

<http://videogames.gigcities.com>

Ultimate Video Game Systems

XBox 360, Nintendo Wii, Sony Playstation 3, Sony PSP





SCPH-7500 SERIES

SERVICE MANUAL

3rd Edition

Japan Model
SCPH-7500

US/Canada Model
SCPH-7501

Australia Model
SCPH-7502A

UK Model
SCPH-7502B

AEP Model
SCPH-7502C

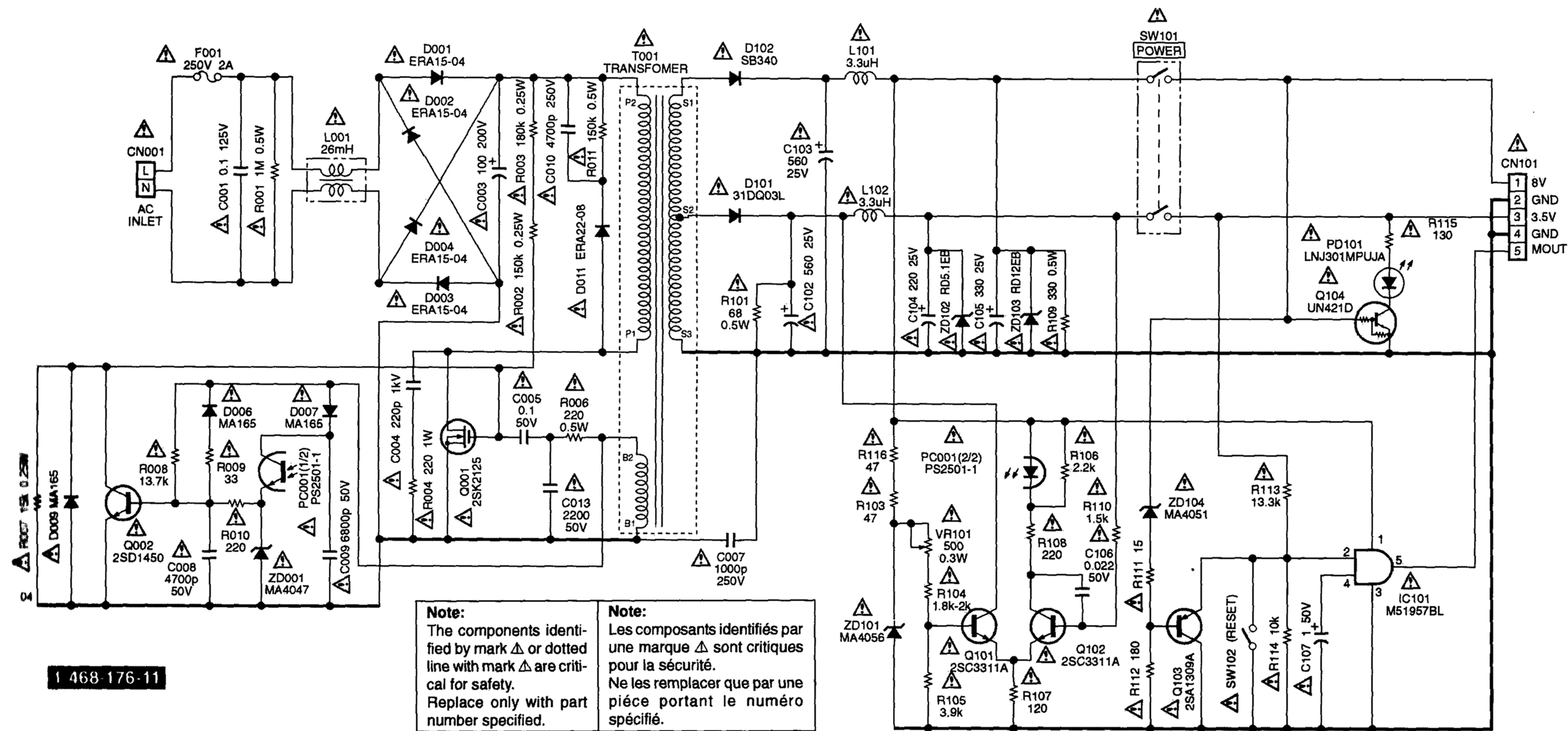
Asian Model
SCPH-7503



Reproduction prohibited

Registered No.

