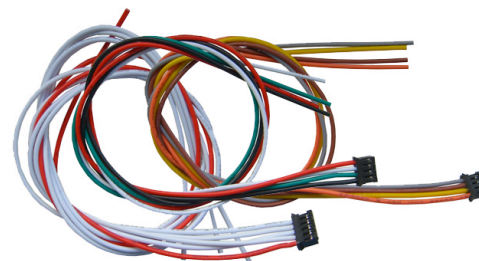
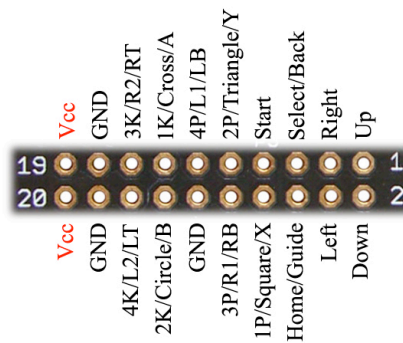
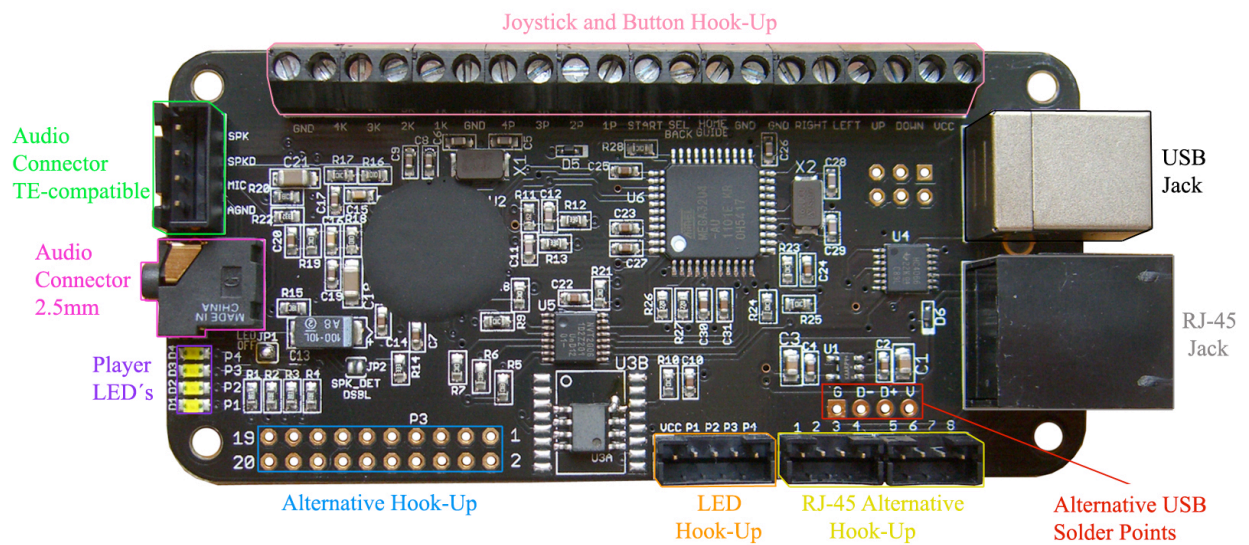


PS360+



LED Cable RJ45(1) RJ45(2)
(Cables NOT included)

* PCB size: 96.3mm x 45.3mm. Mounting measurements: 88mm x 37mm. 3.1mm (diameter) mounting holes.

