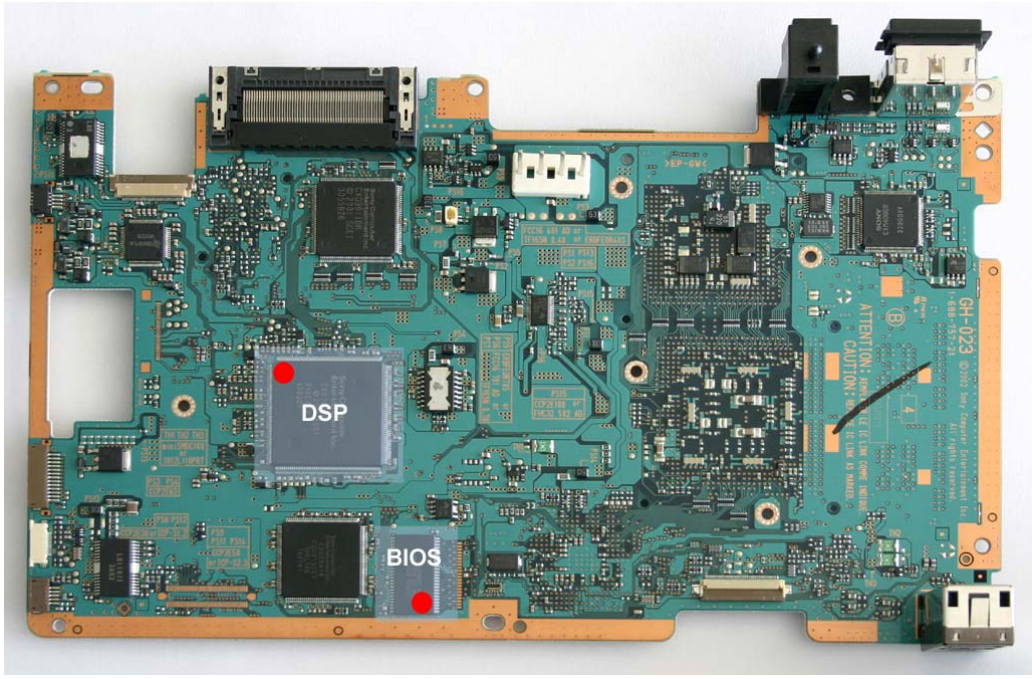
Once you know your PS2 version you can determine the BIOS and DSP IC locations on your motherboard using the following pictures. They also show the location of **PIN 1** on each of the IC's, which is indicated by a red dot.