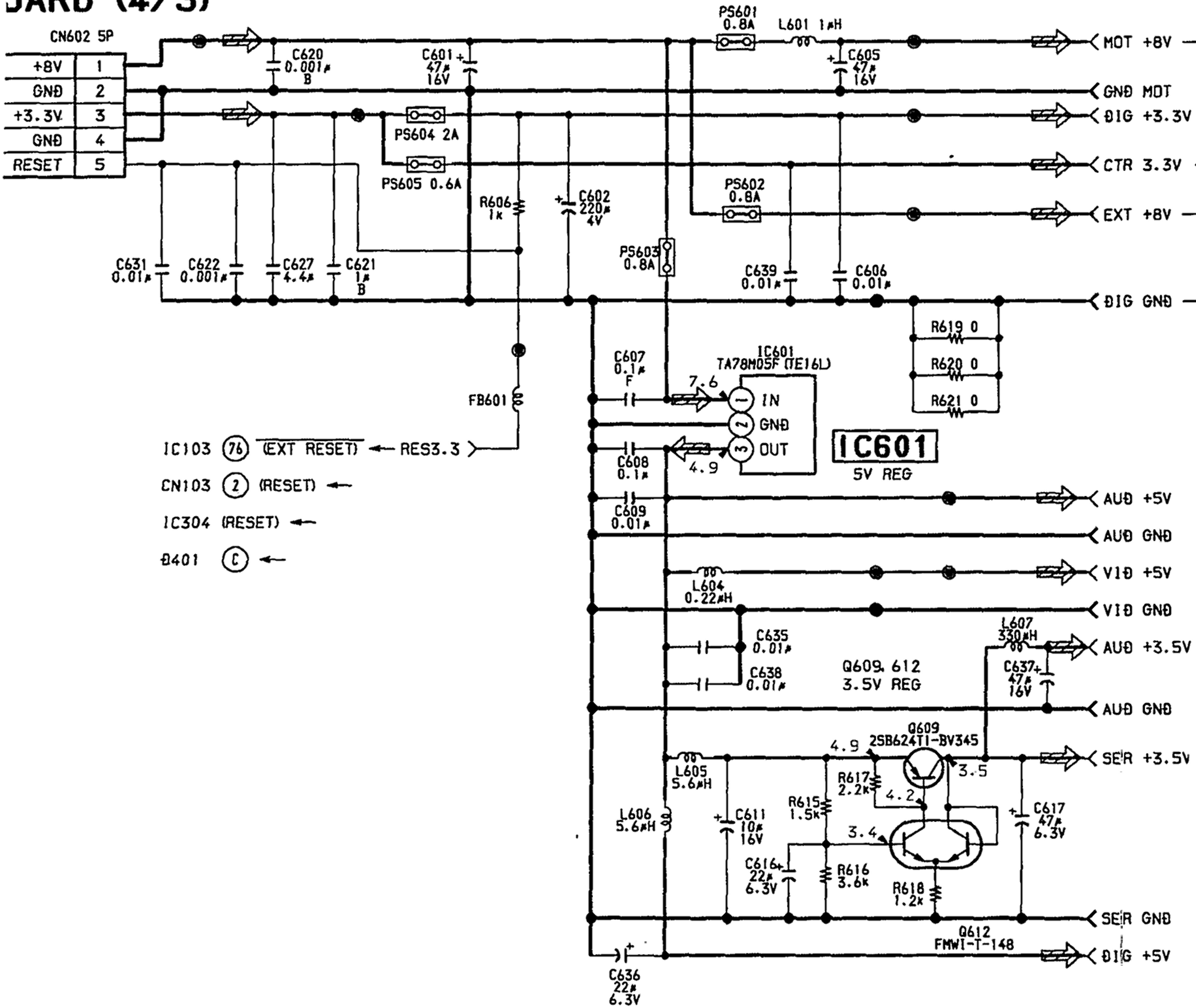
PlayStation



6-9. PRINTED WIRING BOARD (POWER BLOCK (1-468-176-11))

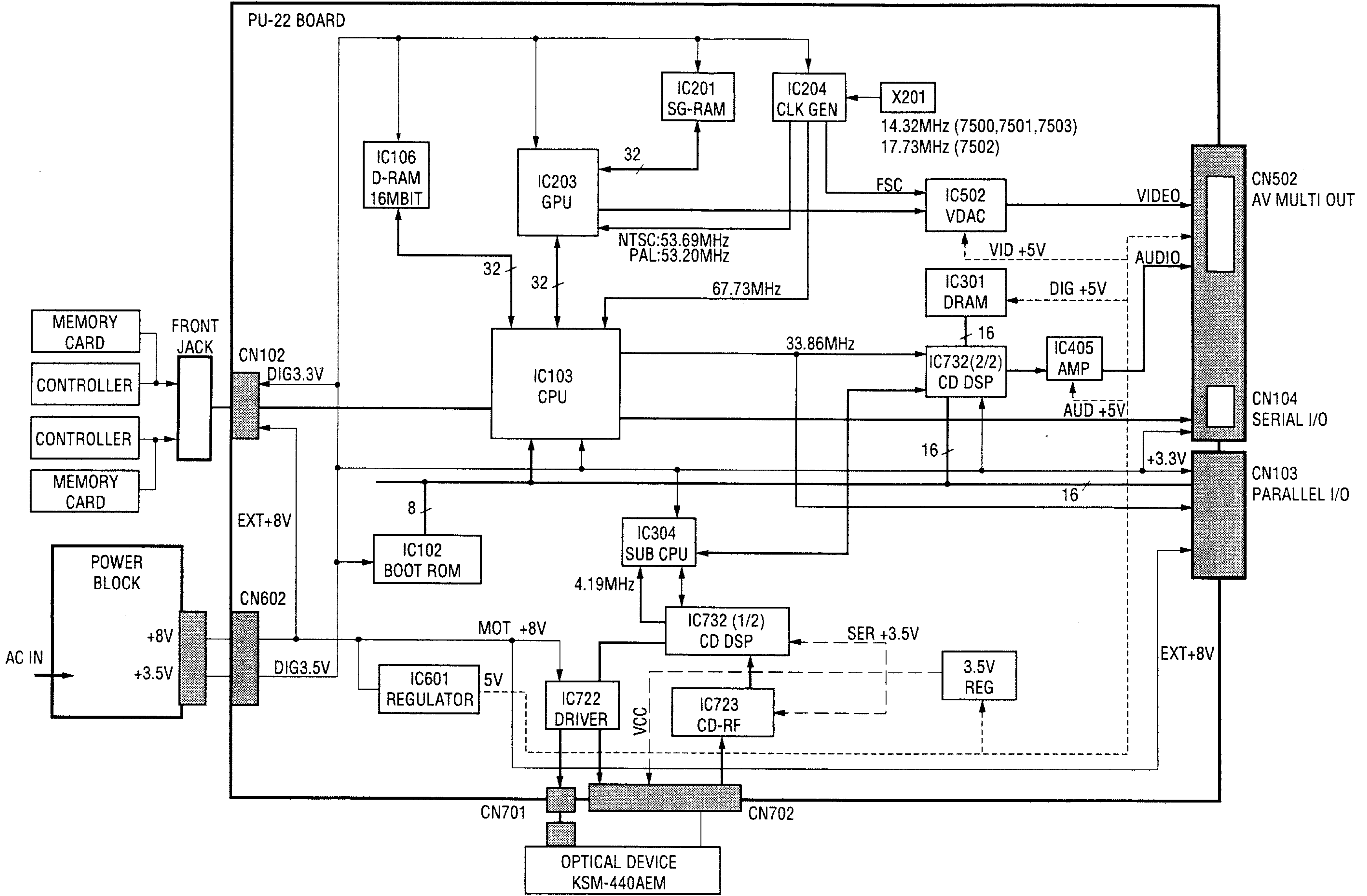
POWER BLOCK (SCPH-7500)

DARD (4/5)