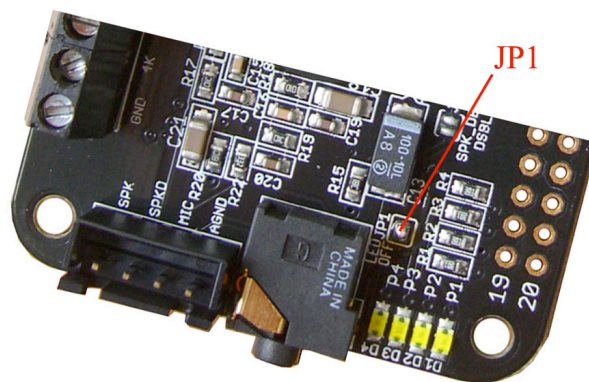
Description:

The PS360+ is a multi-console controller board that supports Xbox 360 / PS4 (8min) / PS3 / PSx / Xbox 1 / Dreamcast / Saturn / NES / SNES and PC/Mac, with player LEDs for Playstation 3, Xbox 360 and Dreamcast and backward compatibility for PSx games on the older version of PS3. It comes equipped with a boot loader to allow firmware updates over USB for bug fixes and future systems that may be implemented. It also supports headset usage on the Xbox 360 through a standard 2.5mm plug. The audio positions are also broken out through a 2.5mm JST shrouded header for usage with a mountable daughterboard. There is also a 20 position 2x10 row that allows for easy solder access to the input signals.

Player LEDs:

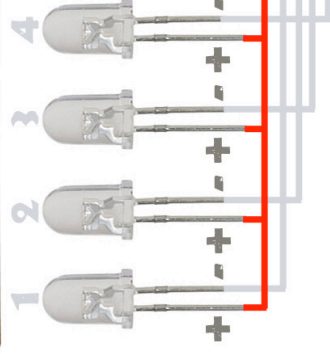
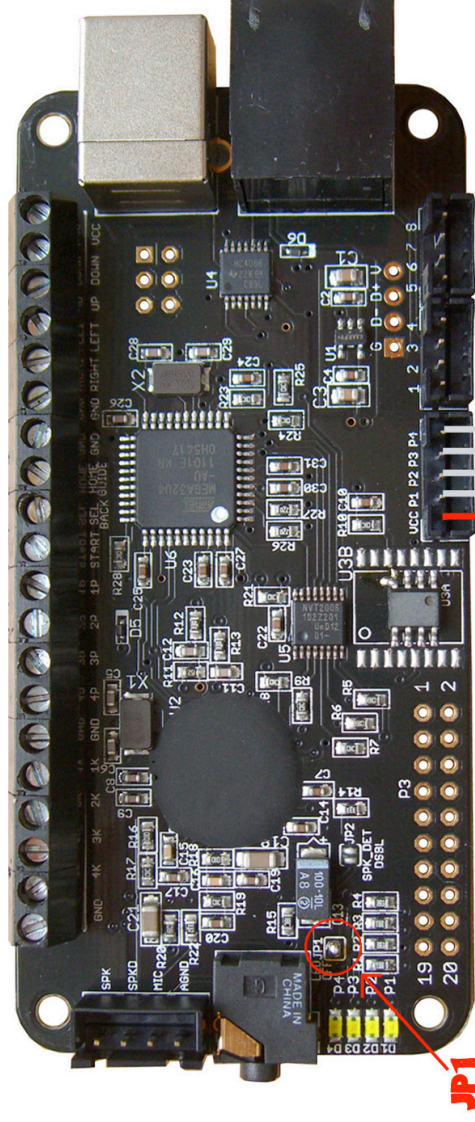
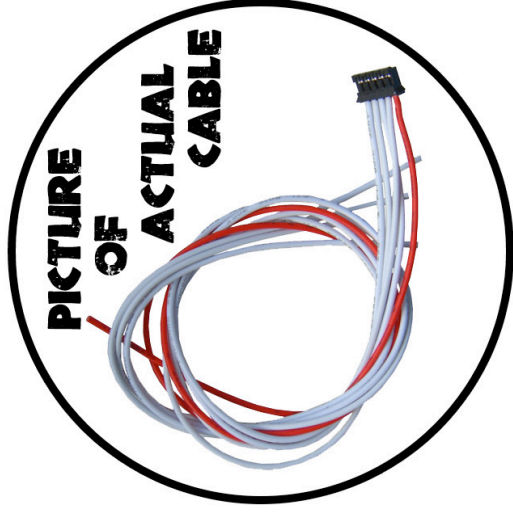
There are on board player LEDs for feedback/indication when external LEDs are not applicable. The LEDs will indicate player number 1-4 (1-7 for Playstation 3), and also cycle in a distinct fashion when in the bootloader mode.