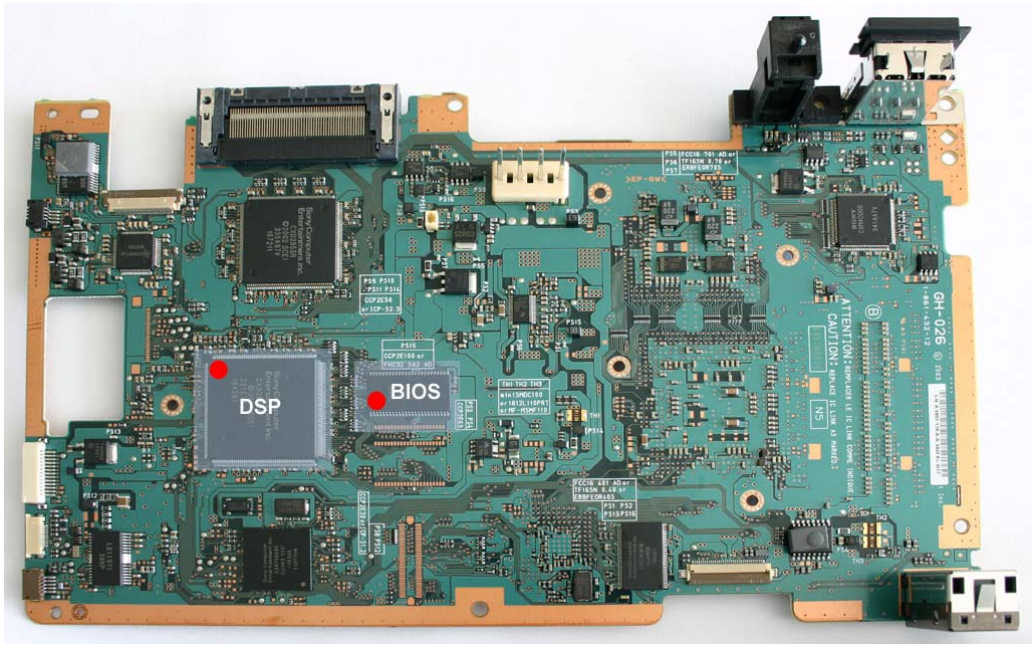
V5/V6 Motherboard



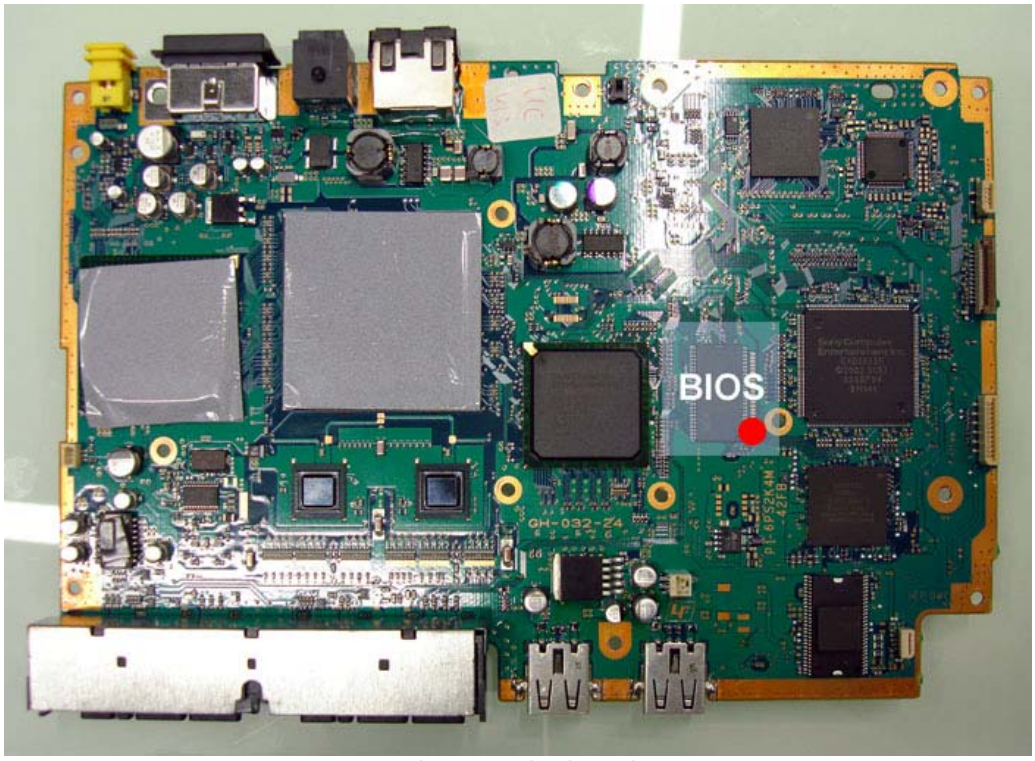
V7/V8 Motherboard



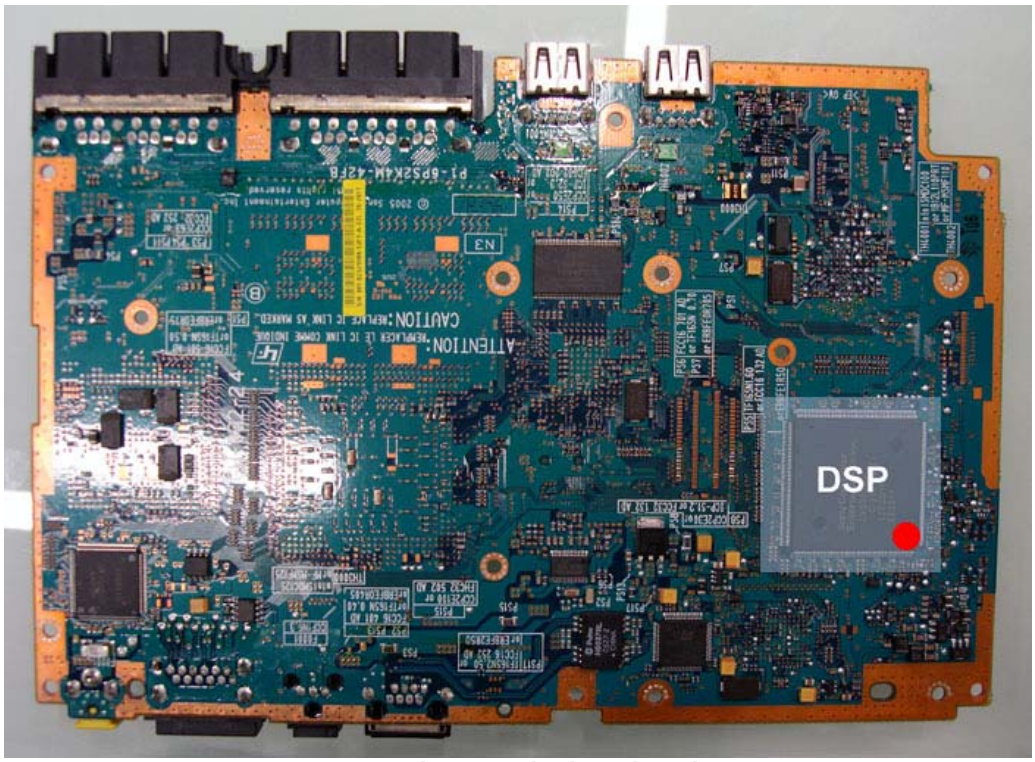
V9 Motherboard



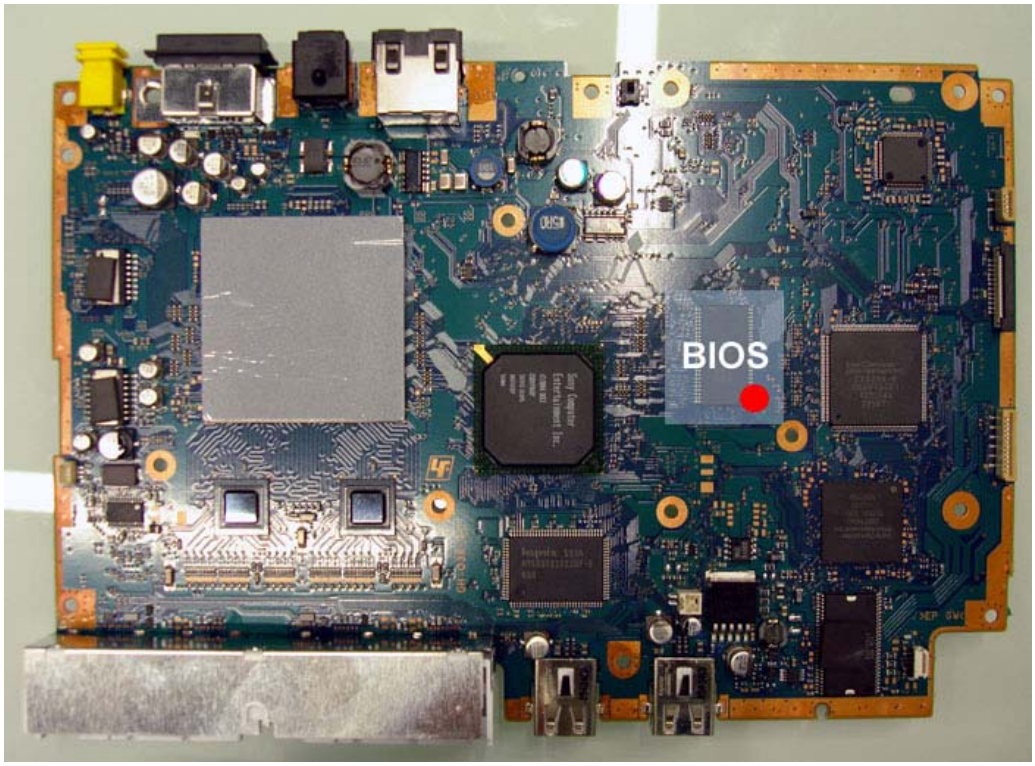
V10 Motherboard



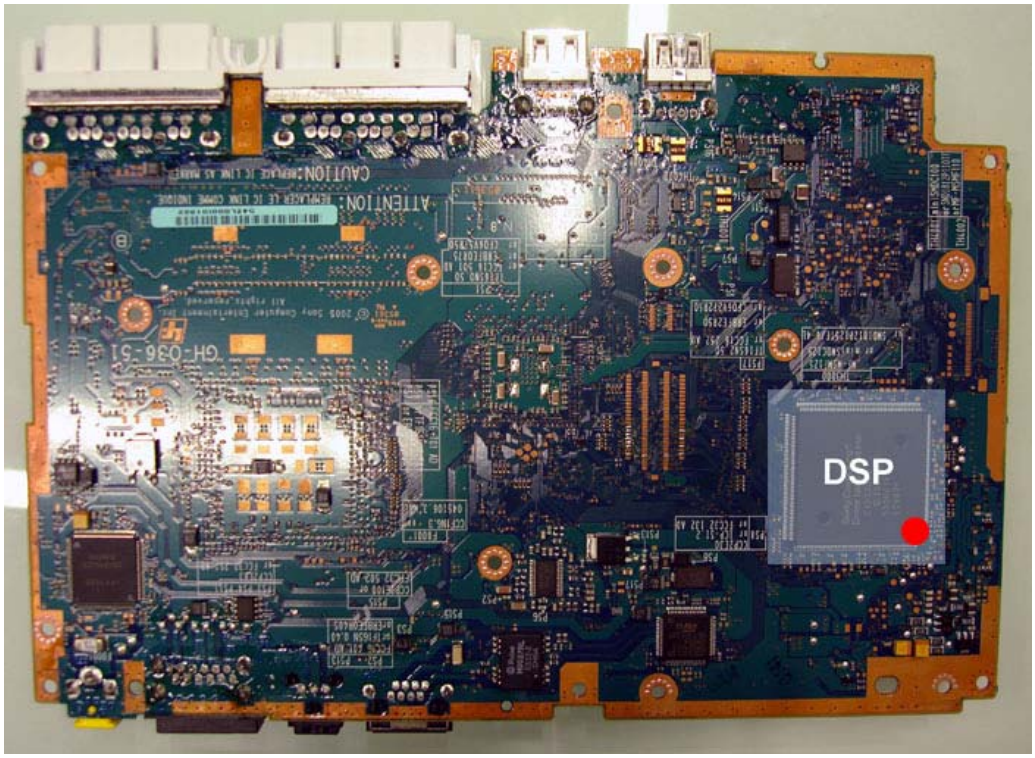
V12 and V13 Motherboard Front



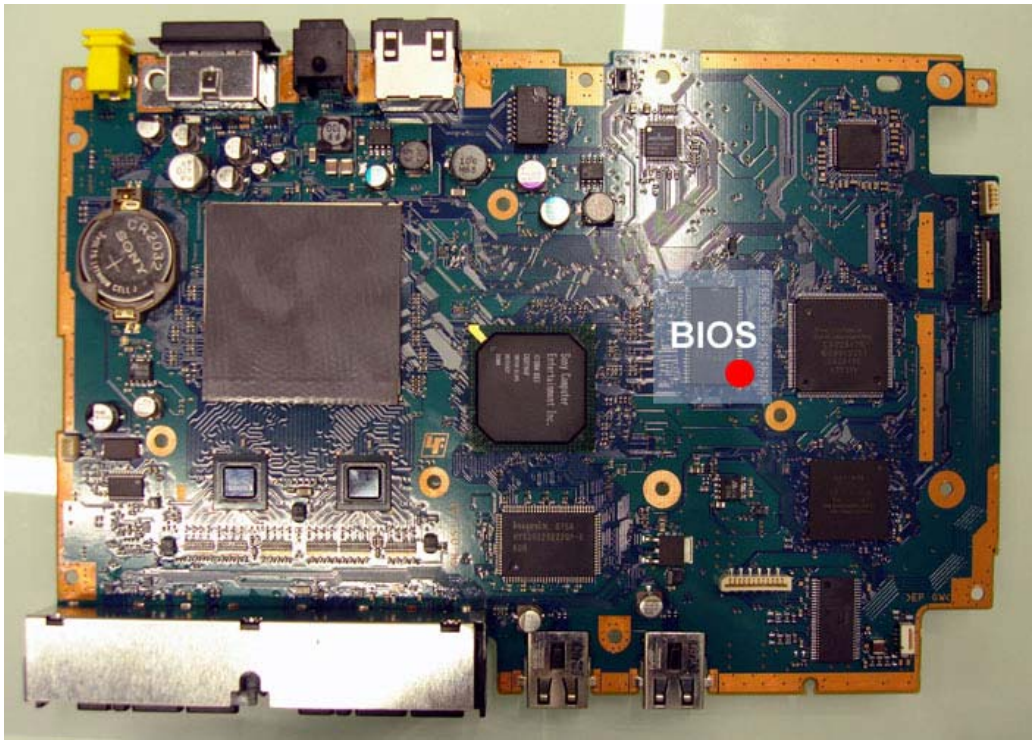
V12 and V13 Motherboard Back



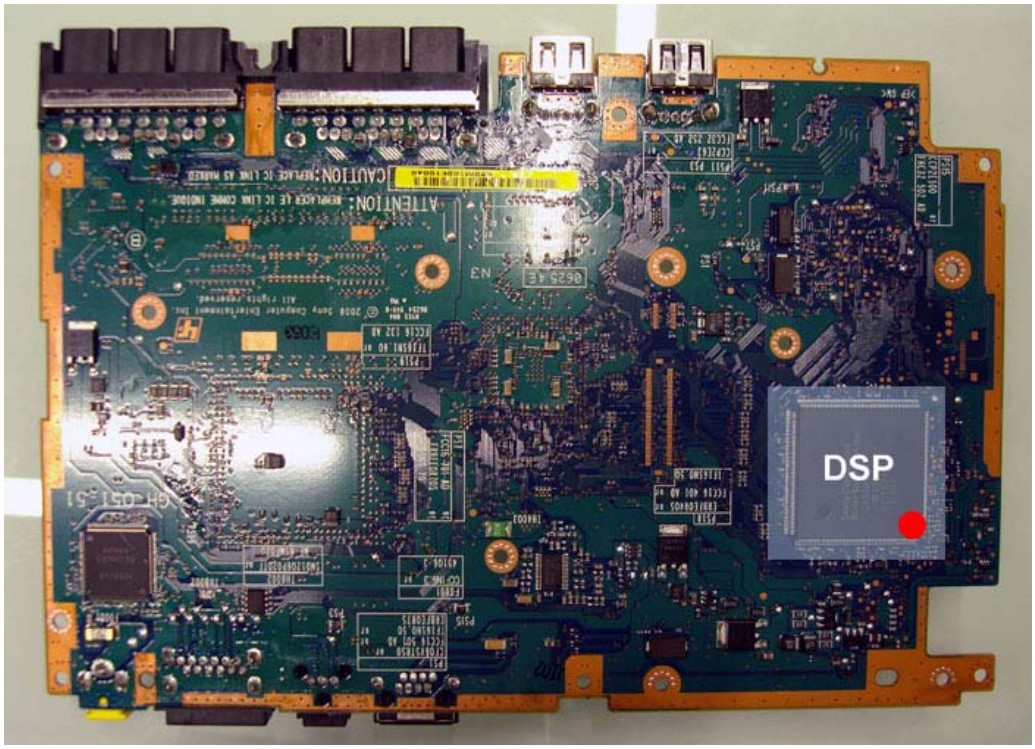
V14 Motherboard Front



V14 Motherboard Back



V15 Motherboard Front



V15 Motherboard Back

DSP Clip preparation

There are two types of DSP:

CXD3098Q and CXD1869/CXD1886

Please determine which type you have by reading the number from the top of the DSP IC and then snap of the portion of the DSP clip PCB which is not required. Be sure to get it right or you'll be left with a useless DSP clip. There are markings on the DSP clip PCB indicating which portion should be removed for the respective DSP type.

IMPORTANT NOTE:

We have found that the best way to remove the unwanted connection portion of the DSP clip PCB is to use a pair of sharp scissors and cut carefully along the perforated edge. This will avoid placing stress on the solder connections between the clip and the PCB. You SHOULD NOT use your hands to snap of the PCB portion, since this will lead to damage. Please take great care when cutting the PCB not so stray away from the perforated section, as this may cut into tracks which are essentially for patching functionality.

BIOS Clip preparation

Only one type of BIOS clip is supplied. It is suitable for the following model revisions:

V5-V15 No Gap/Gap = 50 pin BIOS without GAP

The PCB must be trimmed according to your console version, as explained in more detail below.

Eject signal PCB version determination

Select the appropriate Eject PCB according to which motherboard revision you have:

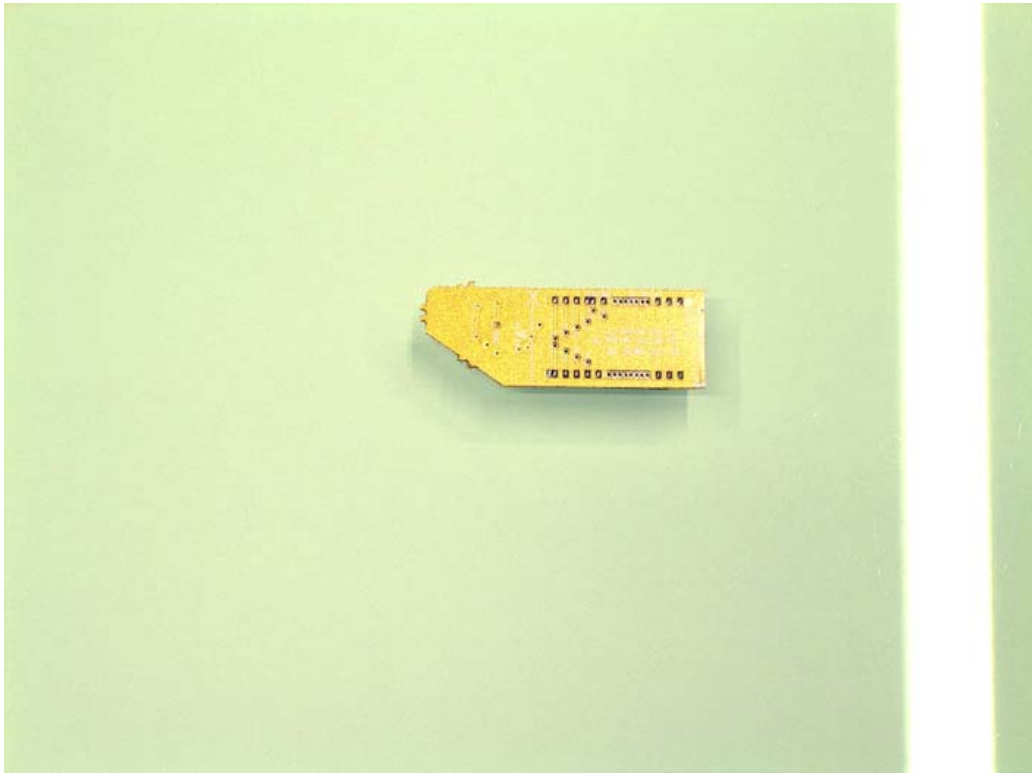
- GH015-GH022 = v5-v8 eject PCB (Please note that the FFC connector on the underside of this PCB assembly is only to be used for V6 consoles!)
- GH23-GH029 = V9/V11 eject PCB
- GH32+ =V12 Eject PCB

Clip Installation

It is vitally important that the clips are installed precisely, carefully and correctly with as little pressure or insertion force as possible. Excess pressure will lead to damage to the clips or the console. Please bear in mind that the construction of the clips is very sensitive to excess force/pressure or improper connection.

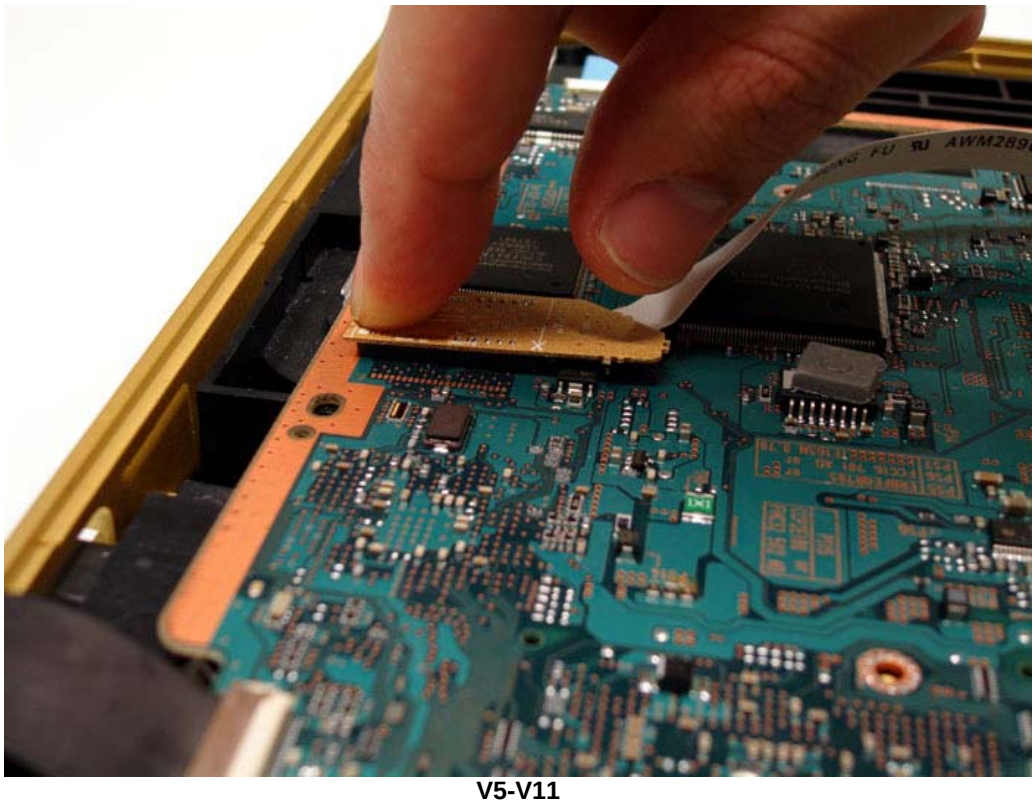
BIOS CLIP installation procedures/recommendations

1) Cut off the unwanted part of the DSP clip assembly with sharp scissors BEFORE attempting connection to the DSP. Attempting to remove the unwanted assembly portion whilst connected to the DSP will result in severe damage to DSP and clip. BE WARNED!!!!!!!

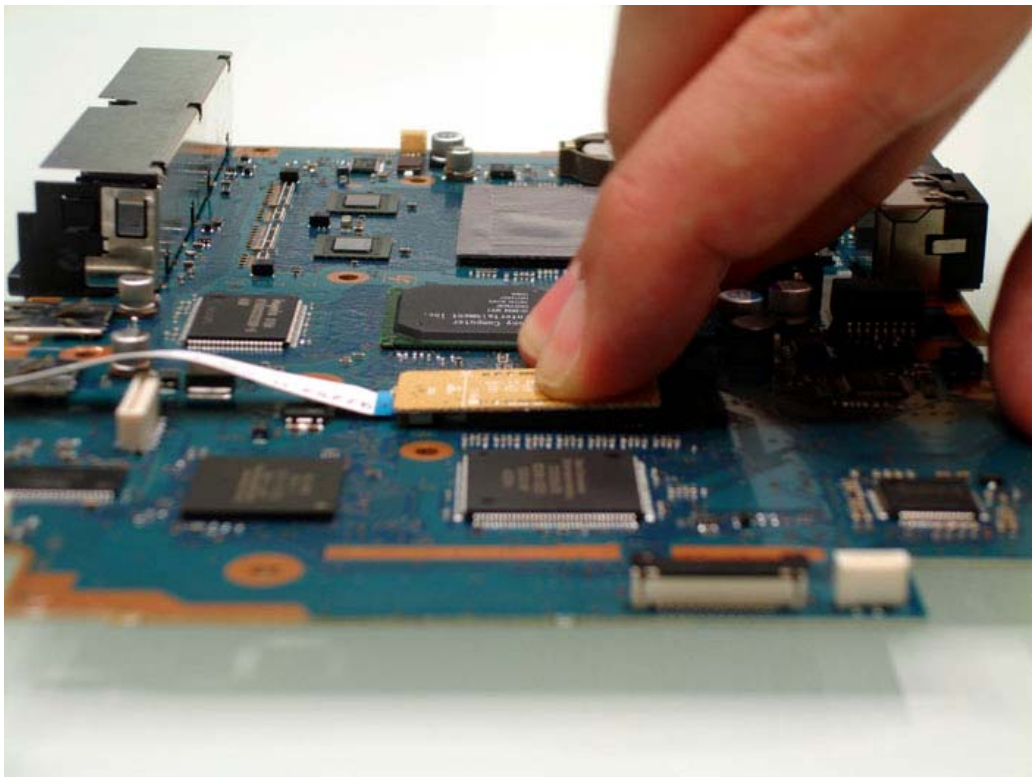


Trimmed BIOS clip will look something like above picture, depending of course on which area was trimmed.

2) Please insert the BIOS FFC cable into the BIOS clip first. Then, align the BIOS clip properly by situating the “PIN 1” marking on the BIOS clip PCB over pin 1 of the BIOS IC. Make sure that the edge of the clip is parallel to the BIOS on both sides before connection.

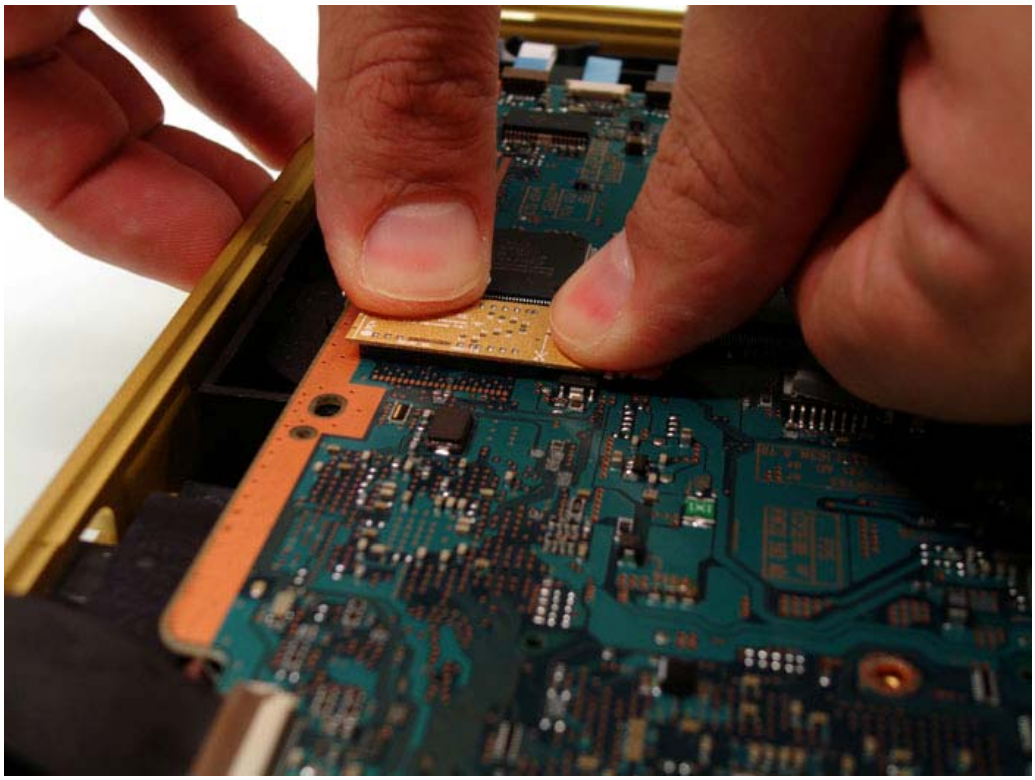


V5-V11

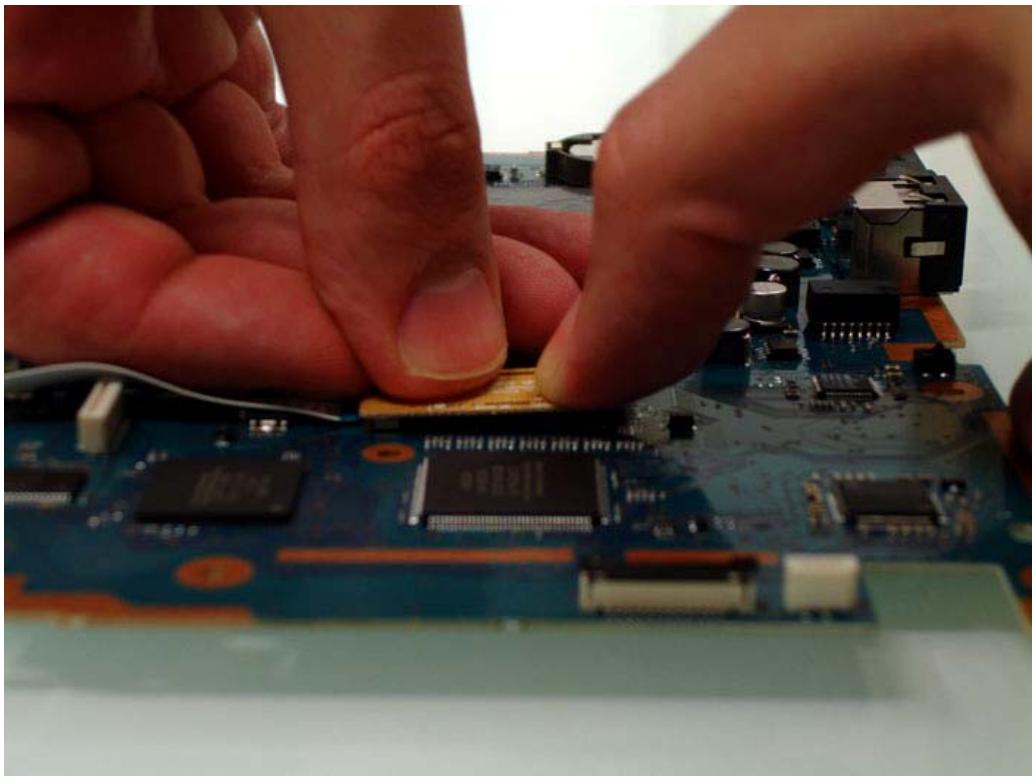


V12+

3) Make sure that the BIOS clip has made a firm connection, by pressing down with both thumbs as shown in the photo.

