

CYCLOWIZ

Introduction

Thank you for choosing CycloWiz !

The installation process consists of 5 solder points for the basic installation, an optional wire to enable the *Chip Disable* functionality and 3 optional wires and a switch to enable the *Upgradability* functionality.

There is a small piece of sticker on the bottom side of the mod. Do not remove it, it was put there to avoid any short-circuit in case bottom soldermask gets scratched during the installation of the chip.

To open your console you'll need a philips screwdriver and a triwing one.

Before installation

CycloWiz currently supports **DMS**, **D2A** and **D2B** chipset. Make sure you have a supported chipset before you start.

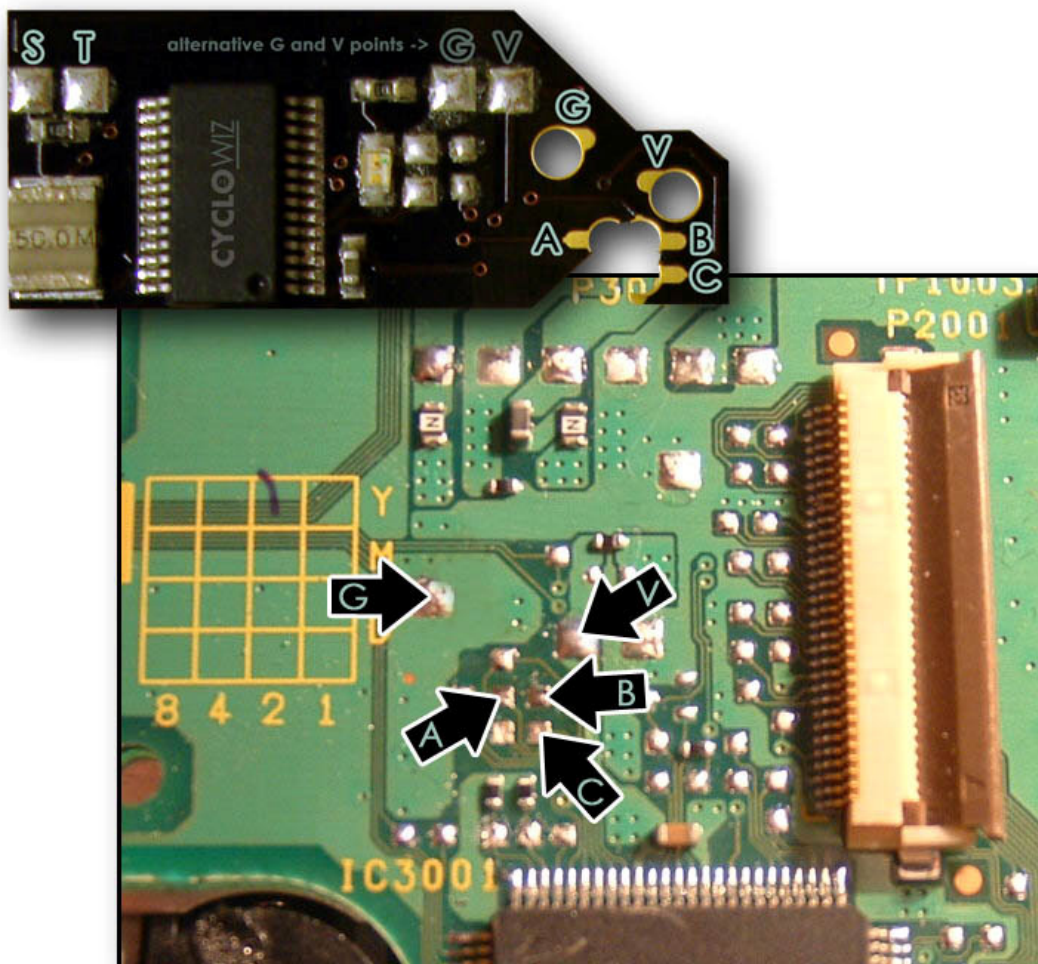
Chipset version is shown in green



Basic Installation (1/4)

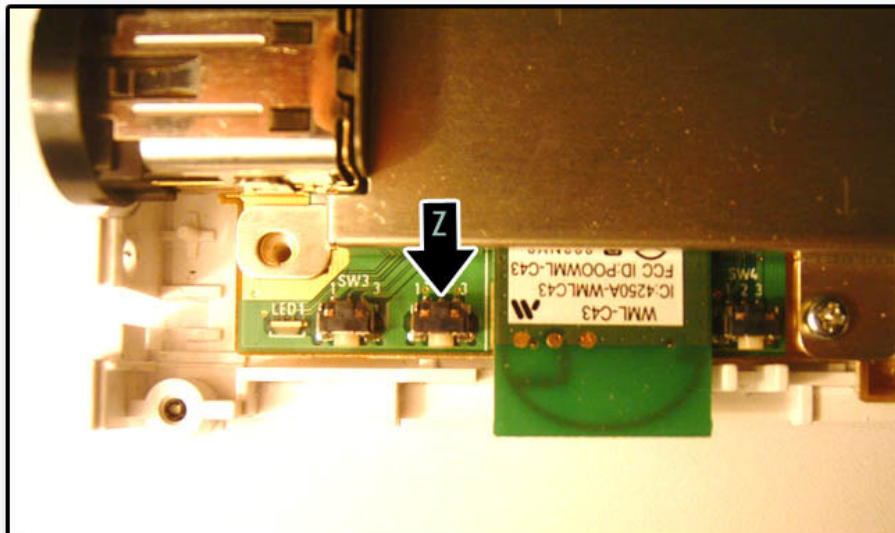
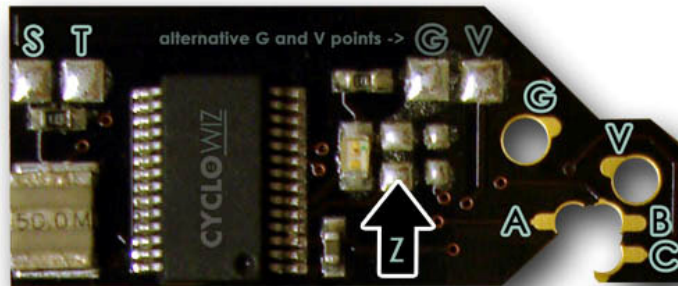
Connect the points A,B,C,G and V to the drive board. It is possible to use the quick-solder method or regular wires. To use the quick-solder method, simply align the CycloWiz A, B and C points over the drive board. It doesn't matter at all if G or V points are slightly off center, as long as A, B and C points are well aligned. Put some solder in the holes, so there is a contact between the CycloWiz and the drive board for each of those points. Make sure there is no bridge between two different solder points and that other unrelated points under the CycloWiz didn't get connected by mistake.