The solder jumper JP1, labeled "LED OFF" is normally closed to allow the on-board LEDs to function. Remove the solder to disable the on-board LEDs if they are not needed. You must disable the on-board LEDs through this method if external LEDs are to be used. Not removing the solder bridge may have adverse effects on the external LED functionality.



The external LED signals can be accessed via the 5 pin 2.0mm JST shrouded header. The player LEDs are designed for common anode operation, with on-board inline resistors eliminating the need to provide them. R1, R2, R3, and R4 are 300Ohm inline resistors that are connected to the cathode of the selected LEDs (on board or external).

How to use external LEDs



* If you want to use external LEDs then it is best to remove the solder from "JP1" on the PCB otherwise adverse effects could happen to the external LEDs.

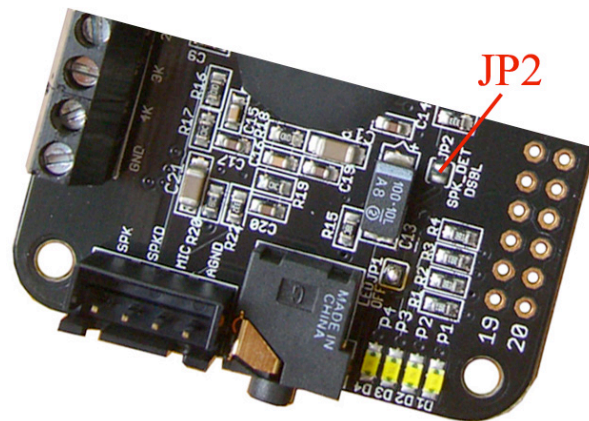
* Any general purpose LED will work but the user should try to pick an LED with a forward voltage of 1.5v or higher to keep the current at a safe level (< 15mA max). Otherwise the user may adjust the on board resistors (300 Ohm default) to match their requirement.

AKISHOP CUSTOMS

Headset:

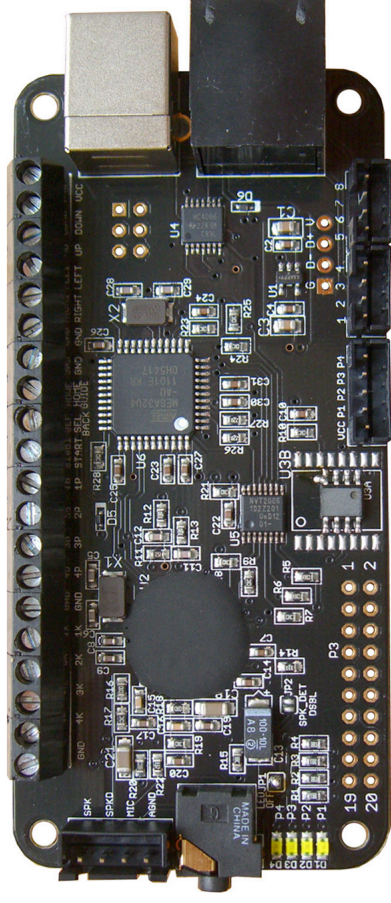
The headset connection is a standard 2.5mm plug that will fit any wired Xbox 360 headsets. The plug may be used if a direct connection is needed, or if the user has a mountable daughterboard the 2.5mm shrouded header may be used.

JP2, labeled SPK_DET DSBL can be used if the headset jack is accessed with an extension cable. This can prevent audio paths from being incorrectly selected from the extension cable. It is a normally open solder jumper, and the user can bridge the pads to disable the speaker detection.



