Xodus/Matrix Bolt-On Guide by syntax53

Parts required:

- (1) Screw
 - (long, thin, and thick enough to fit through motherboard hole, 2 lock washers, matrix, and a bolt)
- (1) Bolt that fits on above screw
- (1) Lock washer



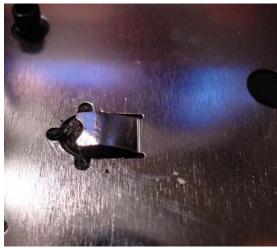
Step 1:

Take apart Xbox and remove motherboard: http://www.xbox-scene.com/tutorials.php

Step 2:

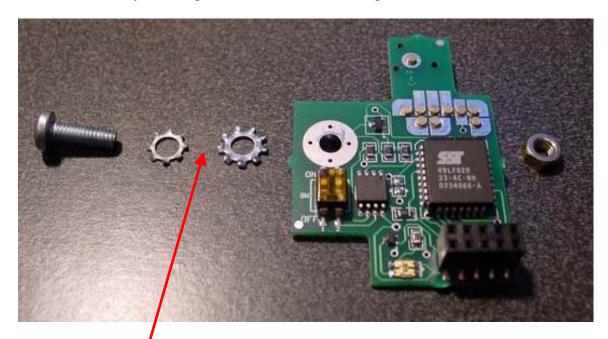
Bend back the metal and cut out old plastic that original screw screwed into. I used a pair of wire clippers and clipped off the four supporting walls and then clipped what was remaining. Bend back the metal enough so that it will touch the screw head that you'll be working with in the next step (for grounding purposes).



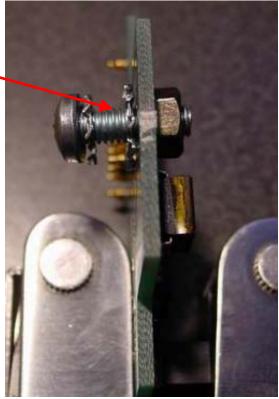


<u>Step 3:</u>

Place your new screw \rightarrow through new lock washer \rightarrow through the motherboard hole where the original screw ran \rightarrow through the matrix supplied lock washer \rightarrow through the matrix chip \rightarrow and finally into the bolt. Tighten the bolt enough with your fingers so that the matrix is barely touching the board and not wobbling around.

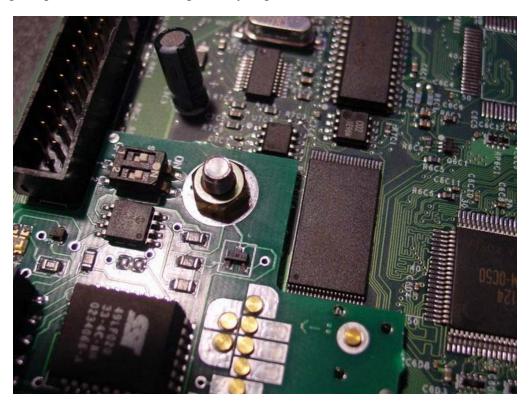


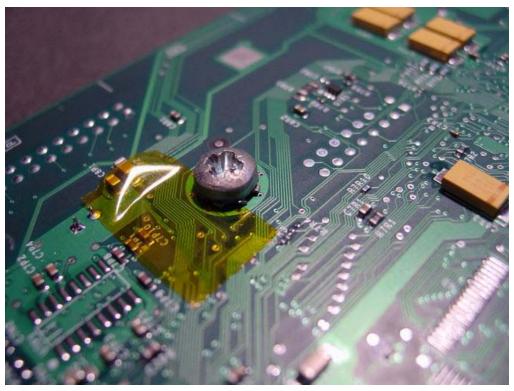
The motherboard would pass between here.



<u>Step 4:</u>

Align the matrix according to the matrix installation instructions. If you line up those three holes like the instructions say, you should be able to feel the "G-Spot" pogo pin fall into the groove. When you think you've got it aligned, tighten the bolt some more – enough to prevent it from moving while you put the motherboard back in.





<u>Step 5:</u>

Put the motherboard, hard drive, and DVD-ROM all back together and test the matrix according to the matrix installation instructions (just instead of loosening the screw, you'll be loosening & tightening the bolt).

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