While quick-solder is a faster soldering method, it can make it harder to desolder the chip afterwards, so take that into consideration.



Installation of Chip Disable functionality (2/4)

Connect the Z point from the mainboard's reset switch middle pin to the CycloWiz. To temporarily disable the chip, simply turn on the console while holding the Reset button.

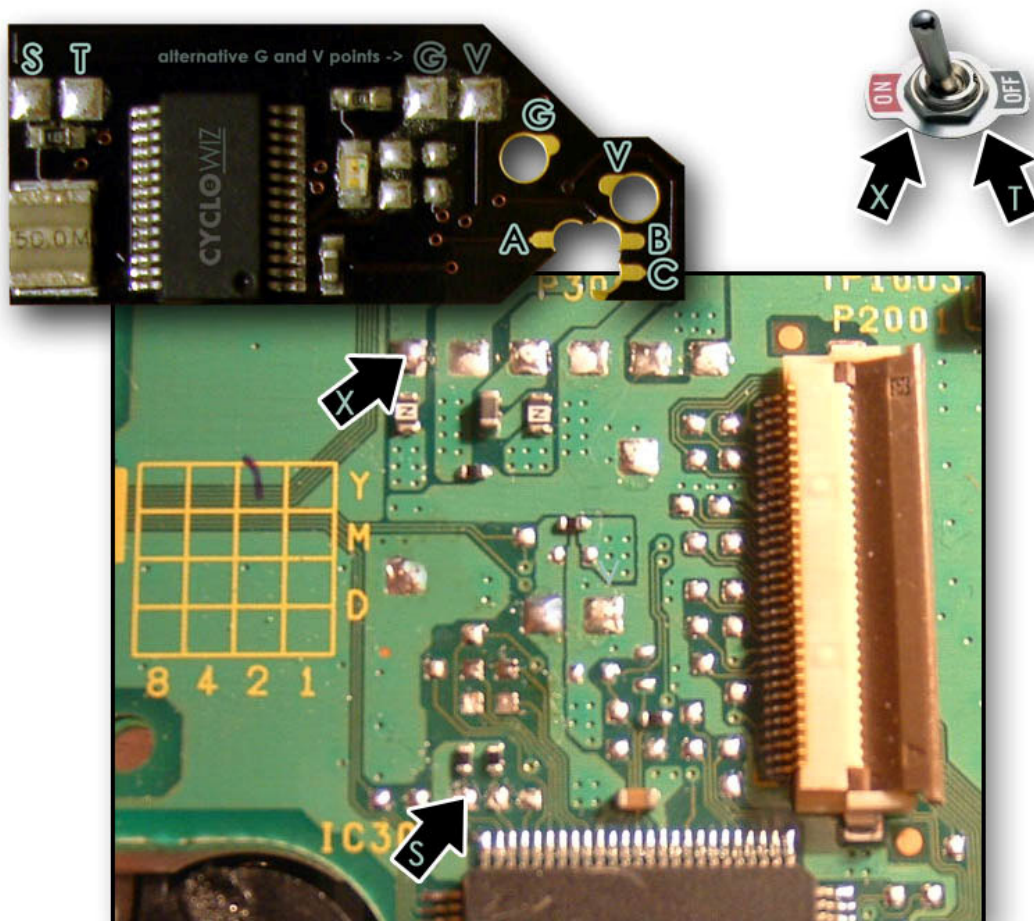


Installation of Upgrade functionality (3/4)

Connect the S point from the drive board to the CycloWiz. You must also connect the X point to an on/off switch and the other end of this switch to the T point on CycloWiz. The switch will be used to enable programming mode. **Make sure it always stays OFF under normal circumstances.**

A switch is provided with the latest revision of CycloWiz. It has 3 pins. Connect the X point to the middle pin, and the T point to one of the remaining pins.

Make sure the switch's pins are not in contact with any metal part inside the console, as it could cause short-circuits. If you plan to upgrade, make sure the switch is well installed and that you don't have to hold the switch in one hand while the other is activating the toggle, as your fingers could touch the switch's pins and cause interferences.



Finishing installation (4/4)

Before closing the console, put some electrical tape over the CycloWiz. The two big chips must be covered, but of course you don't need to cover the LED. If you don't have electrical tape, use regular tape.

Troubleshooting

LED	Reason	Solution
OFF	Chip is not powered, is disabled or in programming mode	<ol style="list-style-type: none">1. Verify G and V points (power points)2. Verify Z wire (chip disable)3. Verify that the programming switch is off
Flashing	Chip can not communicate with the drive	<ol style="list-style-type: none">1. Verify A, B and C points2. Use a multimeter to verify that there is no bridge between them
ON	Chip works correctly	