Headset Hook Up Alternatives for PS360+ #1

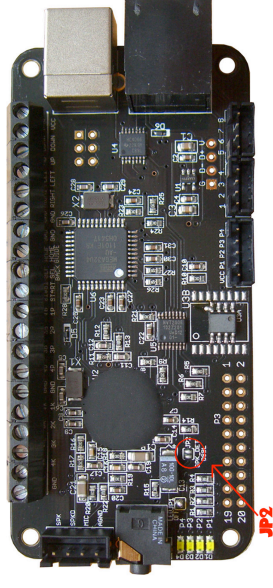
AKISHOP CUSTOMS



This is the most simplistic hook up. You simply just plug in your 2.5mm headset connector into the headset jack of the PS360+.

Headset Hook Up Alternatives for PS360+ #2

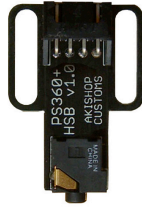
**AKISHOP
CUSTOMS**



If you want to mount an 2.5mm extension cable then this is the method for you. JP2 can be soldered together to disable the speaker detection and prevent audio paths from being incorrectly selected.

Headset Hook Up Alternatives for PS360+ #3

**AKISHOP
CUSTOMS**

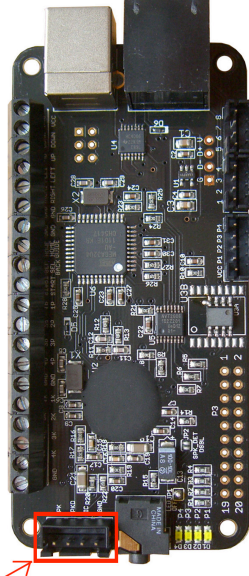


HSB by Akishop Customs



HSB Cable (incl. with HSB)

4-pin Head Set Connector



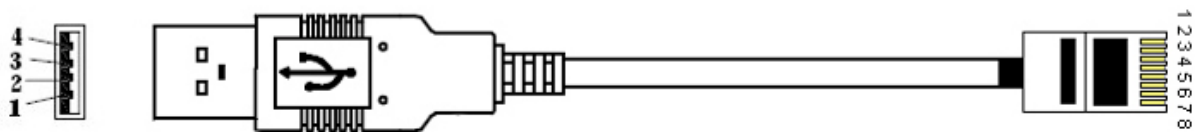
This method uses our HSB (Head Set Board) PCB that is sold separately. You mount the HSB PCB inside your arcade stick and use the 4-pin cable (that comes with the HSB PCB) and connect it between the HSB PCB and the 4-pin head set connector on the PS360+.

To use your head set just plug it in HSB PCB and you are good to go.

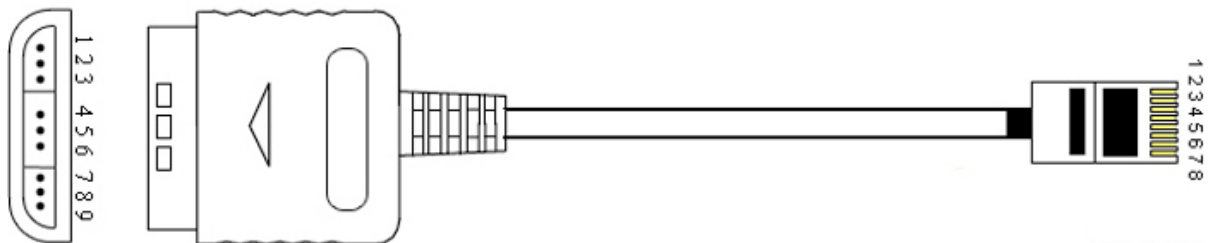
Pinout – RJ45

The RJ45 interface, due to its non-standard nature, is protected with a schottky diode on the VCC line. Be aware there will be a nominal 200mV drop in voltage if using this interface. The RJ45 pin numbering is for a tab down orientation of the RJ45 cable. The interface is also brought out with two 2.0mm shrouded JST headers, for use with the PS360+ cable harnesses (cables harnesses not included).