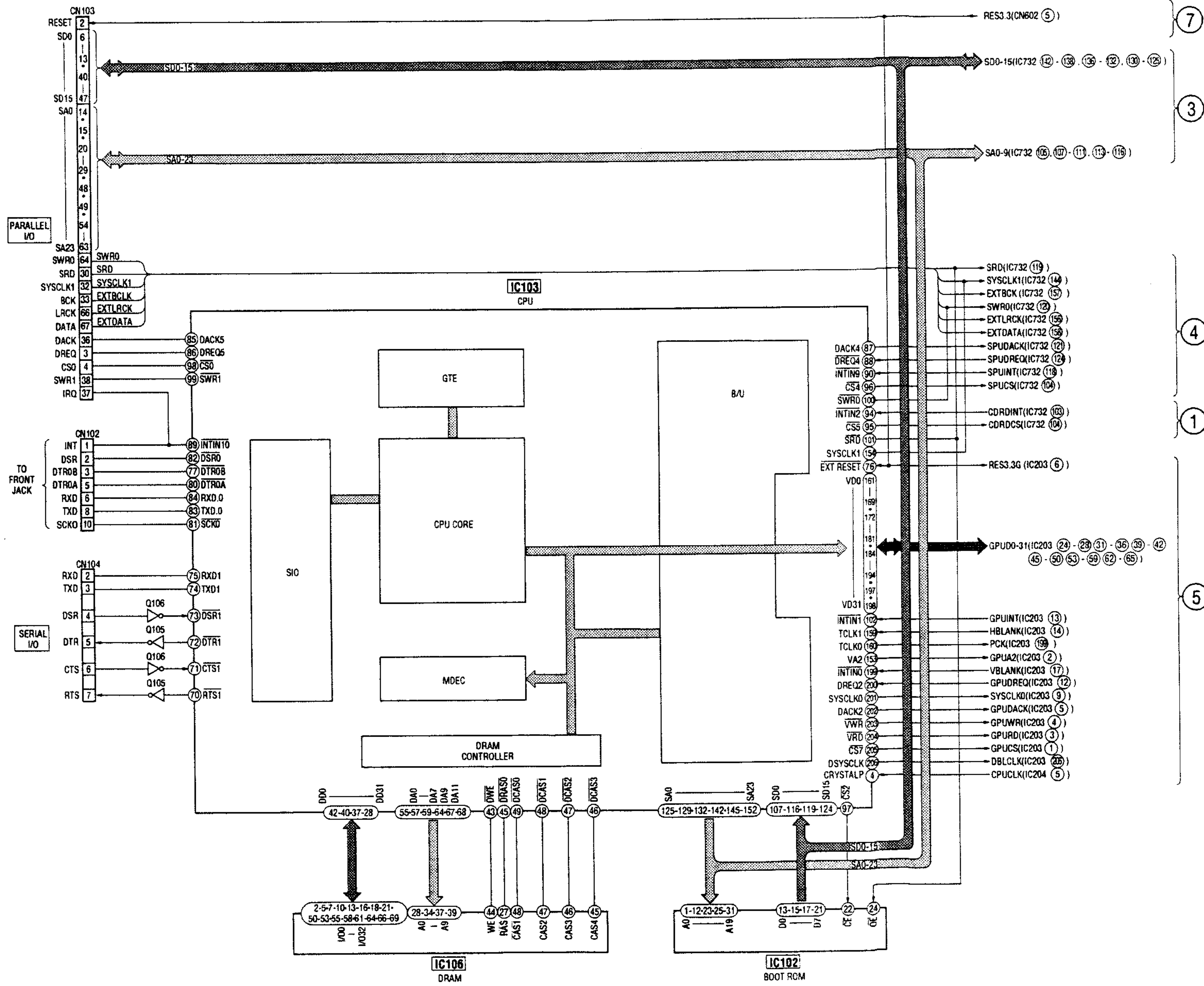


SECTION 5 BLOCK DIAGRAMS

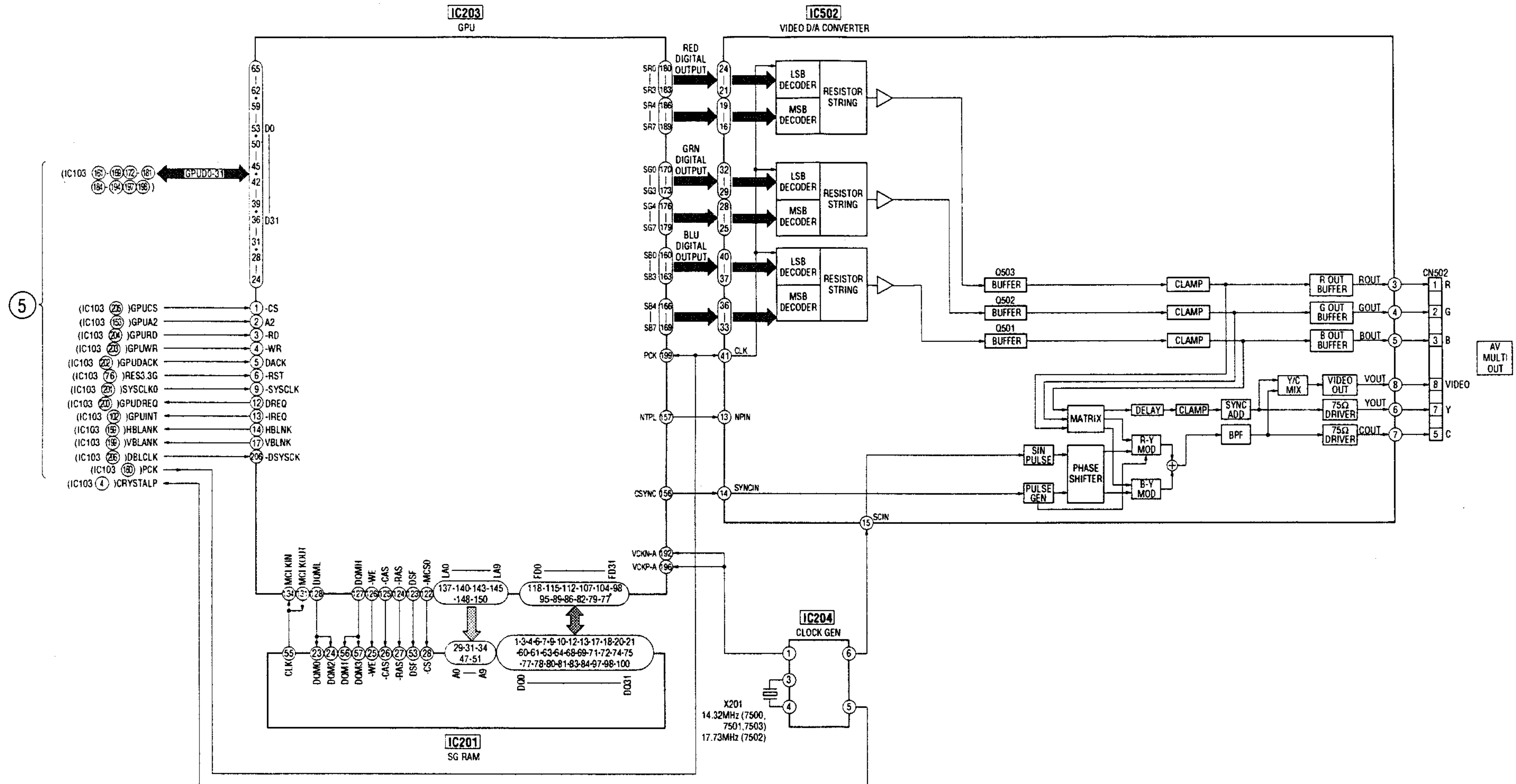
5-1. OVERALL BLOCK DIAGRAM