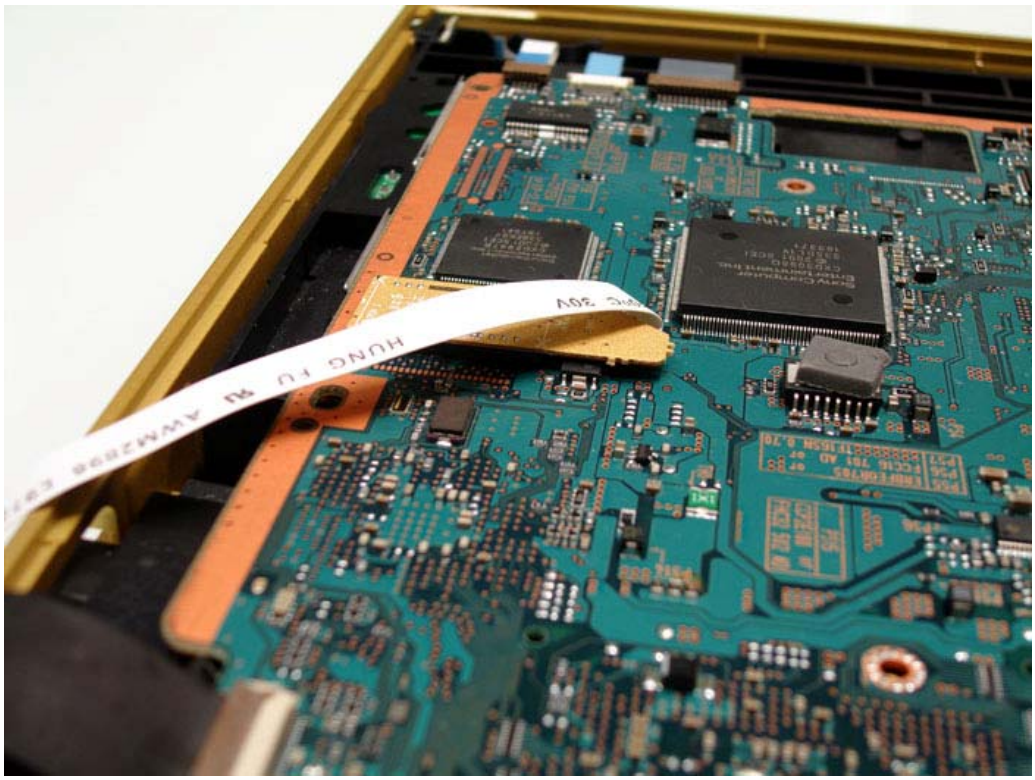


V5-V11

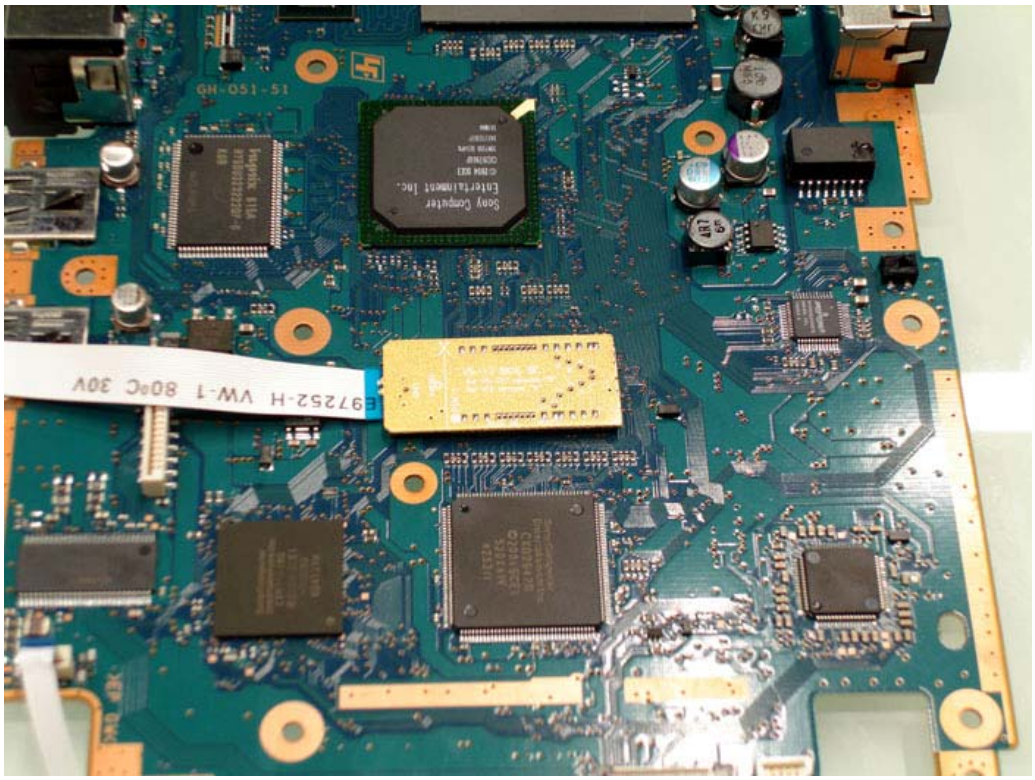


V12+

4) The installation should look like this:



V5-V11



V12+

5) Take care not to damage any of the passive components around the BIOS, by exercising due care and attention.

6) Do not disconnect/reconnect the clip unnecessarily, this will lead to damage to the clips' housing and pins, and will ultimately render it useless.

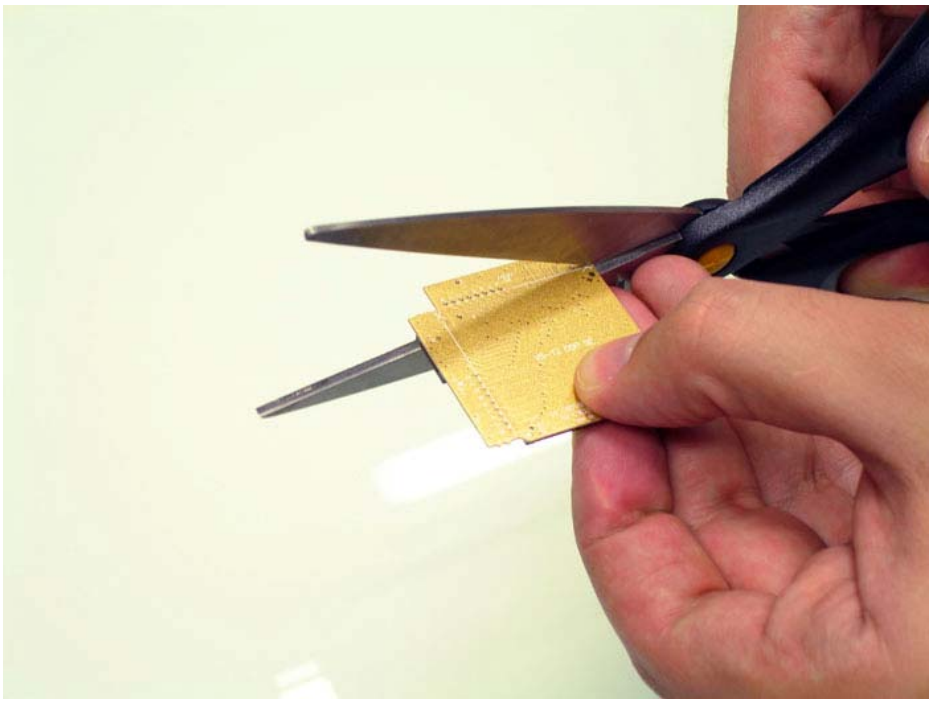
7) **Do not attempt to install a clip to BIOS which has been soldered to by hand or had a previous solder type MOD installation, since our clips are extremely high precision interconnects and cannot accommodate excess solder.**

8) Do not attempt to connect a clip to another BIOS type for which it is not designed. This may cause damage to both the clip/BIOS or cause a short circuit.

9) Ensure that the clip orientation is correct, pay particular attention to the positioning of PIN 1.

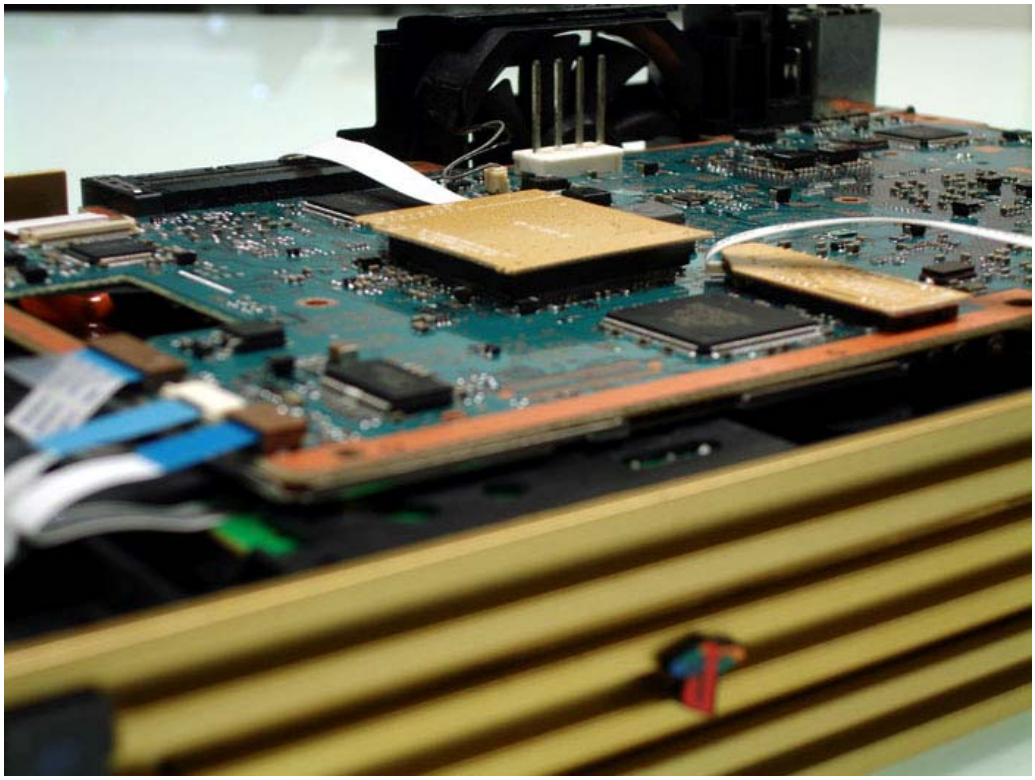
DSP CLIP installation procedures/recommendations

1) Cut off the unwanted part of the DSP clip assembly with sharp scissors BEFORE attempting connection to the DSP. Attempting to remove the unwanted assembly portion whilst connected to the DSP will result in severe damage to DSP and clip. BE WARNED!!!!!!!

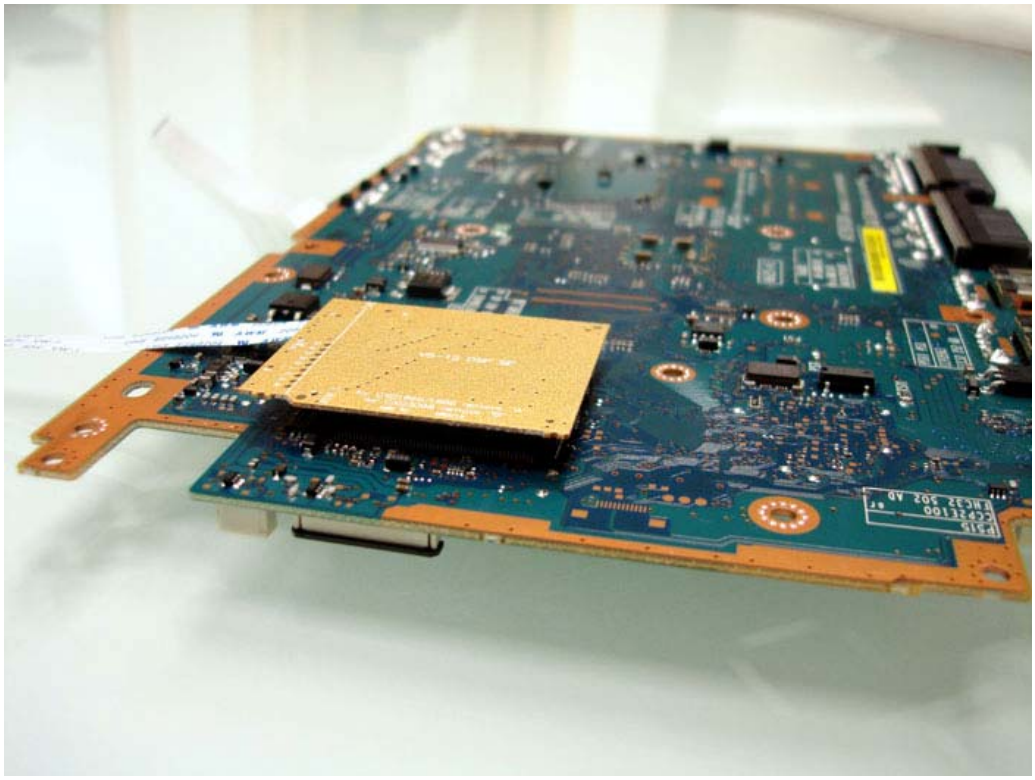


2) Your DSP clip should look something like this now (Depending of course which side you trimmed):

3) Please insert the DSP FFC cable into the DSP clip first. Align the DSP clip properly by situating the “PIN 1” marking on the DSP clip PCB over pin 1 of the DSP IC. Make sure that the edge of the clip is parallel to the DSP on four sides before connection. Please ensure that the DSP clip is situated equally over each side, as this is paramount to proper connection.

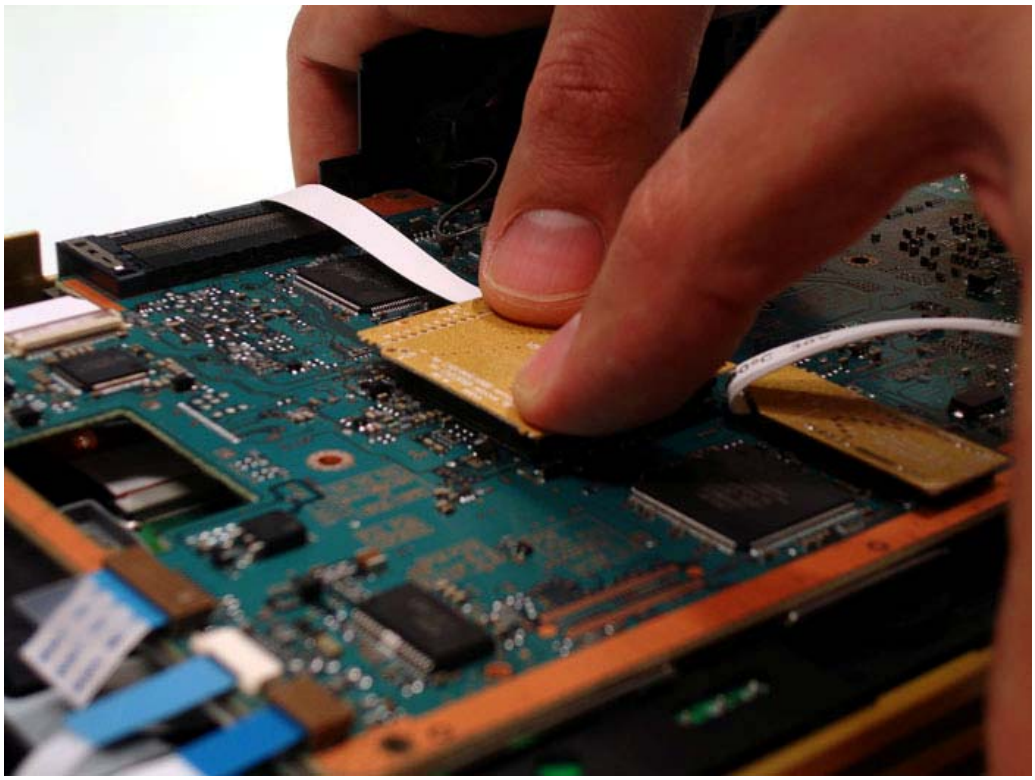


V5-V11

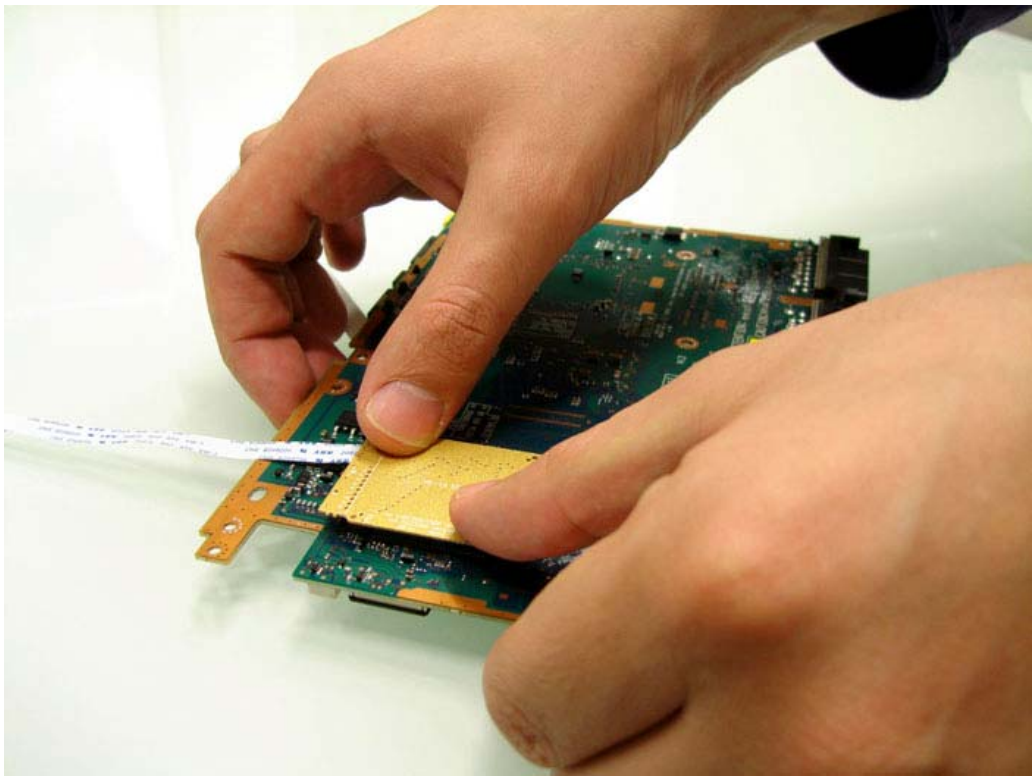


V12+

3) Make sure that the DSP clip has made a firm connection, by pressing down with both thumbs as shown in the photo.