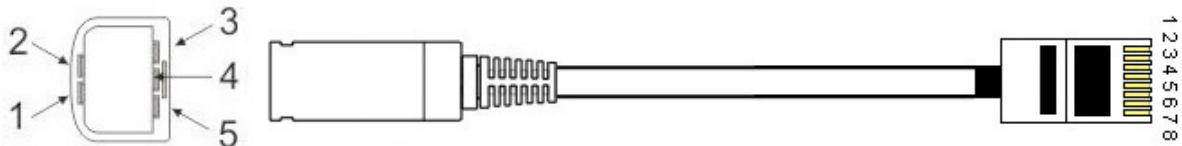
RJ45 Pin:	1	2	3	4	5	6	7	8
USB:	4	NC	NC	NC	2	3	NC	1



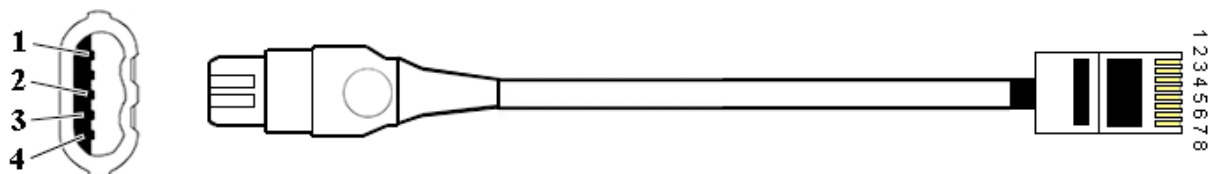
RJ45 Pin:	1	2	3	4	5	6	7	8
PSX:	4	7	2	1	6	NC	9	5



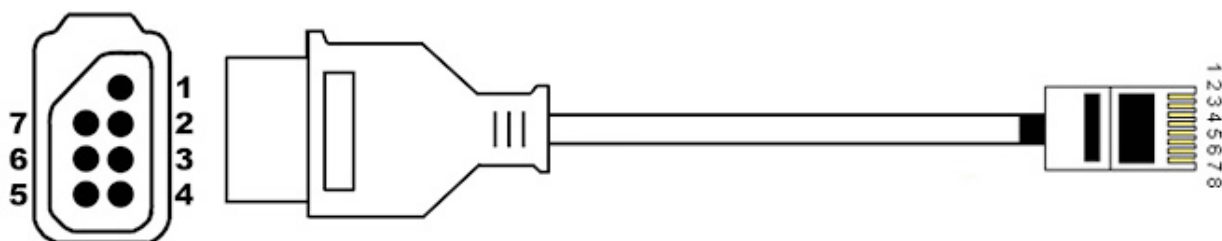
RJ45 Pin:	1	2	3	4	5	6	7	8
DC:	4	NC	2	3	NC	NC	5	1



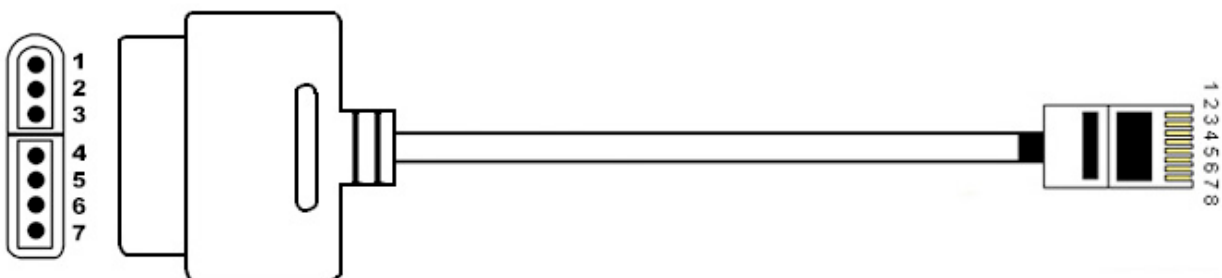
RJ45 Pin:	1	2	3	4	5	6	7	8
Xbox 1:	1	NC	NC	NC	3	2	NC	4