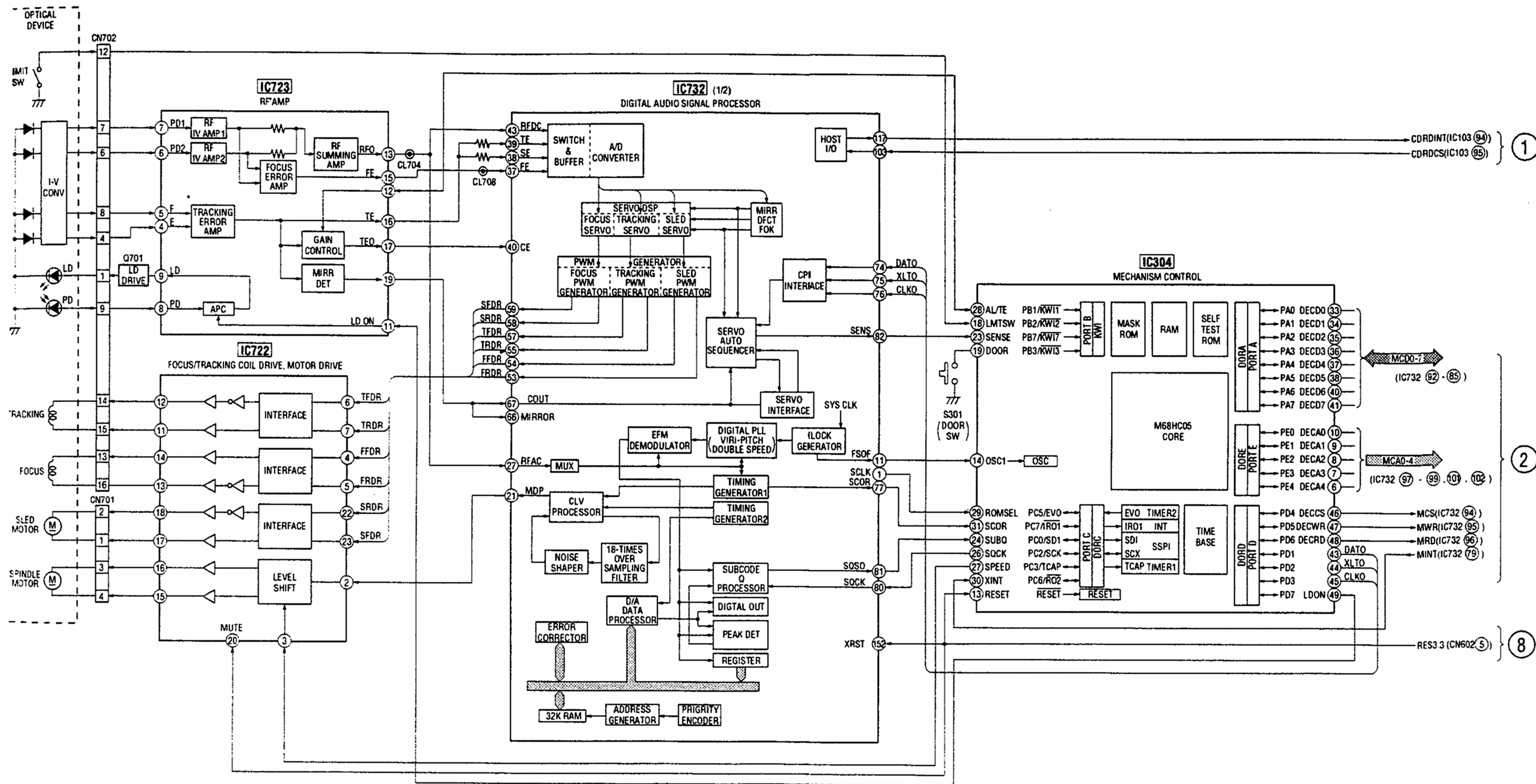
5-2. CPU BLOCK DIAGRAM



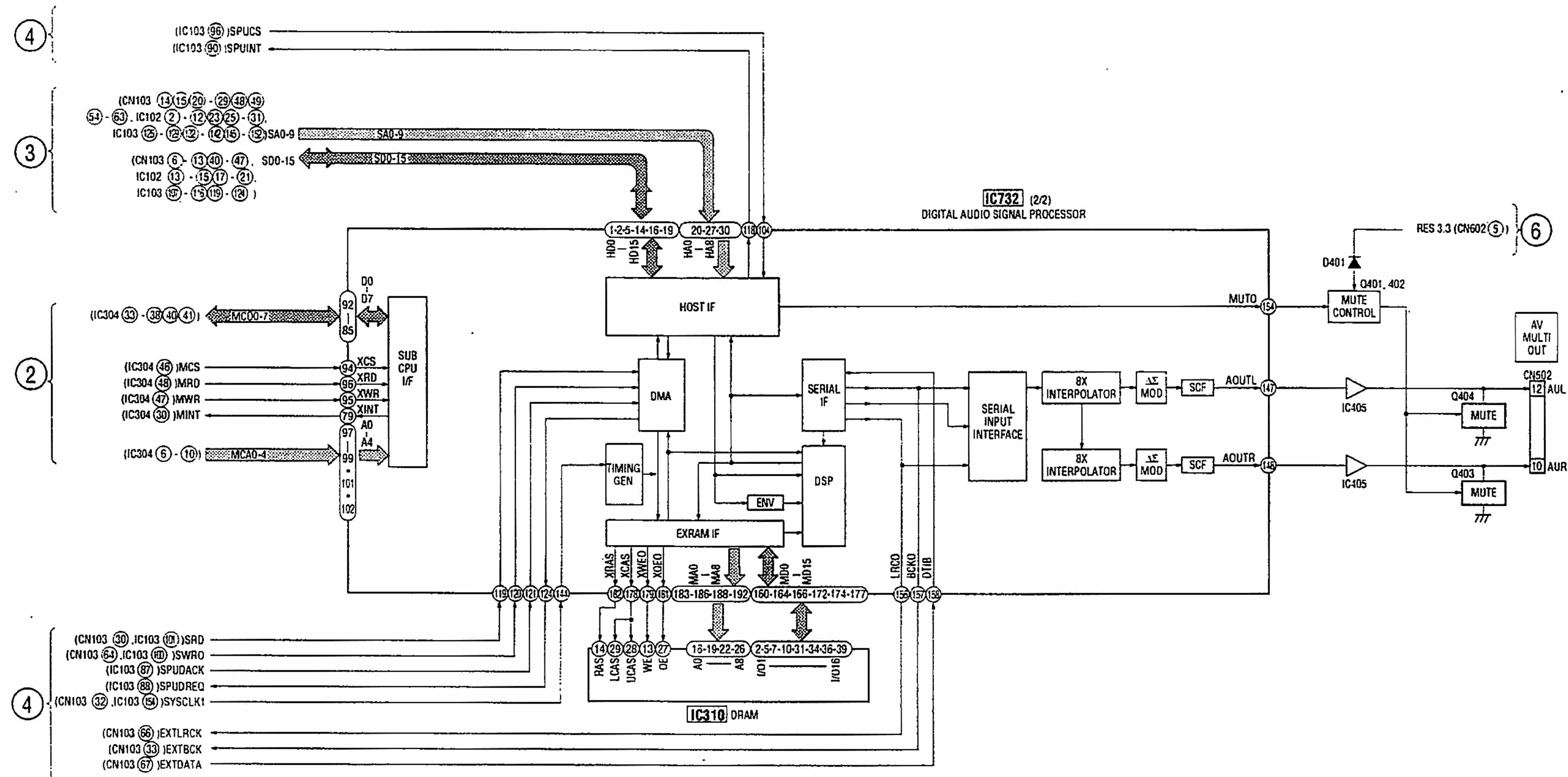
-3. VIDEO BLOCK DIAGRAM