V5-V11



V12+

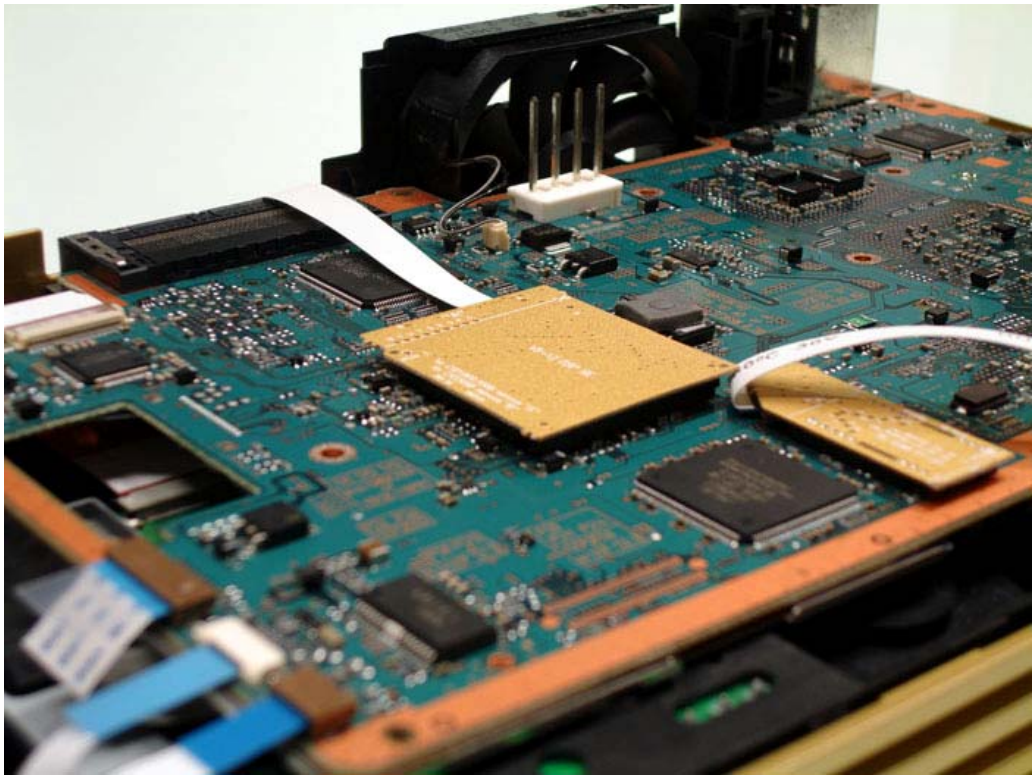
4) Take care not to damage any of the passive components around the DSP, by exercising due care and attention.

5) Do not disconnect/reconnect the clip unnecessarily, this will lead to damage of the clips' housing and pins, and will ultimately render it useless.

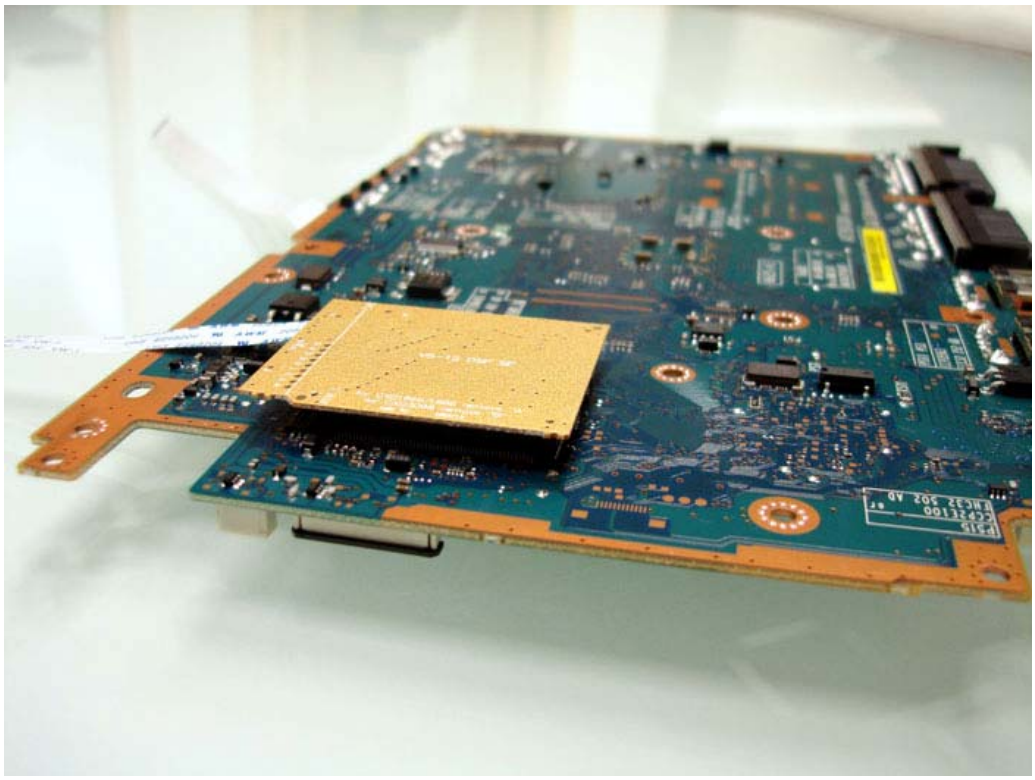
6) **Do not attempt to install a clip to a DSP which has been soldered to by hand or had a previous solder type MOD installation, since our clips are extremely precision interconnects and cannot accommodate excess solder.**

7) Do not attempt to connect a clip to another DSP type for which it is not designed. This may cause damage to both the clip/ DSP or cause a short circuit.

8) Ensure that the clip orientation is correct, pay particular attention to the positioning of PIN 1.



V5-V11



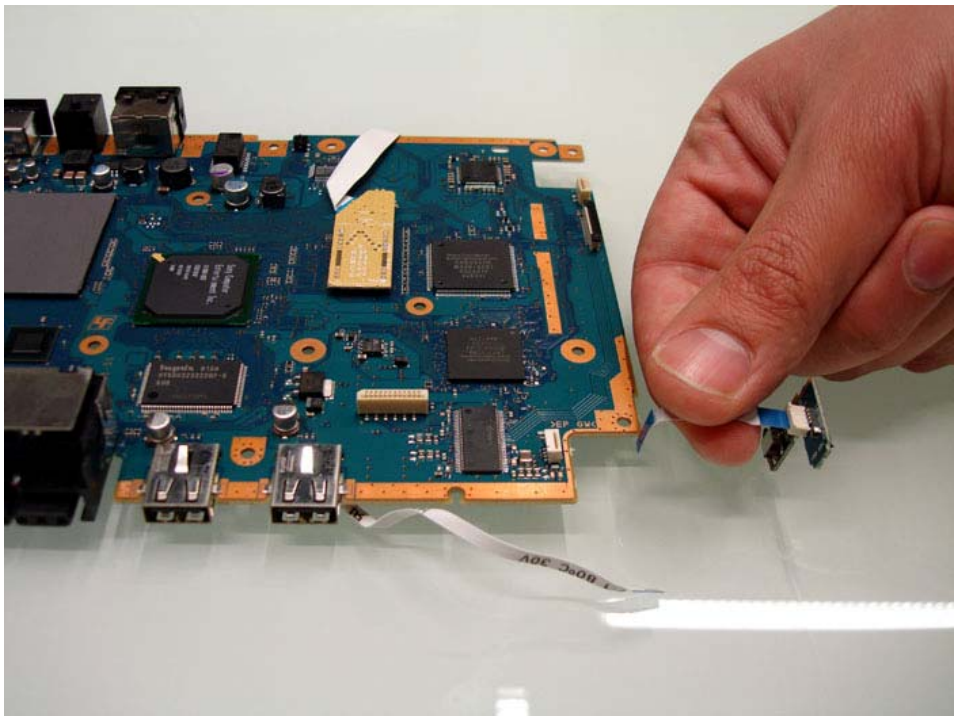
V12+

IMPORTANT NOTE:

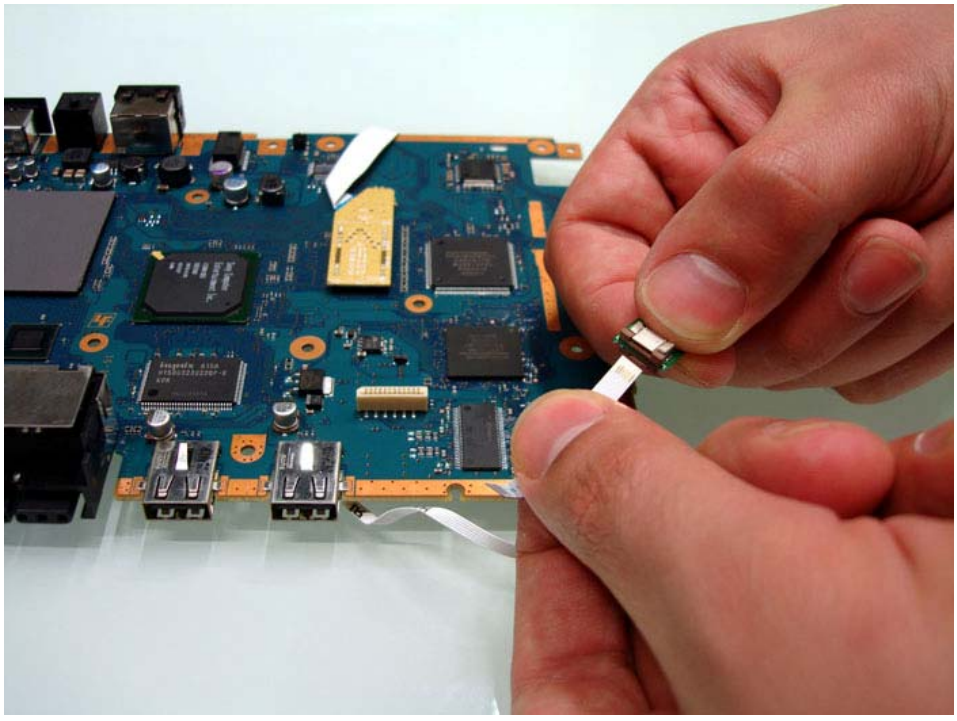
We have found that the best way to remove the unwanted connection portion of the DSP clip PCB is to use a pair of sharp scissors and cut carefully along the perforated edge. This will avoid placing stress on the solder connections between the clip and the PCB. You SHOULD NOT use your hands to snap of the PCB portion, since this will lead to damage. Please take great care when cutting the PCB not so stray away from the perforated section, as this may cut into tracks which are essential for patching functionality.

Eject signal PCB installation (V12-V15 only)

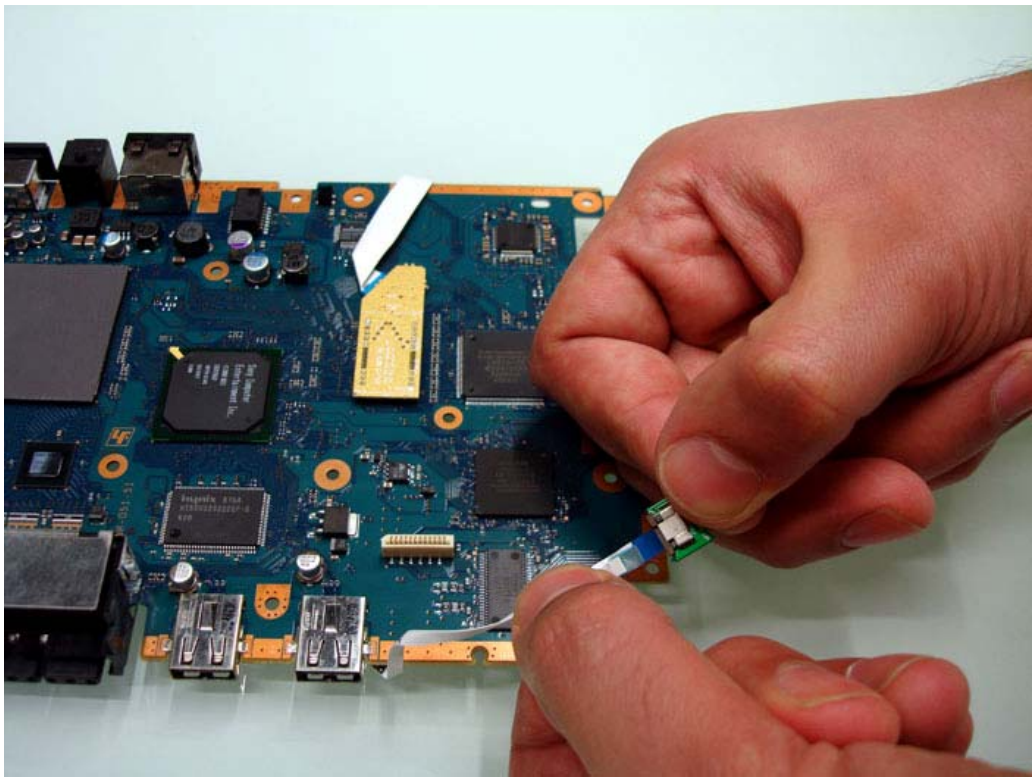
1) Disconnect the eject cable PCB assembly from the PS2, and then disconnect the original FFC cable from the Eject PCB supplied with the PSTwo.