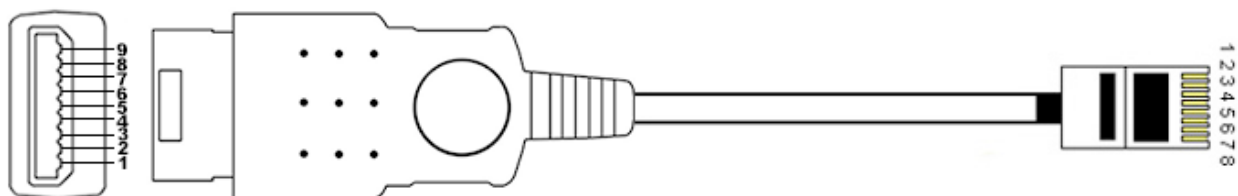
RJ45 Pin:	1	2	3	4	5	6	7	8
NES:	1	2	NC	4	NC	NC	3	7



RJ45 Pin:	1	2	3	4	5	6	7	8
SNES :	1	6	NC	4	NC	NC	5	7



RJ45 Pin:	1	2	3	4	5	6	7	8
Saturn:	9	3	2	8	4	5	7	1

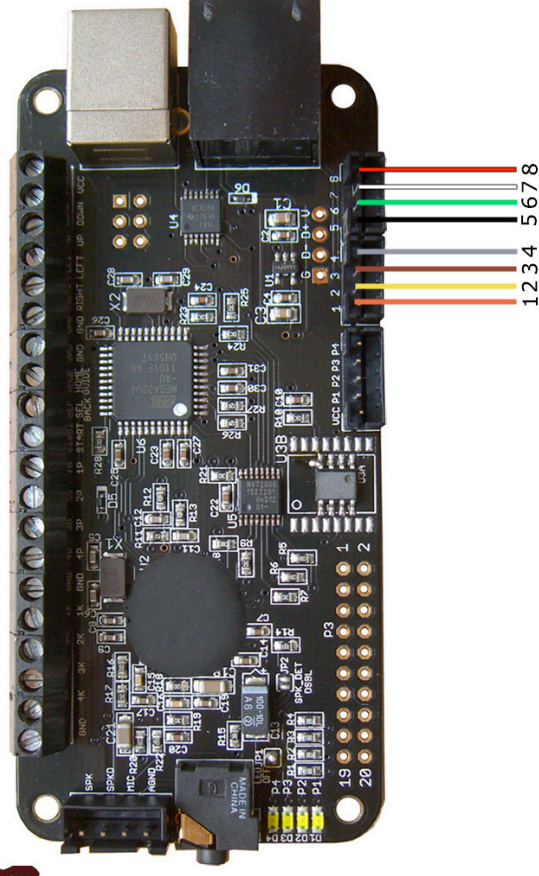


*** IMPORTANT (SATURN)!:**

A wire from Home/Guide needs to be connected to pin 6 on the alternative RJ-45 JST connectors AND physically disconnect the Home/Guide button in your arcade stick to avoid any accidental presses as it's now connected to a USB data line. Read more in the Software pdf under "Ver1.5 (Official Release)".

RJ45 cables for PS360+

**AKISHOP
CUSTOMS**

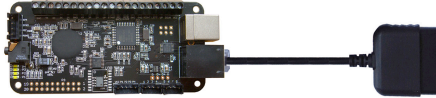


How to Hook Up a Converter to PS360+

**AKISHOP
CUSTOMS**

1

Insert the RJ45 connector of your PSX cable into the RJ45 jack of your PS360+.



2

Insert the converter into the console (in this case GC). Also, turn ON your GC console.