5. SERVO BLOCK DIAGRAM



5-4. AUDIO BLOCK DIAGRAM



IC102

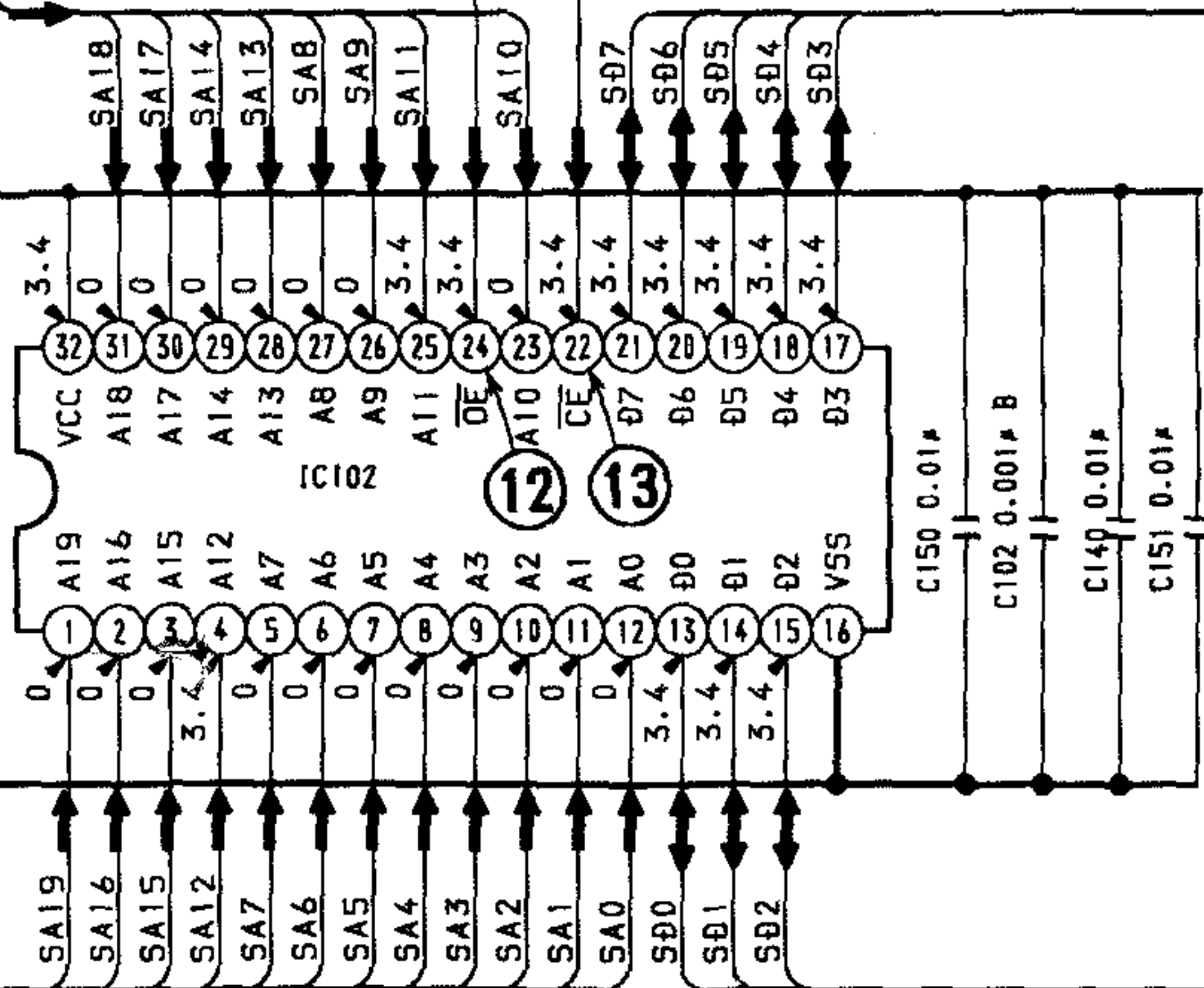
BOOT ROM