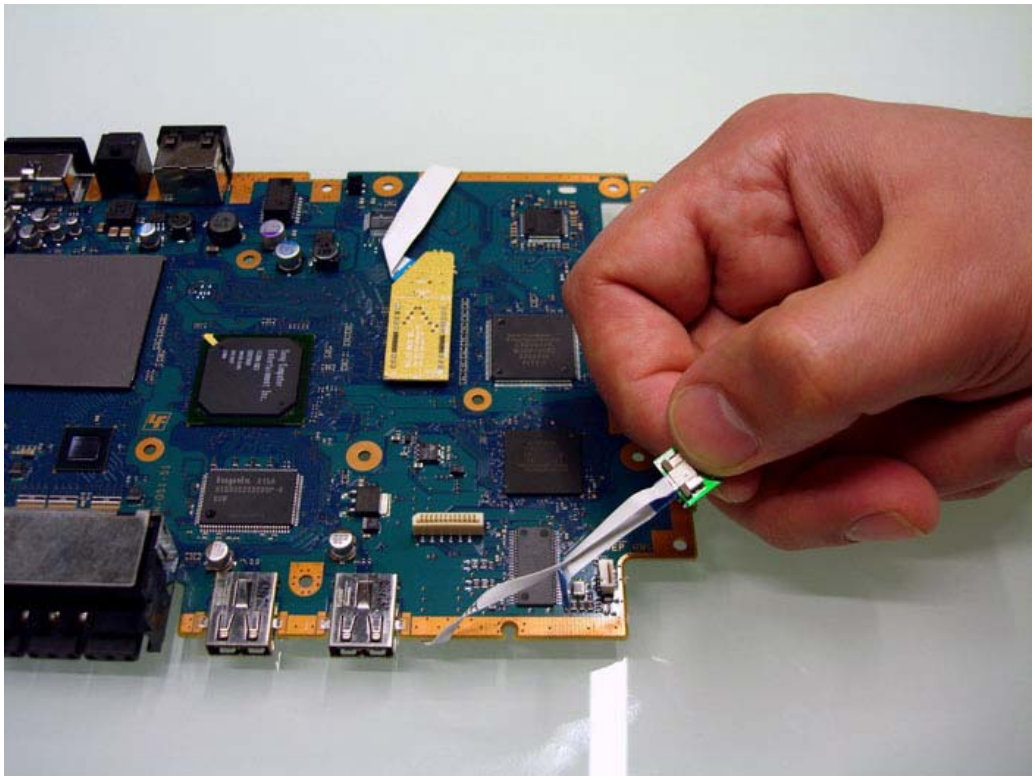
2) Connect the PS2 eject cable into the eject signal assembly. Make sure that the FFC cable is connected with the markings same way up as the picture:



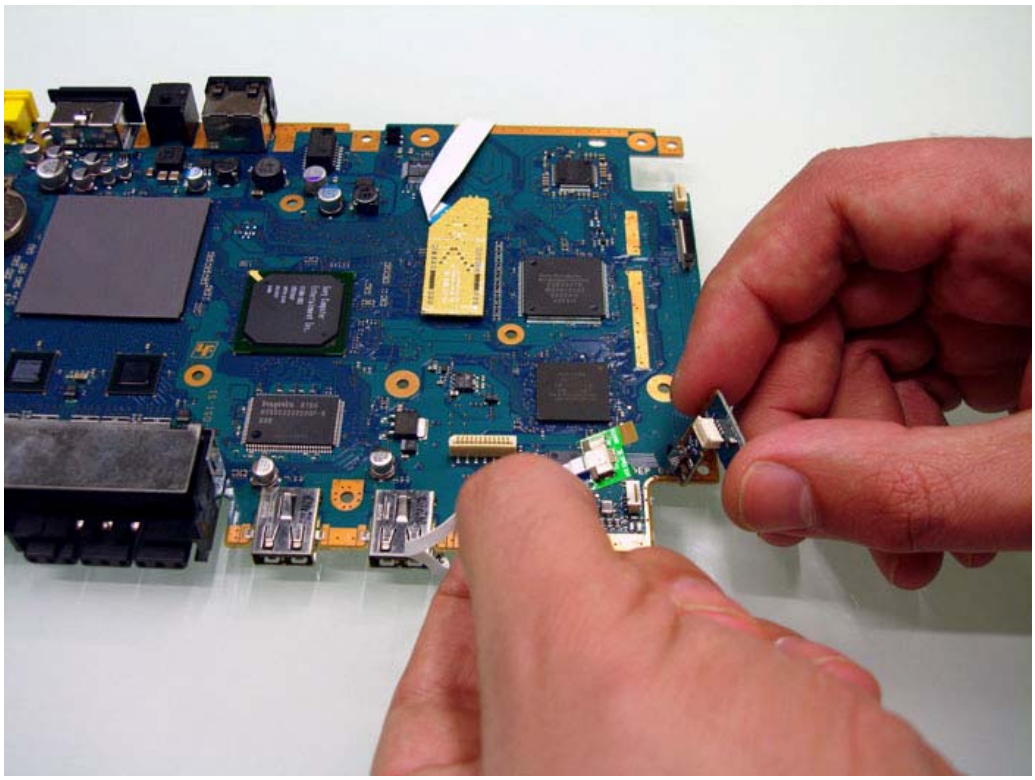
3) Connect the Eject cable form the main modchip to the Eject cable assembly, as shown. Pay careful attention to the orientation of the cable which you insert, make sure the markings face the same way as the picture.



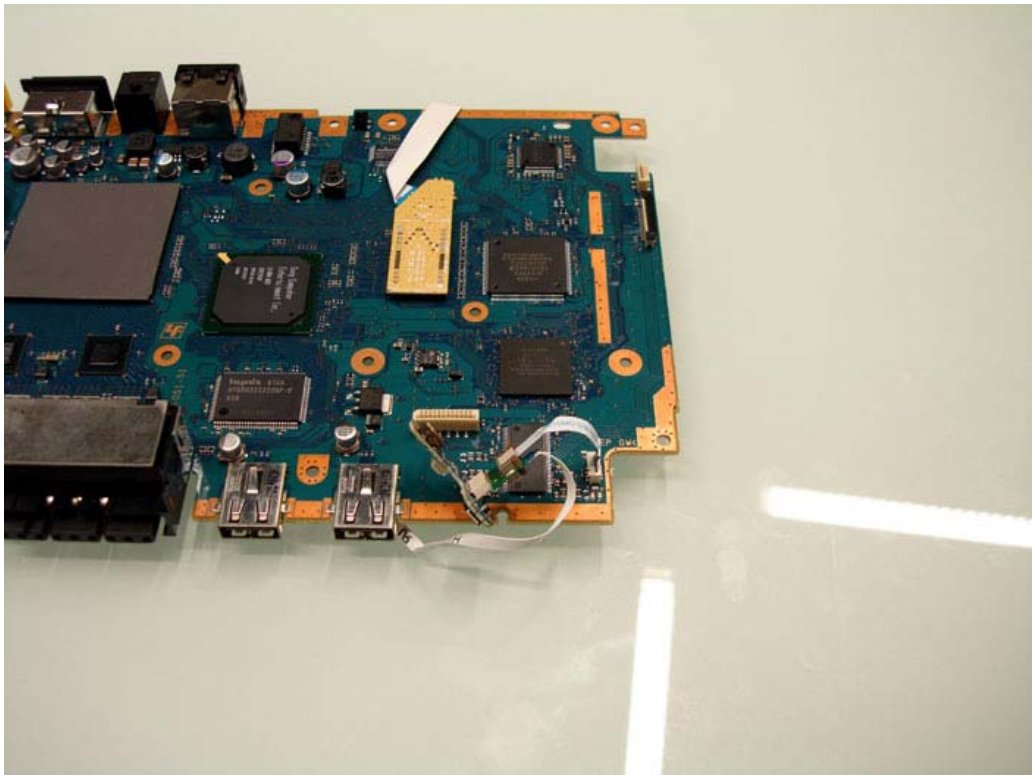
Your assembly should now look like this:



4) Plug the DMS EZI SE FFC Eject assembly into the original PSTwo Eject PCB as shown:



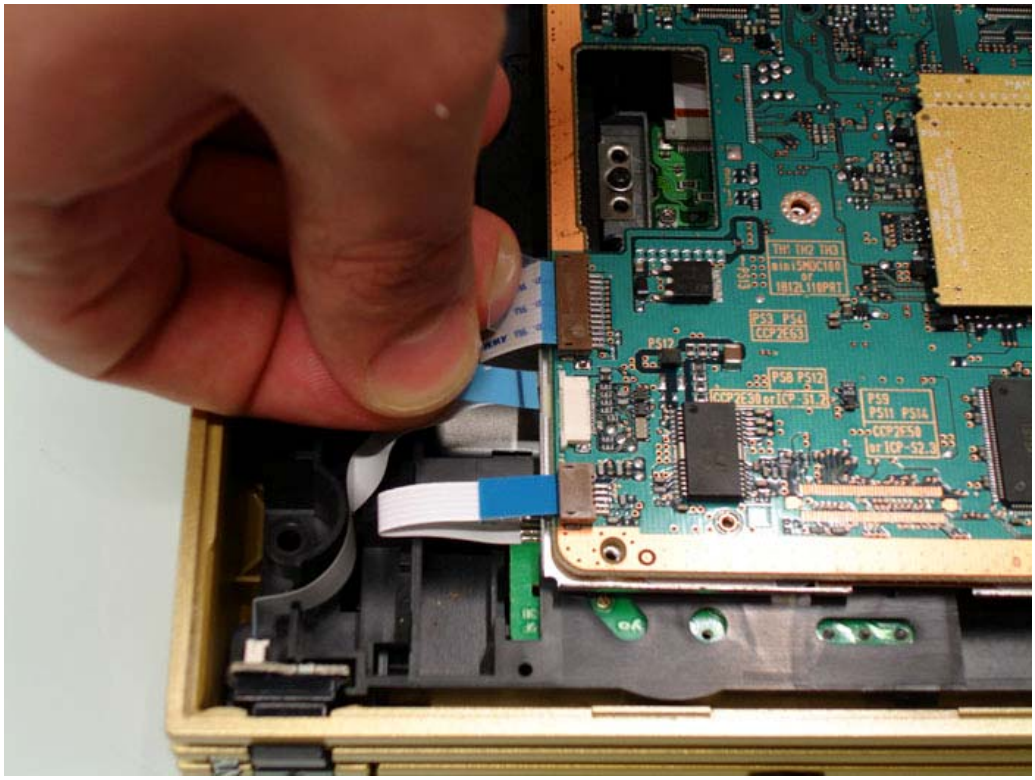
5) The completed Eject assembly should look like this:



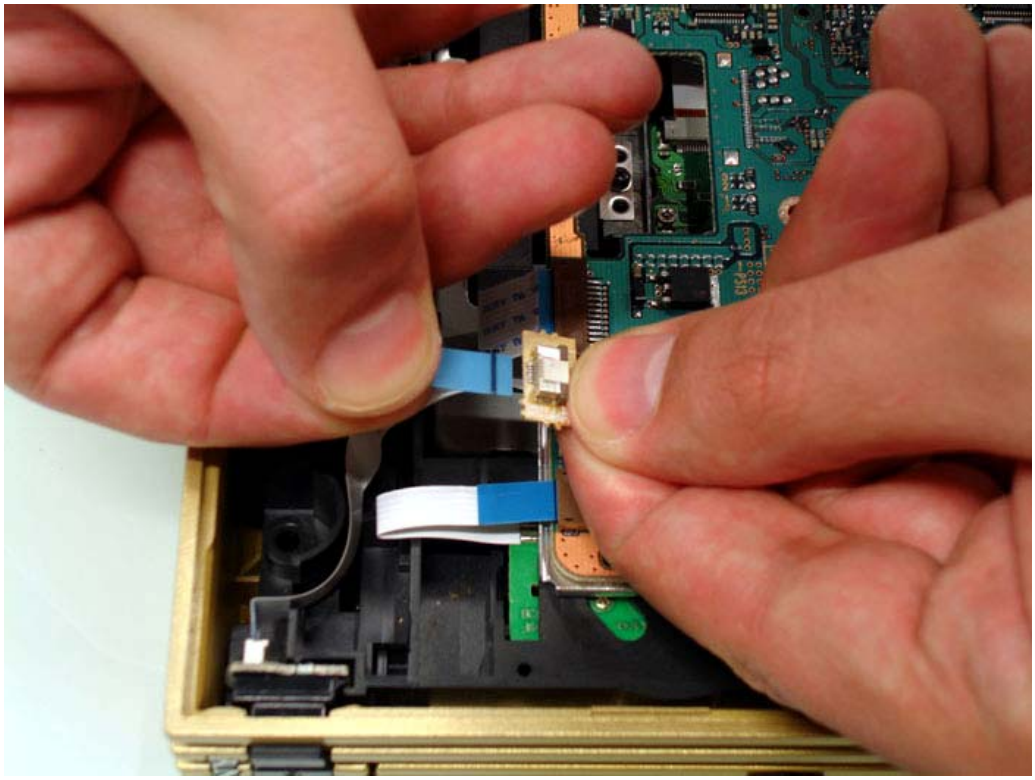
PLEASE TAKE GREAT CARE WHILST DISCONNECTING THE RIBBON CABLE NOT TO TEAR IT! PLEASE ALSO ENSURE THAT EXCESSIVE FORCE IS NOT USED WHILST CONNECTING THE EJECT ASSEMBLY TO THE CONSOLE.

Eject signal PCB installation (V9-V11 only)

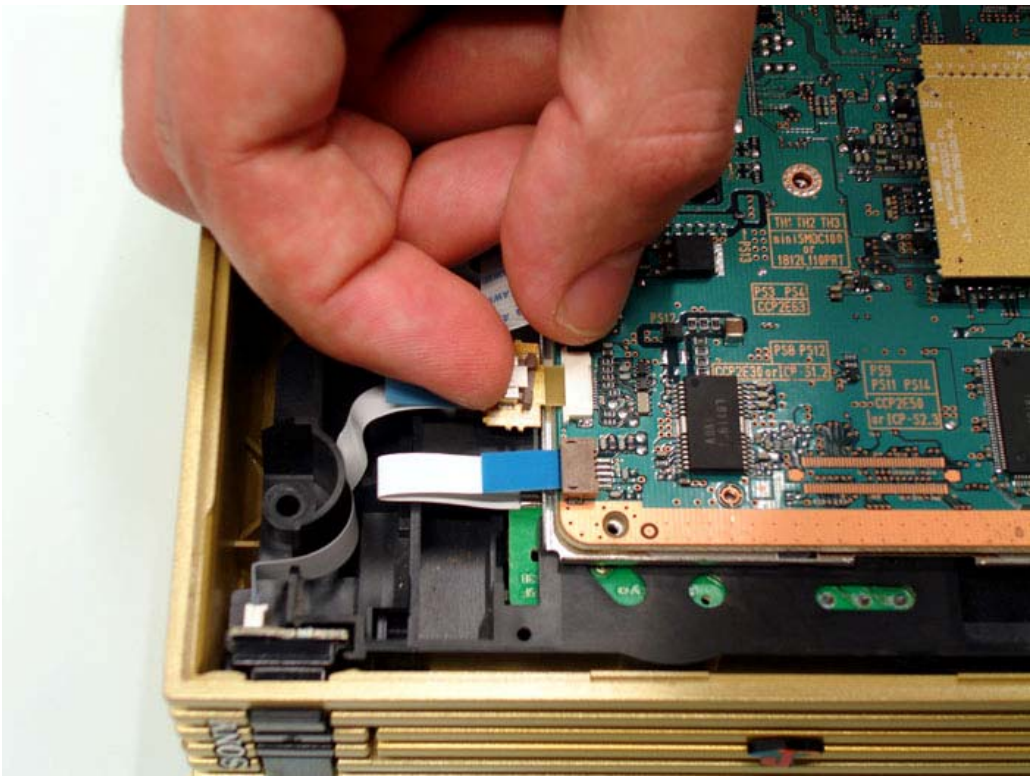
1) Disconnect the eject cable from the PS2.



2) Connect the PS2 eject cable into the eject signal assembly.



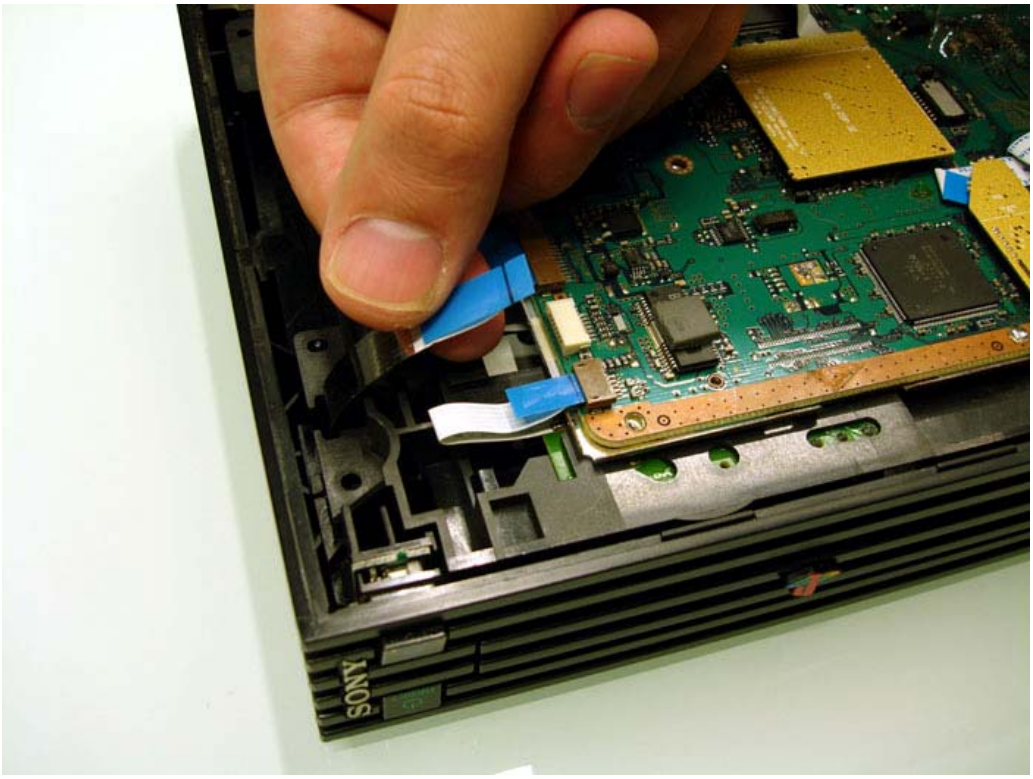
3) Connect the eject cable assembly to the connector from which you removed the ribbon cable.



PLEASE TAKE GREAT CARE WHILST DISCONNECTING THE RIBBON CABLE NOT TO TEAR IT! PLEASE ALSO ENSURE THAT EXCESSIVE FORCE IS NOT USED WHILST CONNECTING THE EJECT ASSEMBLY TO THE CONSOLE.