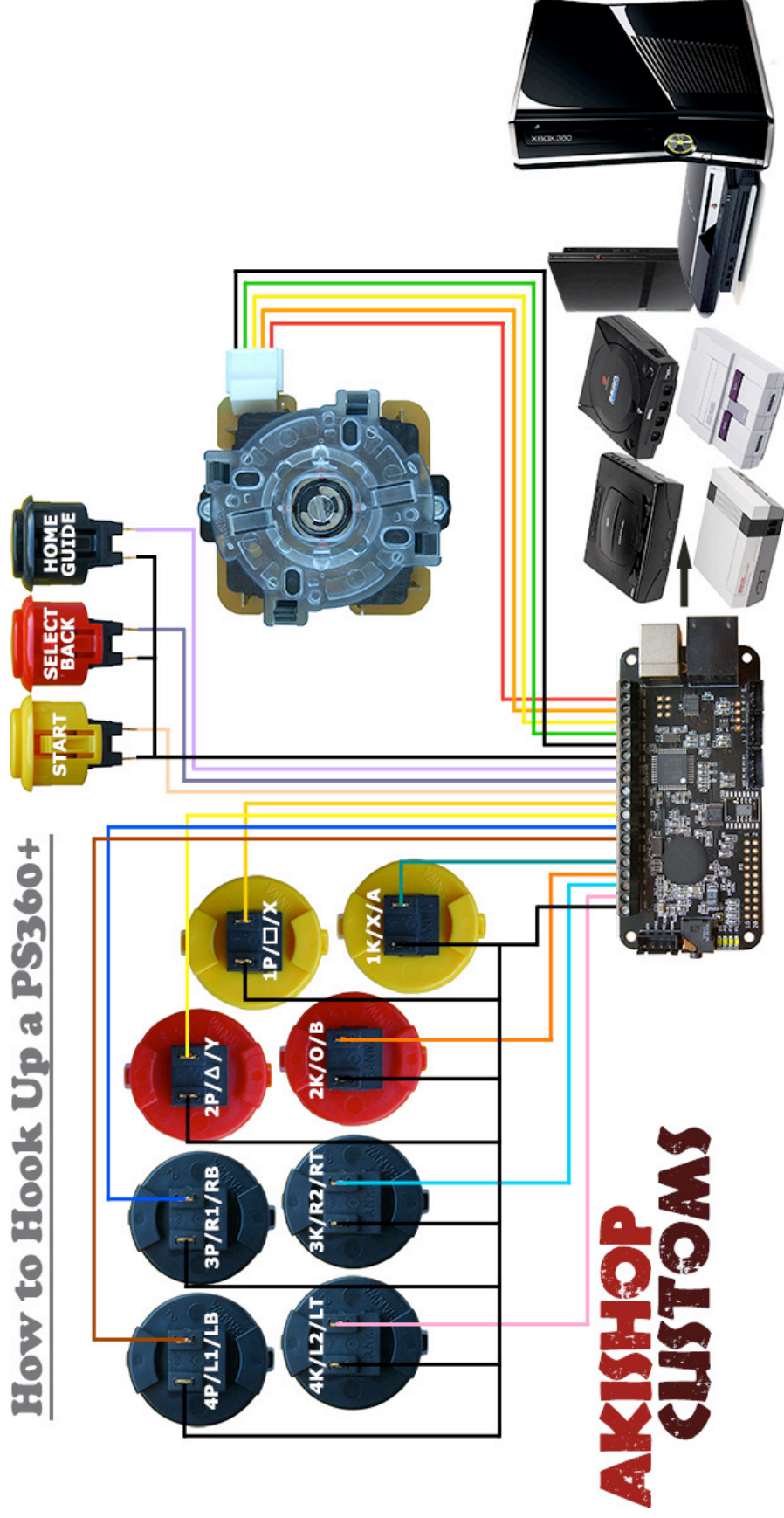


3

Insert the GC cable into the GC console. Done.



How to Hook Up a PS360+



How to Hook Up a PS360+