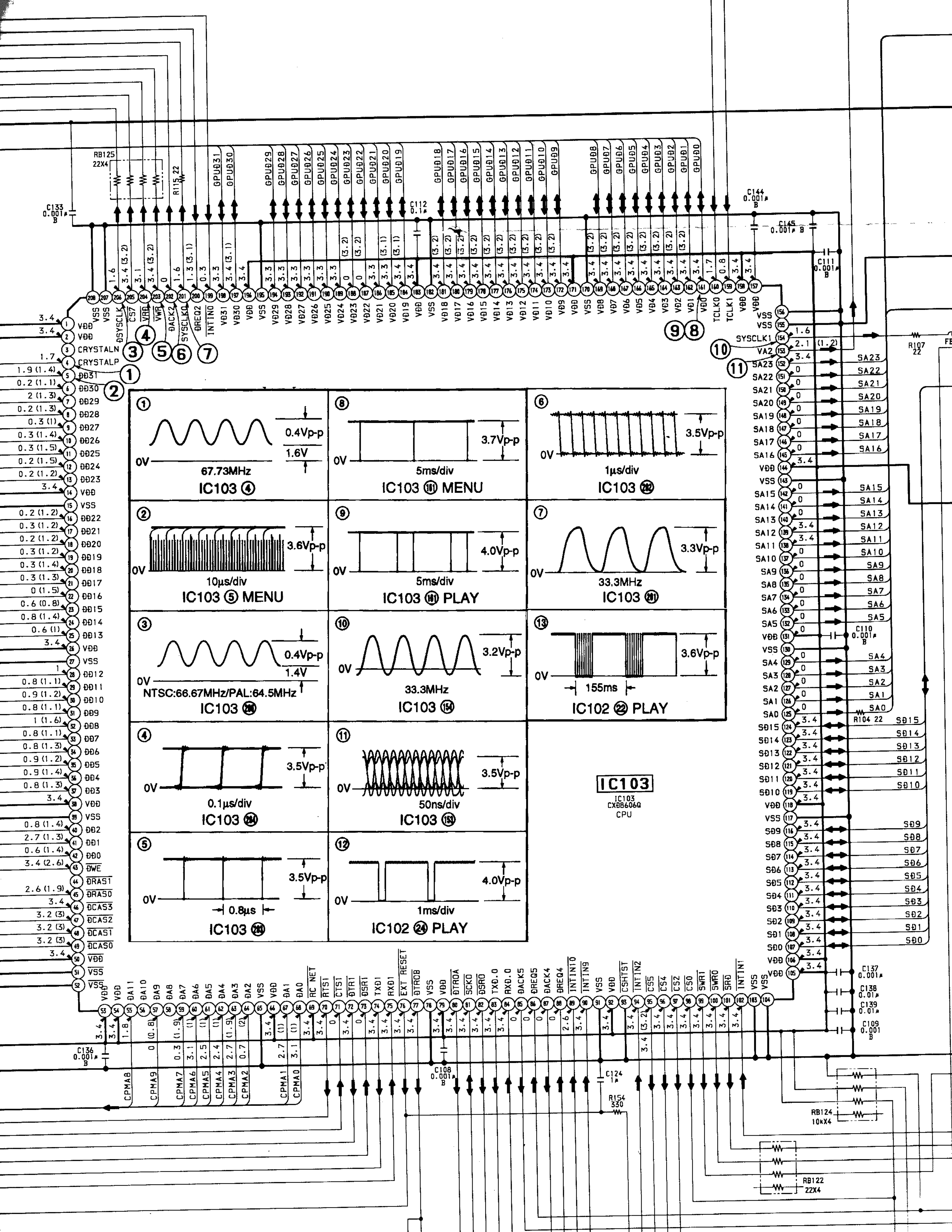
IC102

KM23V40000G-15-KF5314J-1T (7500)

KM23V40000G-15-KF5316J-1T (7501, 7503)

MSM534031E-10GS-KPR2 (7502)