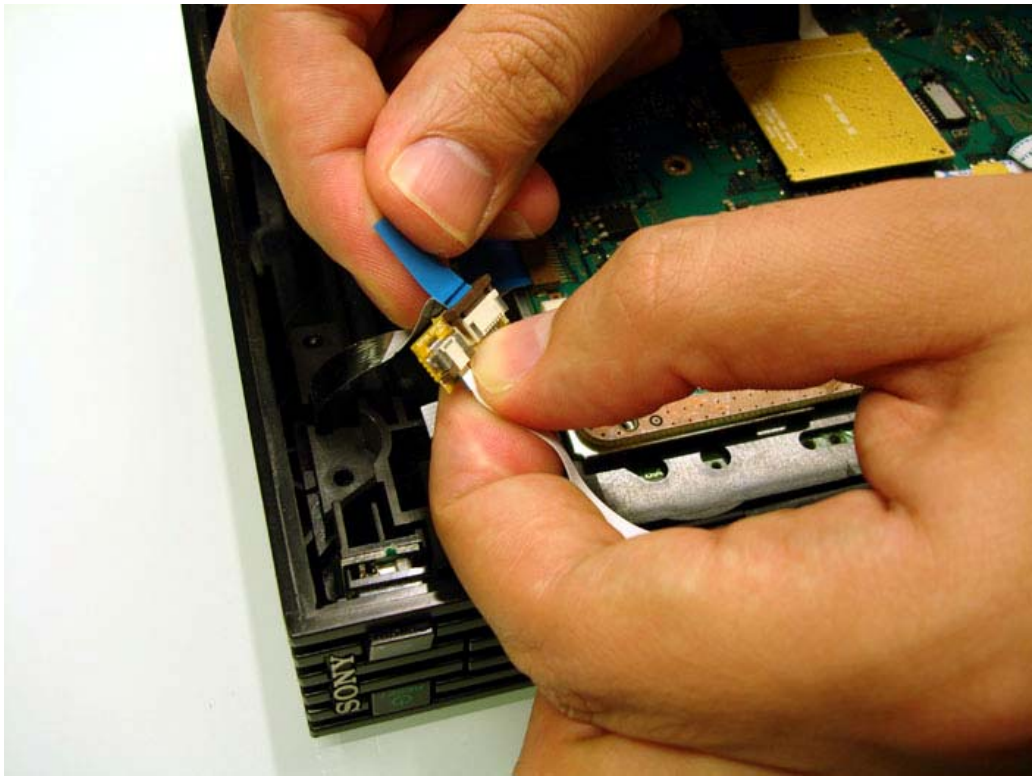
Eject signal PCB installation (V5-V8 only)

1) Disconnect the eject cable from the PS2.

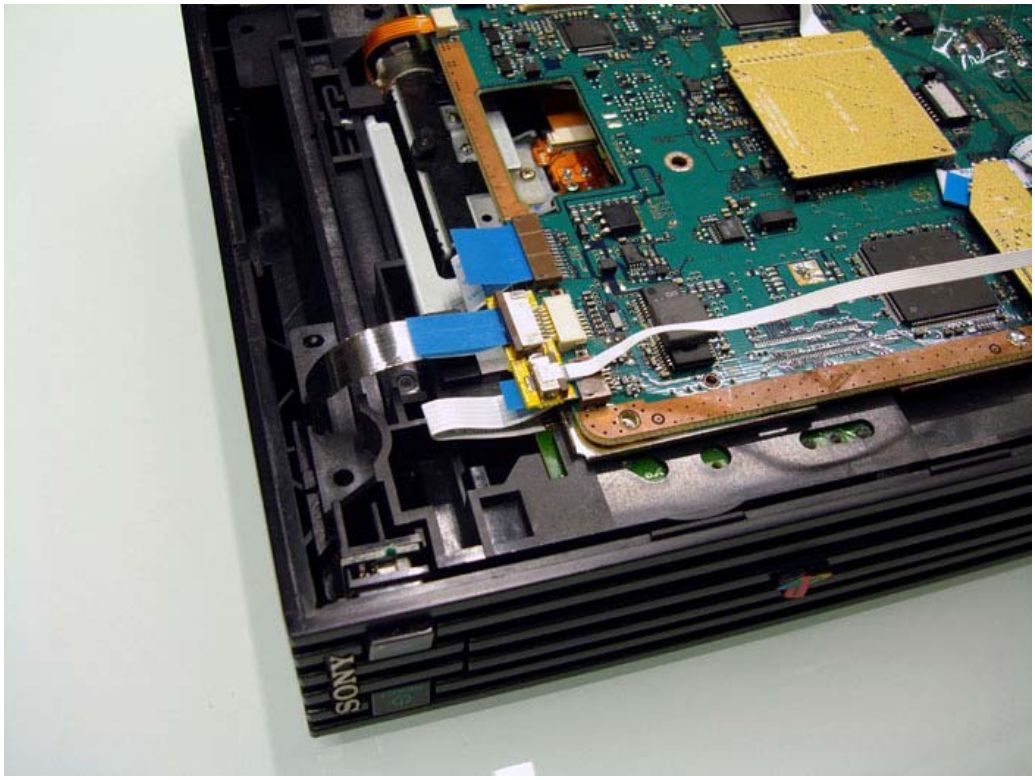


2) Connect the PS2 eject cable into the eject signal assembly.

(Please note that the FFC connector on the underside of the V5-V8 PCB assembly is only to be used for V6 consoles!)



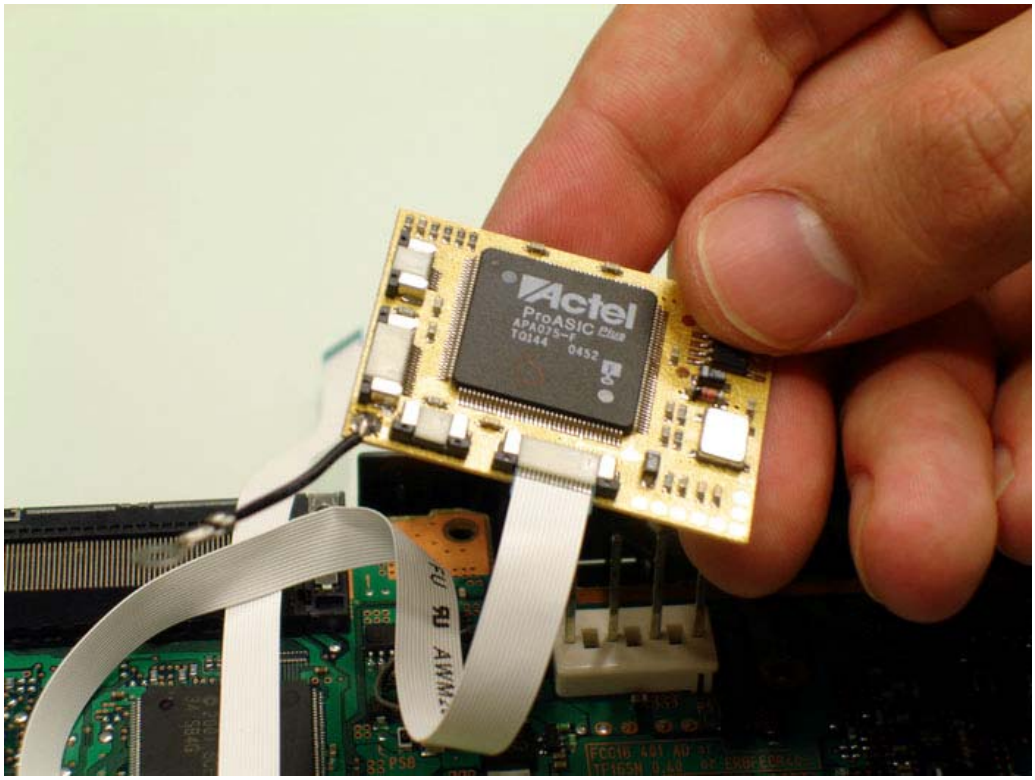
3) Connect the eject cable assembly to the connector from which you removed the ribbon cable.



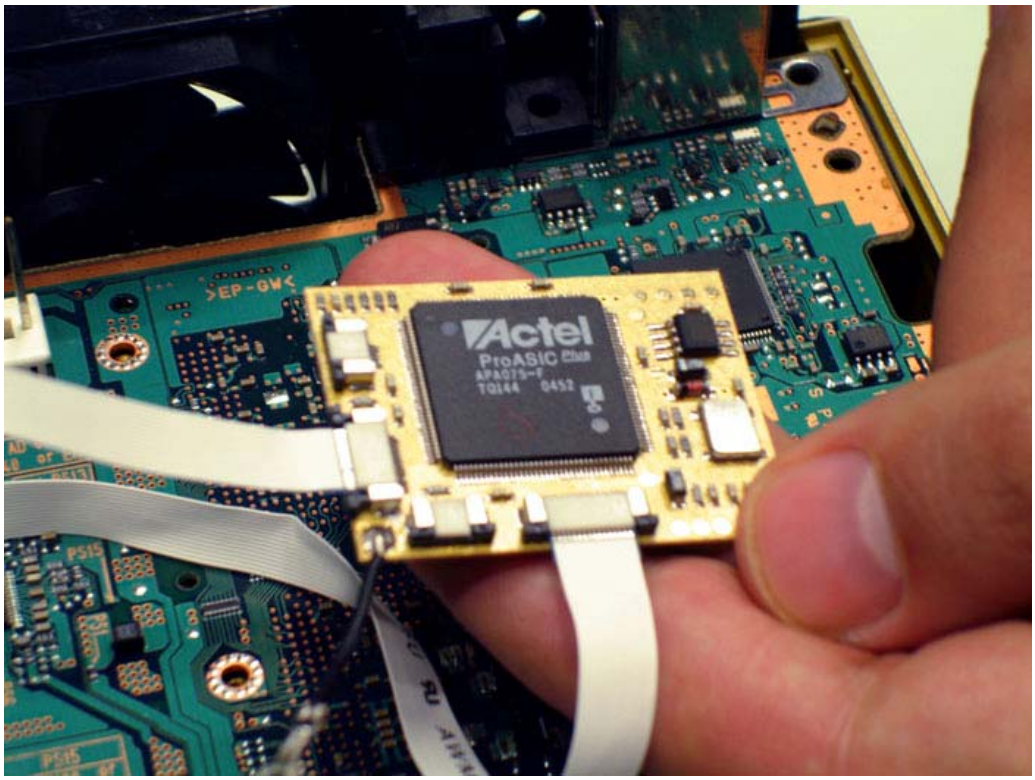
PLEASE TAKE GREAT CARE WHILST DISCONNECTING THE RIBBON CABLE NOT TO TEAR IT! PLEASE ALSO ENSURE THAT EXCESSIVE FORCE IS NOT USED WHILST CONNECTING THE EJECT ASSEMBLY TO THE CONSOLE.

Connecting the clip assembly cables to the DMS4 E.Z.I. modchip

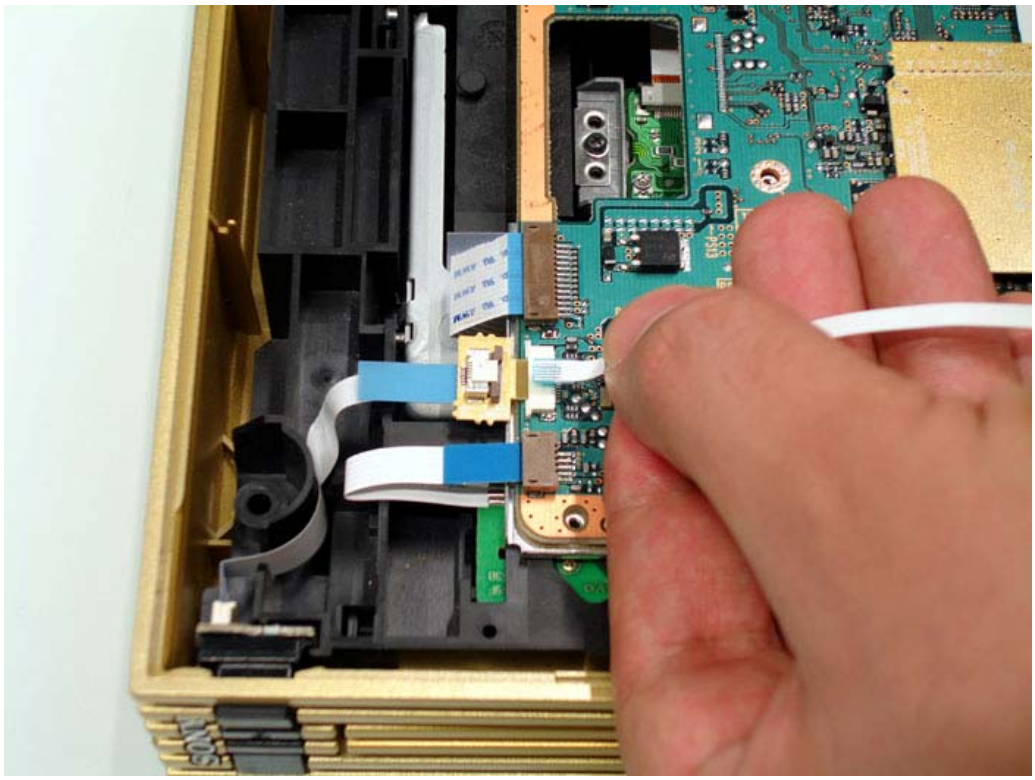
1) Connect the BIOS FFC cable first by mating the BIOS FFC cable (BIOS clip side) connector to the BIOS FFC CONNECTOR (MODCHIP side).

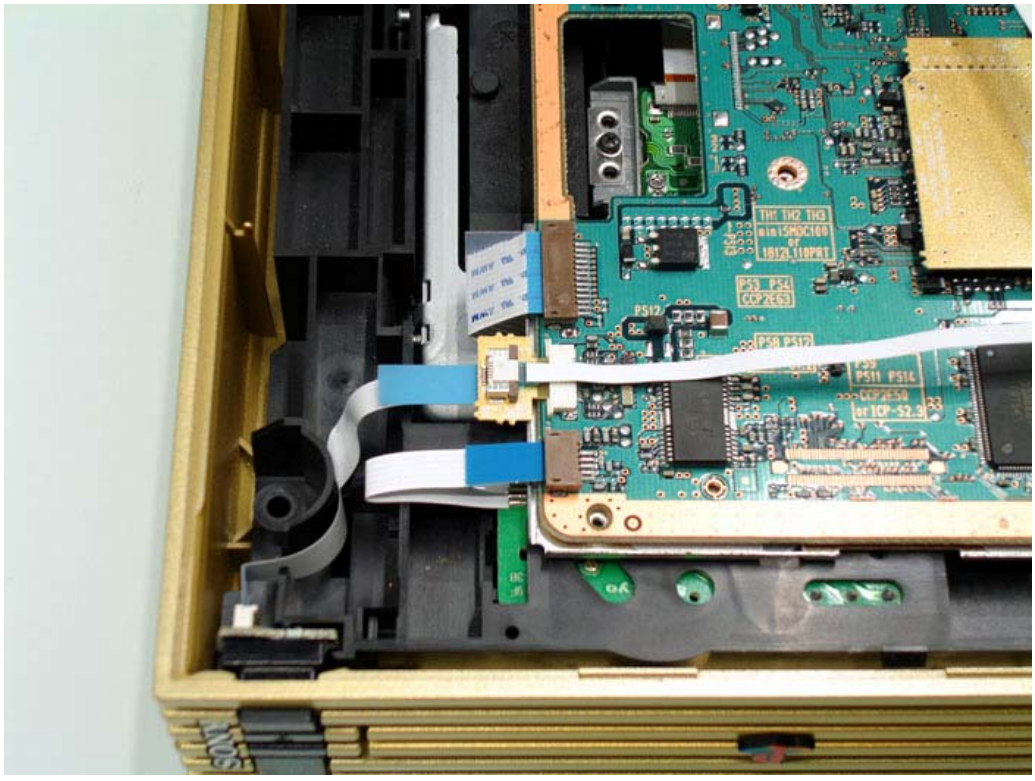


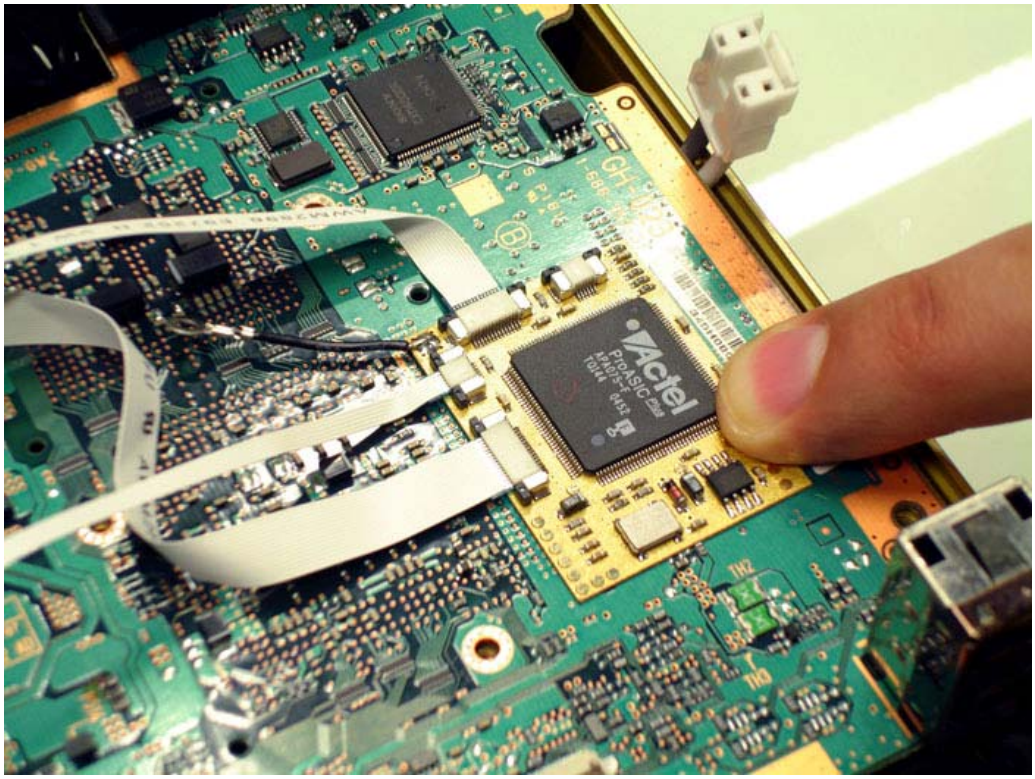
2) Connect the DSP FFC cable first by mating the DSP FFC cable (DSP clip side) connector to the DSP FFC CONNECTOR (MODCHIP side).