IC203 (206) (-BSYSCK) ←

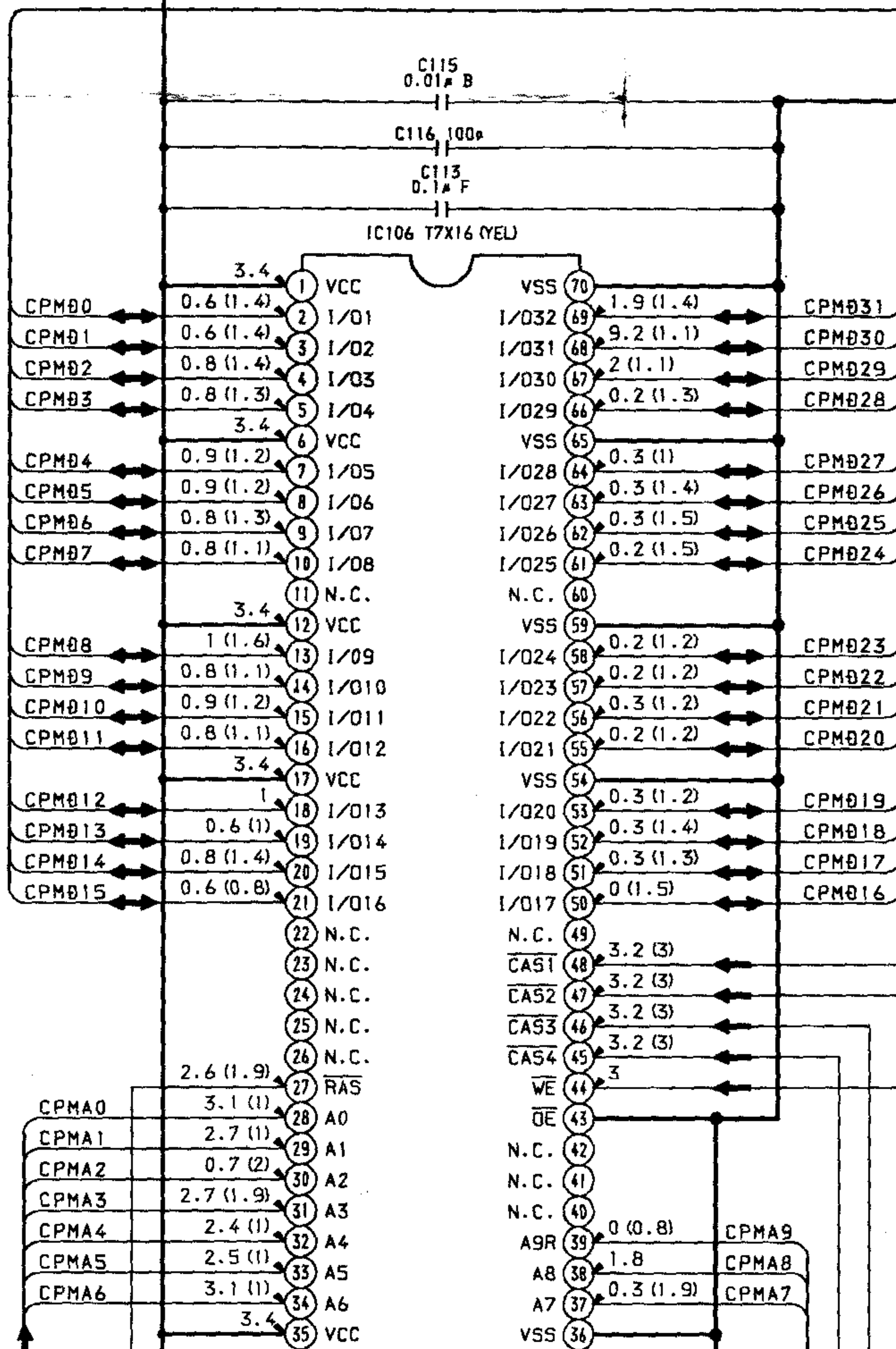
ØBCLK

IC204 (5)

→ CPUCLK

IC203 (65) (Ø0)	↔ GPUØ0	↔ GPUØ0
IC203 (64) (Ø1)	↔ GPUØ1	↔ GPUØ1
IC203 (63) (Ø2)	↔ GPUØ2	↔ GPUØ2
IC203 (62) (Ø3)	↔ GPUØ3	↔ GPUØ3
IC203 (59) (Ø4)	↔ GPUØ4	↔ GPUØ4
IC203 (58) (Ø5)	↔ GPUØ5	↔ GPUØ5
IC203 (57) (Ø6)	↔ GPUØ6	↔ GPUØ6
IC203 (56) (Ø7)	↔ GPUØ7	↔ GPUØ7
IC203 (55) (Ø8)	↔ GPUØ8	↔ GPUØ8
IC203 (54) (Ø9)	↔ GPUØ9	↔ GPUØ9
IC203 (53) (Ø10)	↔ GPUØ10	↔ GPUØ10
IC203 (50) (Ø11)	↔ GPUØ11	↔ GPUØ11
IC203 (49) (Ø12)	↔ GPUØ12	↔ GPUØ12
IC203 (48) (Ø13)	↔ GPUØ13	↔ GPUØ13
IC203 (47) (Ø14)	↔ GPUØ14	↔ GPUØ14
IC203 (46) (Ø15)	↔ GPUØ15	↔ GPUØ15
IC203 (45) (Ø16)	↔ GPUØ16	↔ GPUØ16
IC203 (42) (Ø17)	↔ GPUØ17	↔ GPUØ17
IC203 (41) (Ø18)	↔ GPUØ18	↔ GPUØ18
IC203 (40) (Ø19)	↔ GPUØ19	↔ GPUØ19
IC203 (39) (Ø20)	↔ GPUØ20	↔ GPUØ20
IC203 (36) (Ø21)	↔ GPUØ21	↔ GPUØ21
IC203 (35) (Ø22)	↔ GPUØ22	↔ GPUØ22
IC203 (34) (Ø23)	↔ GPUØ23	↔ GPUØ23
IC203 (33) (Ø24)	↔ GPUØ24	↔ GPUØ24
IC203 (32) (Ø25)	↔ GPUØ25	↔ GPUØ25
IC203 (31) (Ø26)	↔ GPUØ26	↔ GPUØ26
IC203 (28) (Ø27)	↔ GPUØ27	↔ GPUØ27
IC203 (27) (Ø28)	↔ GPUØ28	↔ GPUØ28
IC203 (26) (Ø29)	↔ GPUØ29	↔ GPUØ29
IC203 (25) (Ø30)	↔ GPUØ30	↔ GPUØ30
IC203 (24) (Ø31)	↔ GPUØ31	↔ GPUØ31