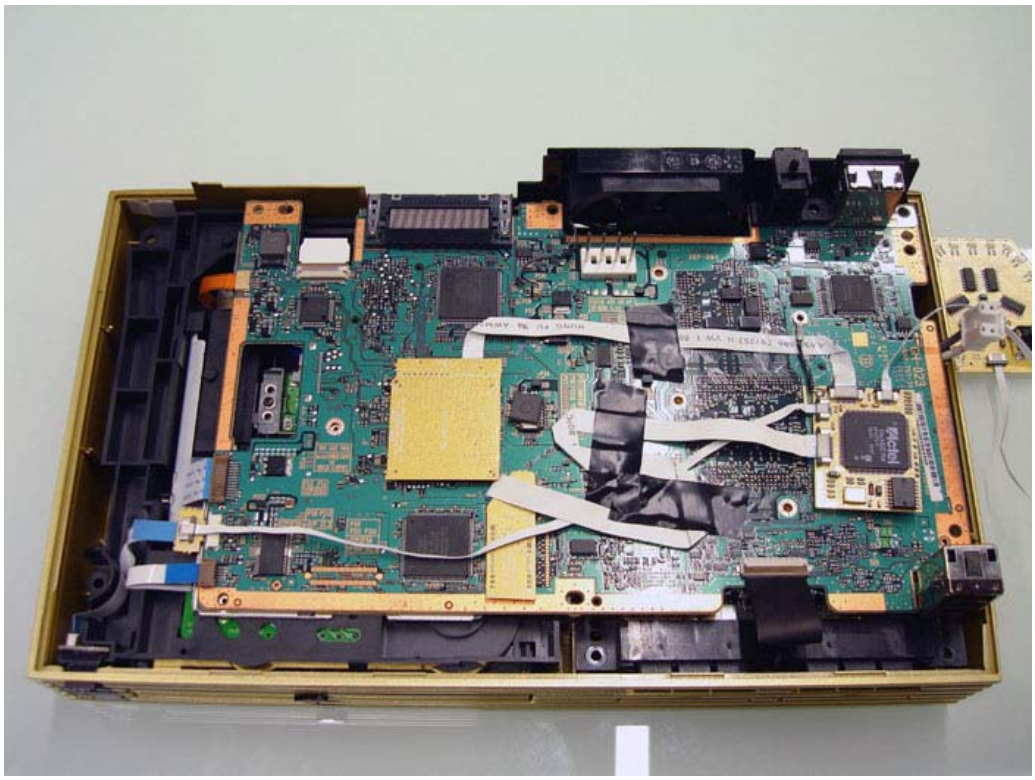
3) Connect the EJECT FFC CABLE to the eject signal assembly, and then to the eject FFC connector on the MOD.





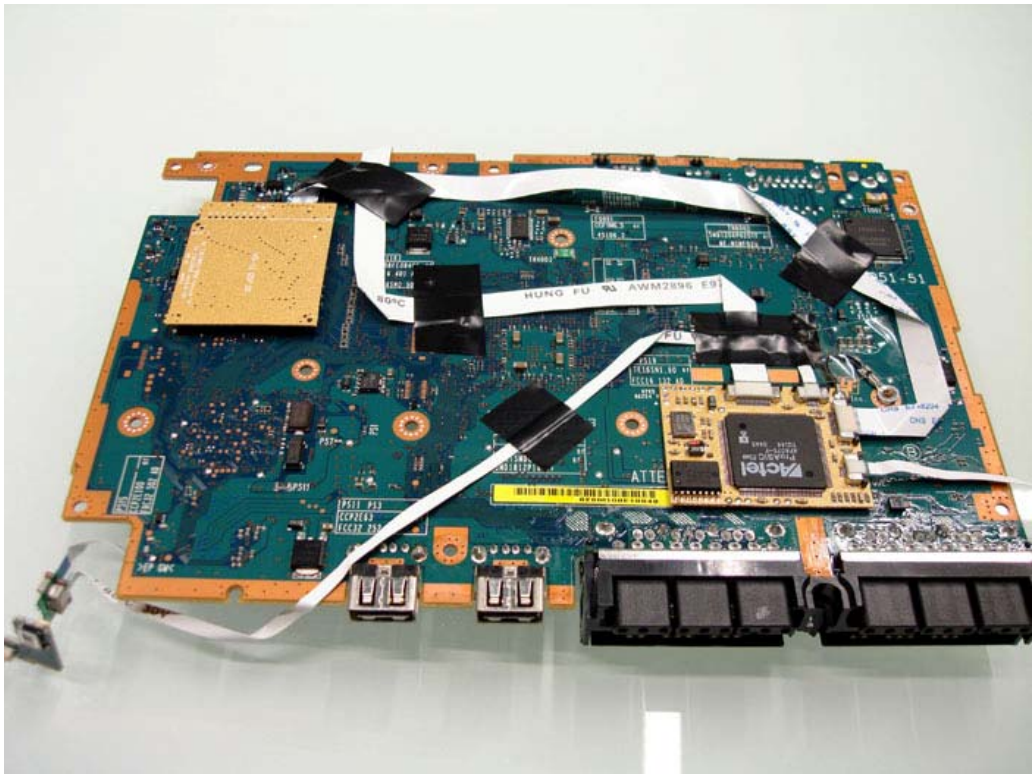


Routing and positioning of the FFC cables, should be as flat as possible affixed to the motherboard by tape. Please refer to our example installations below:



V5-V9

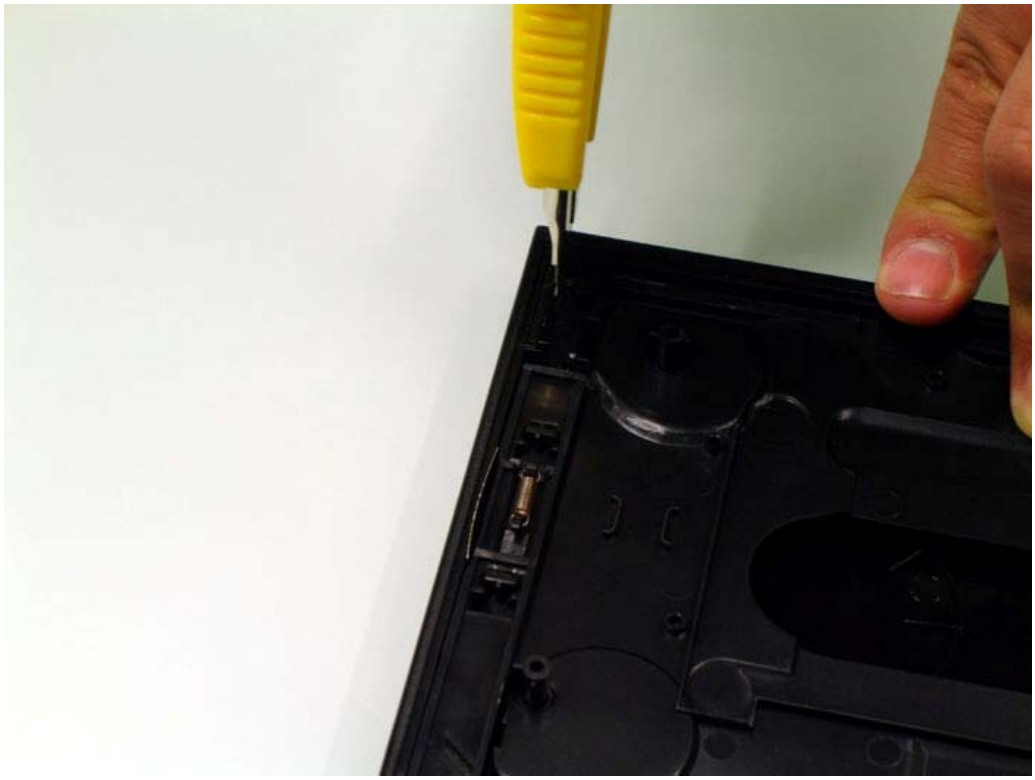
V12-V15 Front

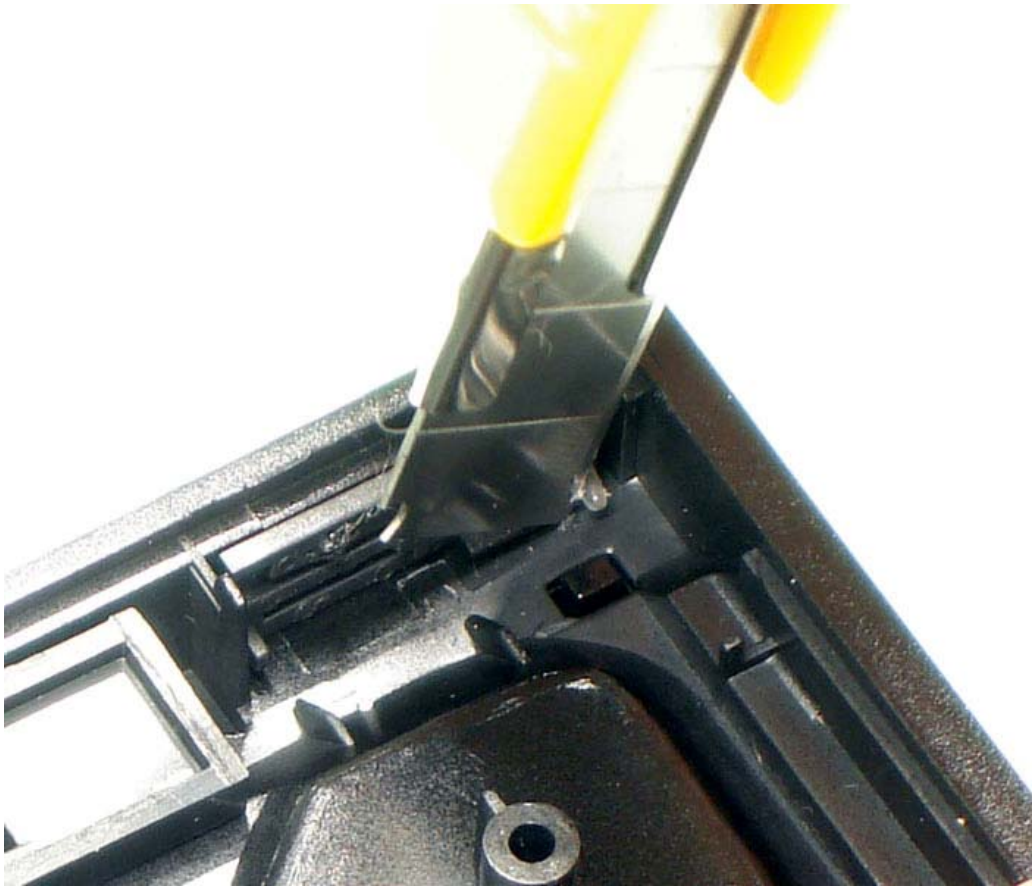


V12-V15 Back

Replacement case preparation- PSTwo

The included replacement case/shield for PStwo requires a modification to the LED cone for V14-V15 consoles, please remove the excess transparent plastic with a sharp knife as shown. Failure to do so will result in the case not being able to close properly.

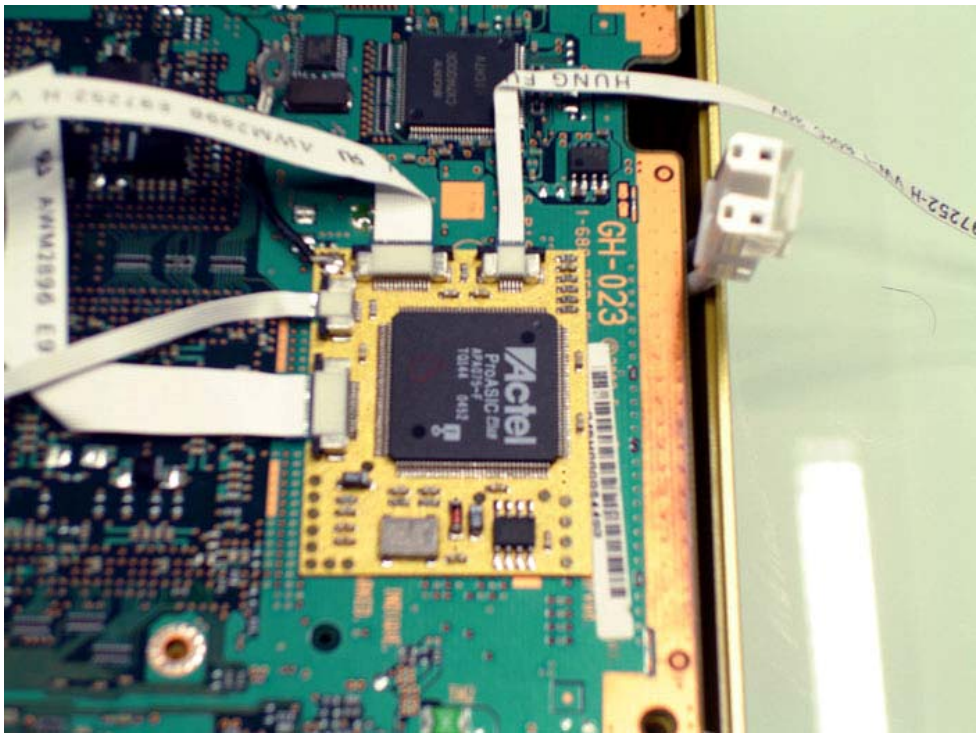




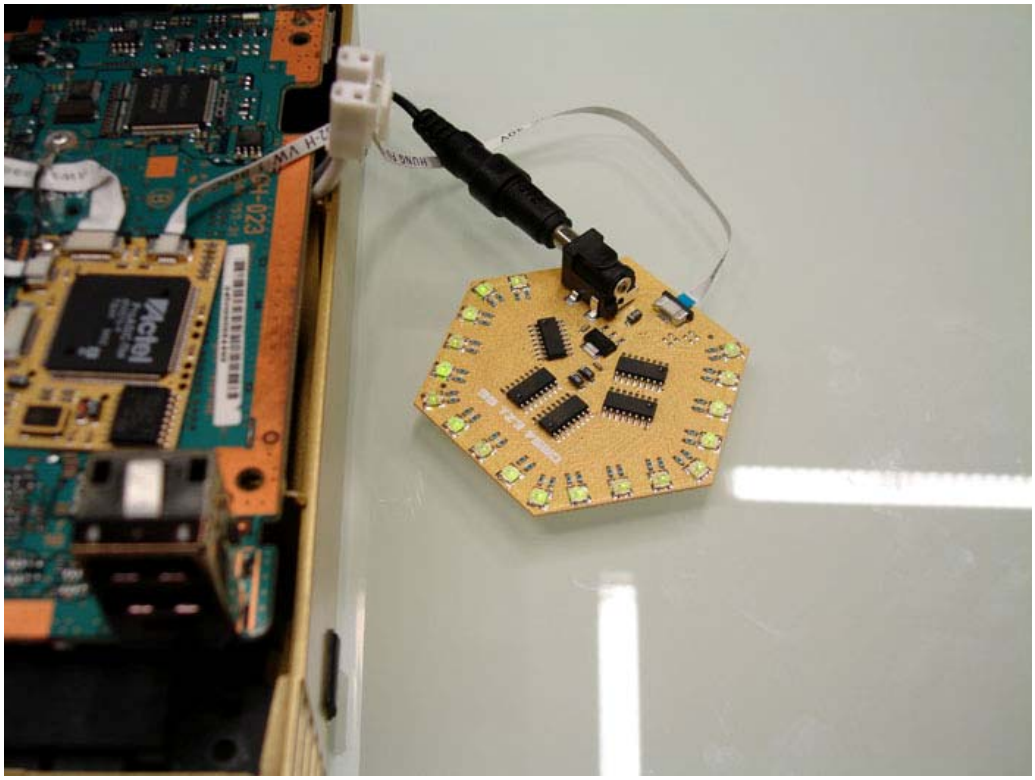
DMS4 E.Z.I LED S.E. diagnostics panel preparation

Included with your DMS4 E.Z.I S.E. modchip package is the LED diagnostics panel. This can be used to help diagnose any problems which may arise due to a bad installation, however installing the LED diagnostics panel is completely optional and the modchip will work fine without it connected. If you wish, can have the LED panel connected until you have verified that the console is working properly with the modchip installed and then remove it. You need to power the LED panel with a separately purchased 9V DC (polarity: center = +ve) 2.5mm power jack. Please note that the pictures for the remaining installation steps assume that the LED panel has been connected.

1) Connect the FFC cable to the DMS4 E.Z.I. S.E. clip and then route the cable as shown to the exterior of the console.

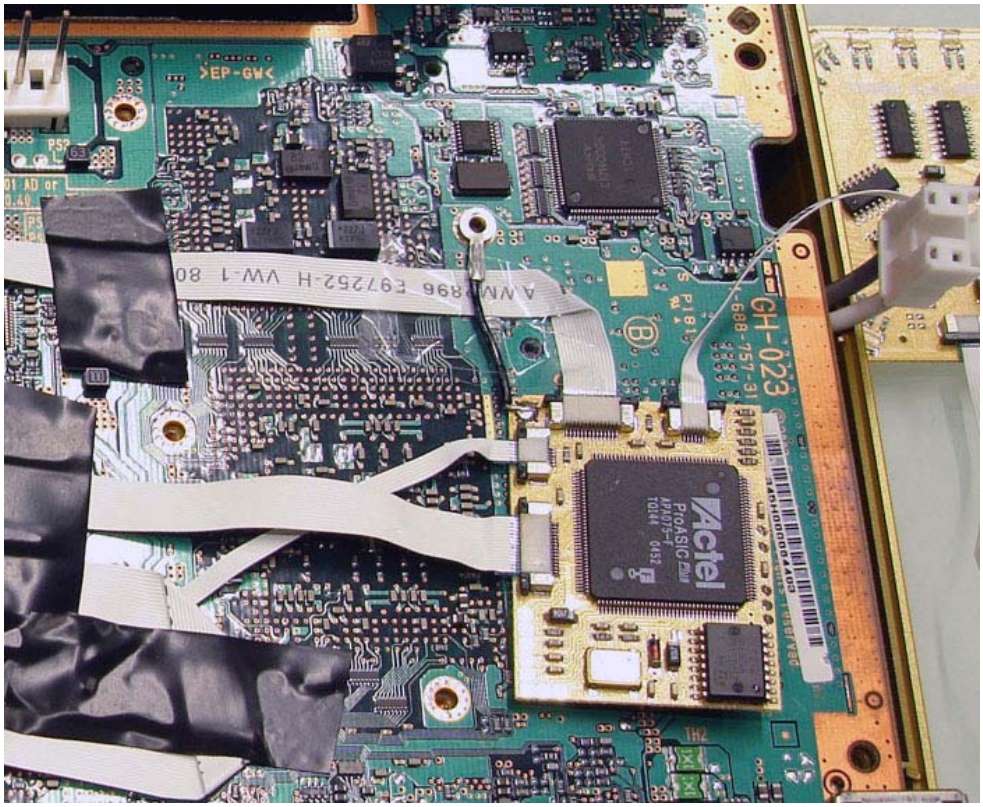


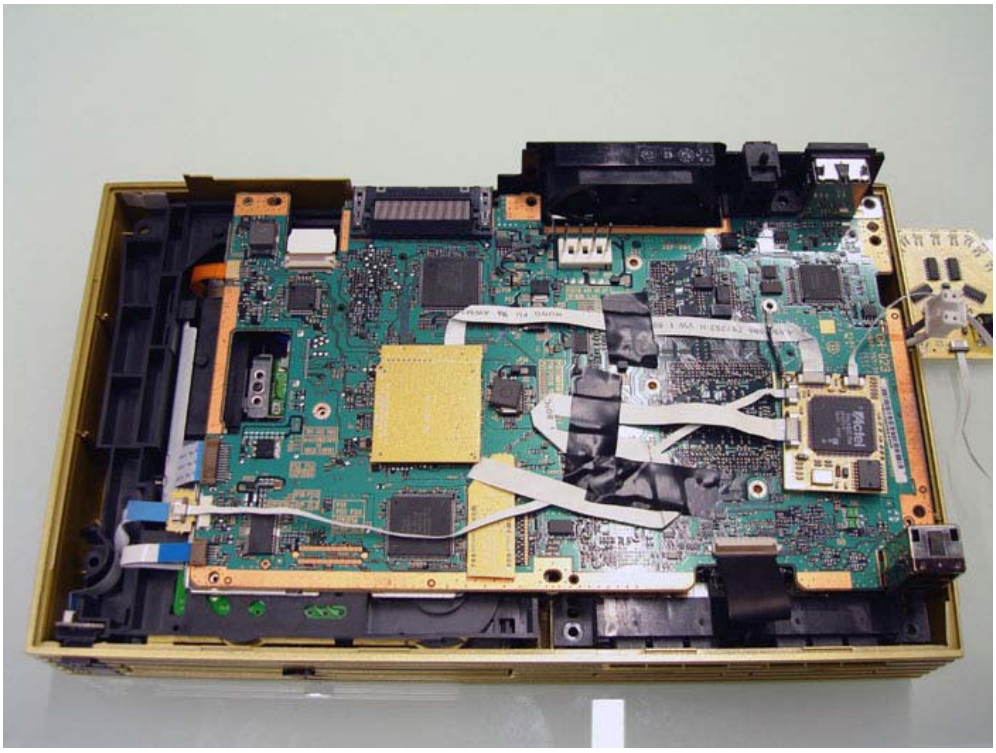
2) Connect the FFC cable to the E.Z.I. LED S.E. test panel.



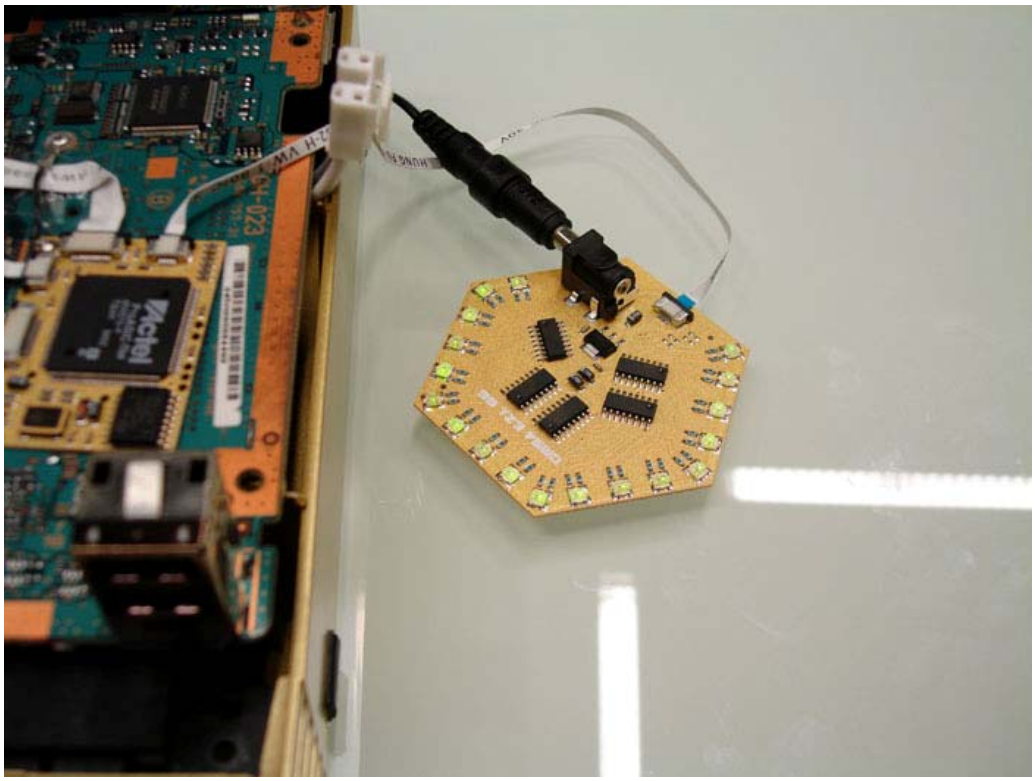
Main modchip preparation

1) Affix the DMS 4 E.Z.I S.E. to the console in the illustrated position (Please note two positions are shown, one for V5-V11, the other for V12-V15), using some adhesive such as double sided tape. Then tape the ground (B wire) terminal loop in place as shown. When you reassemble the console after installation of clips, the ground loop should be screwed to ground as per usual re-assembly procedure. Be sure that the ground loop terminal is secured tightly with the screw, otherwise this can affect functionality. This is **VERY** important. We can advise that a ground connection soldered directly to the console will provide optimum performance. Should you decide to do this simply cut the terminal loop off, strip the wire bare and then solder the wire directly to the nearest GND point.





2) If you have connected the LED panel, connect a 9V DC (polarity: center = -ve) 2.5mm power jack P.S.U. (not included) to the jack on the E.Z.I. LED S.E. panel.



3) You can now test the functionality of the modchip. Installation is complete.

DMS4 E.Z.I S.E. Troubleshooting

One or more BIOS connections (D-N) are showing a bad connection result (RED state) on the E.Z.I. LED panel (shown below) How can I resolve this?

There are three possible solutions:

1) The pins of the BIOS have some surface oxidation and require cleaning. To remove the oxidation from the surface of the BIOS pins, use a light abrasive paper and rub the respective BIOS pins gently until the metal lead pin is shiny. Be sure to clean away any dust or fragments carefully to prevent damage.
2) You have improperly connected the BIOS clip with too much pressure and bent or distorted one of the connection pins of the BIOS clip. You will have to check which pin of the BIOS clip has been damaged and then bend it gently back into shape using fine tweezers.
3) The BIOS clip is not seated properly. Remove the BIOS clip carefully and reconnect it with as little pressure as possible. Ensure all edges of BIOS clip are parallel to PS2 motherboard.

One or more DSP connections (O-X) are showing a bad connection result (RED state) on the E.Z.I. SE LED panel. How can I resolve this?

1) The pins of the DSP have some surface oxidation and require cleaning. To remove the oxidation from the surface of the DSP pins, use a light abrasive paper and rub the respective DSP pins gently until the metal lead pin is shiny. Be sure to clean away any dust or fragments carefully to prevent damage.
2) You have improperly connected the DSP clip with too much pressure and bent or distorted one of the connection pins of the DSP clip. You will have to check which pin of the DSP clip has been damaged and then bend it gently back into shape using fine tweezers or a razor blade. Do not use excessive force, or you may end up destroying the solder connection between the DSP lead pins and the PS2 motherboard.
3) The DSP clip is not seated properly. Remove the DSP clip carefully and reconnect it with as little pressure as possible. Ensure all edges of DSP clip are parallel to PS2 motherboard.

The eject signal (C) is showing as a bad connection how can I fix this?

1) Ensure that the eject PCB assembly is plugged in properly to the PS2 FFC connector and ensure that the PS2 FFC cable is also connected to the DMS4 E.Z.I. motherboard and eject PCB assembly. Make sure that the layer of film covering the PCB gold fingers has been removed.
2) Ensure that the eject cable is securely connected between the E.Z.I. SE motherboard and eject board.

None of the Lights on the DMS4 E.Z.I. S.E. LED panel light up. What's wrong?

1) Check the power connection and Ground connections are connected properly!
2) Check that the E.Z.I. LED S.E. panel P.S.U. voltage and polarity are set correctly.

Since the E.Z.I. LED S.E. panel is designed to report any connection errors, other problems are unlikely to be undiagnosed by the LED panel!

I am getting a black screen when I boot my PS2 randomly or all the time. What's wrong?

You most likely have a problem with your ground connection (ground loop). You need to make sure that when you re-assemble the console the ground loop is in the correct place and gets screwed in **tight**. If you make sure the screw which goes through the ground loop is done up tight and this does not help, you can try soldering the ground connection rather than using the ground loop. Simply de-solder the ground loop wire from the DMS4 EZI S.E. modchip PCB and replace with some thick (ie: 20-22awg) wire. Solder the other end of the wire to the nearest ground point on the PS2 motherboard.

When I try to boot import or backup games I get the red "Please insert a Playstation format disc".

In its factory default state DMS4 E.Z.I S.E. is programmed with the official DMS4 flash which only supports booting homebrew software, **not imports or backups**. To enable booting of these you must program your DMS4 EZI S.E. with 3rd party flash content. For more information please see the DMS FAQ's and Guides forum at **http://www.dms3.com/guides**

It is also possible that you have a V6 console but have mistaken it for a V5 or vice versa, and have used the wrong FCC connector on the eject PCB. In this case the modchip will not authenticate discs when you insert them. Please see the image in the PS2 Version Identification section to find out how to determine if you have a V5 or V6.

- I'm still stuck, where can I get additional support?

The DMS forums provide a wealth of information and are a great place to get support. They also contain a dedicated FAQ's and Guides section which includes in-depth troubleshooting information and tutorials. Follow the links below:

DMS Forums – **http://www.dms3.com/forums**
DMS Forums FAQ's & Guides – **http://www.dms3.com/guides**

DMS4 E.Z.I S.E. F.A.Q

Q) Where can I get more information and take part in discussion relating to the DMS4 E.Z.I S.E. modchips?

DMS provides its own forums for discussion and support relating to the DMS product line. The forums provide a wealth of information and are a great place to get support. You can reach them at the following location:

http://www.dms3.com/forums

Q) I have heard that V9-V10 consoles sometimes have problems with lasers burning out. People apply the "romeo" mod to prevent such burnouts from occurring. Do I need to do this modification or does DMS4 E.Z.I S.E. do it for me?

The DMS4 E.Z.I does not do anything similar to the romeo mod. It is recommended that you apply the romeo mod in order to protect your laser, however this is an entirely optional step and it does require a small amount of soldering (you need to lift the leg of an IC and solder 1 wire). You can omit this step if you wish, however then your laser will potentially be at risk of burnout if you are using poor quality media. If you stick to good media which the PS2 will not have any trouble reading then you should be ok regardless. Please note that this is only relevant to console versions V9-V10. If you have an earlier console then your laser is not at risk from burnout. For information on how to apply the romeo mod see the following website:

http://www.cyber-mag.com/station/laserV9.htm

Q) How long will it take me to install the DMS4 E.Z.I S.E. modchips?

A) We'd estimate 15-20 minutes from start to finish, for a first time user, or 10 minutes if you've done it before.

Q) Are the DMS4 E.Z.I. Lite S.E. and E.Z.I Pro S.E. modchips really a solderless solution?

A) Yes, 100% solderless technology, using high precision clips and cable interconnects to take away the hassle of Modchip installation.

Q) What is the main difference between Lite and Pro versions of the DMS4 E.Z.I. S.E. ?

A) The flash memory size of the Lite is 128KB where as the flash size of the Pro is 2 Megabytes. The pro version therefore offers more space for OS or Homebrew type applications.

Q) Can I buy replacement DSP or BIOS clips, in case I break them?

A) We will offer a range of spare parts through our retailer network.

Q) What quality checks are in place, ensuring that I get a high end product?

A) We ensure that each of our mods is connected to a microcontroller test rig, which verifies the patching ability of every single unit, before dispatch to our distributor occurs. Each DSP and BIOS clip is inspected under a high power microscope for defects or abnormalities, ensuring that you get a high quality interconnect. Furthermore, each modchip is packed in an anti static bag to protect against static electricity damage. The clips are packed in foam and ESD bags to protect them during transit.

Q) Do the DMS4 E.Z.I Modchips have the same features of their solder installation cousins?

A) Yes the DMS4 E.Z.I. Lite has the same features as DMS4 Lite and the DMS4 E.Z.I. Pro has the same features as the DMS4 Pro.

Q) What are the advantages of the E.Z.I. S.E. range of products over swap technology discs or Modchips?

A) The E.Z.I. range of products offer all the advantages of their solder type cousins (Direct boot, Auto Media detect, etc) and other Modchips, yet do not require the user to solder a single wire. Of course the DMS4 products offer such features as DEV.olution mode, DVD Region Free, Green Screen Fix, Auto Detect Media patching, HDD Explorer.

About the DMS4 E.Z.I. S.E. range of products

The DMS4 S.E. is the world's first direct boot, auto detect modchip to offer 100% solderless installation. The research and development stages of this project took 12 months of exhausting work and many hundreds of thousands of dollars. High power microscopes and latest Japanese mold making equipment were required to analyze and construct the precise dimensions, contours and physical tolerances required to connect with the DSP and BIOS integrated circuits. Other so called solderless mods, have relied on swap technology with a cheat device.

Many people had doubts we could pull it off, citing the complexity of micro molds and ingenuity required to complete such a task, as next to impossible. Well guys, it's here, and we're first :)

We're very proud to offer a product which we're sure will revolutionise the PS2 Modchip world. As you've come to expect, you can be sure of world class quality software and technical innovation, from the scene's most innovative MOD maker.

We thought it would be a nice touch to use golden coloured PCB's to represent the uniqueness and special nature of our product :)

For further installation support, refer to the DMS4 E.Z.I S.E. installation FAQ’s and forums at:

http://www.dms3.com/forums