IC203 (6) (-RST) ← RES3.3Ø



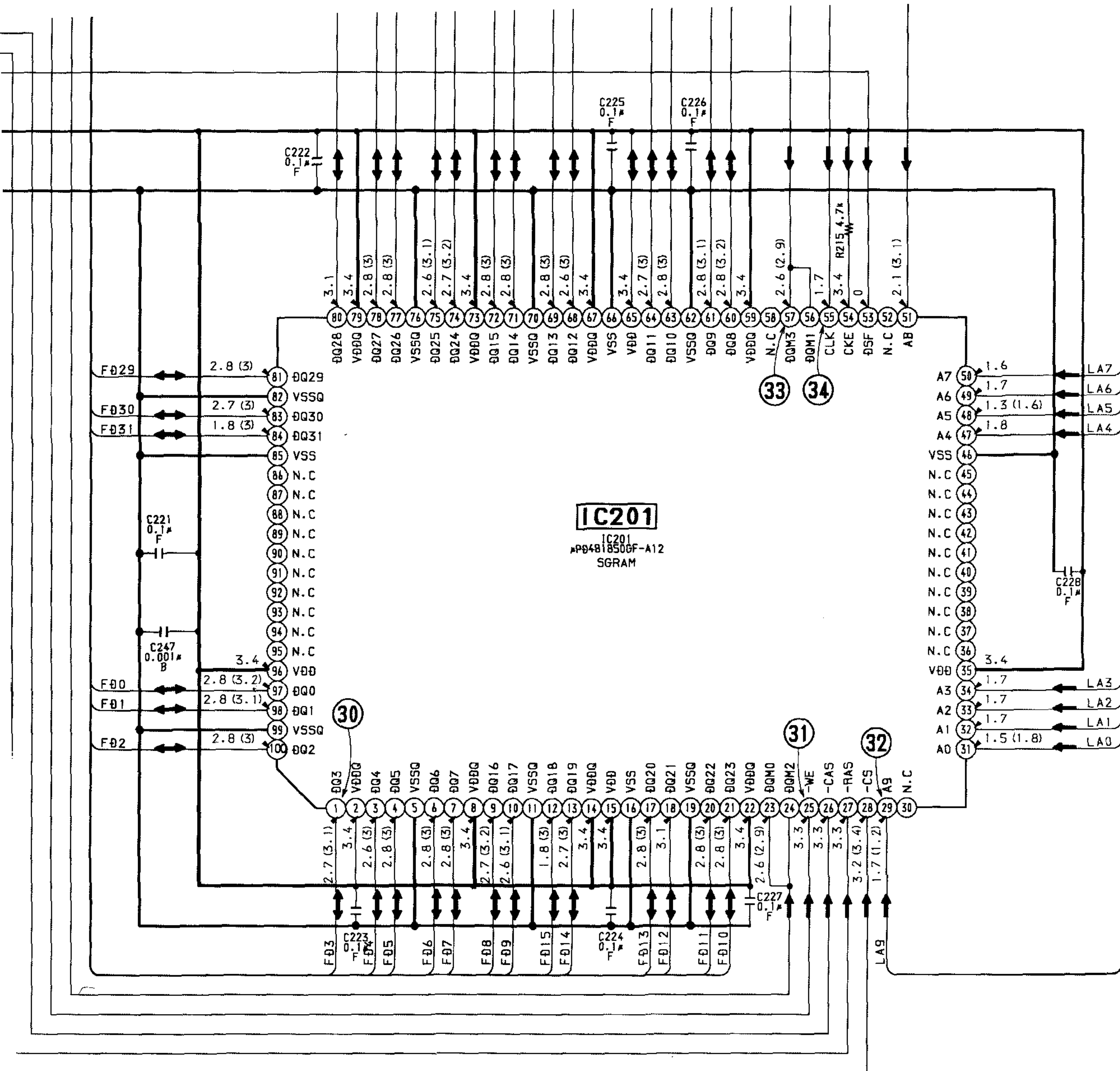
IC106

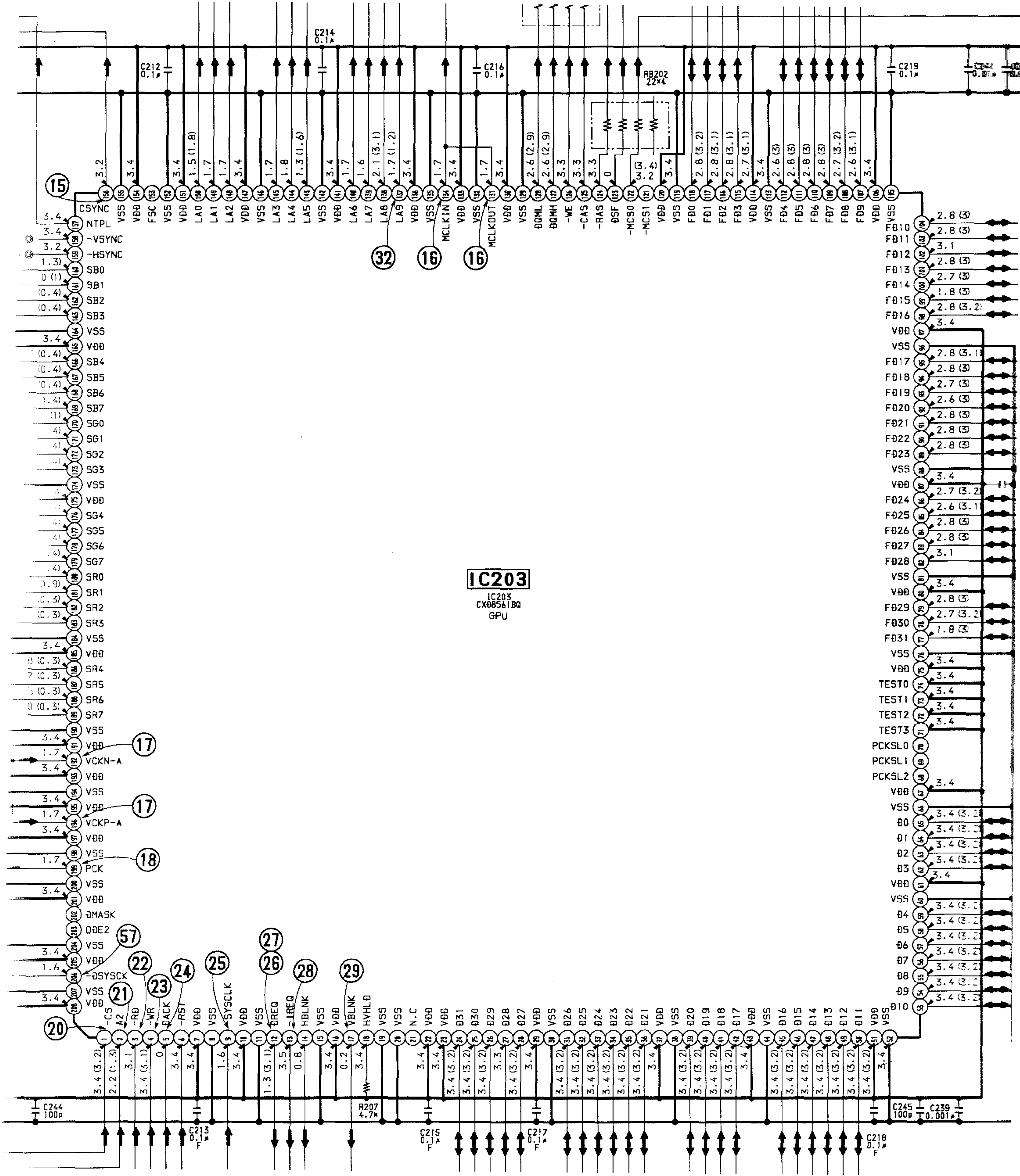
ØRAM

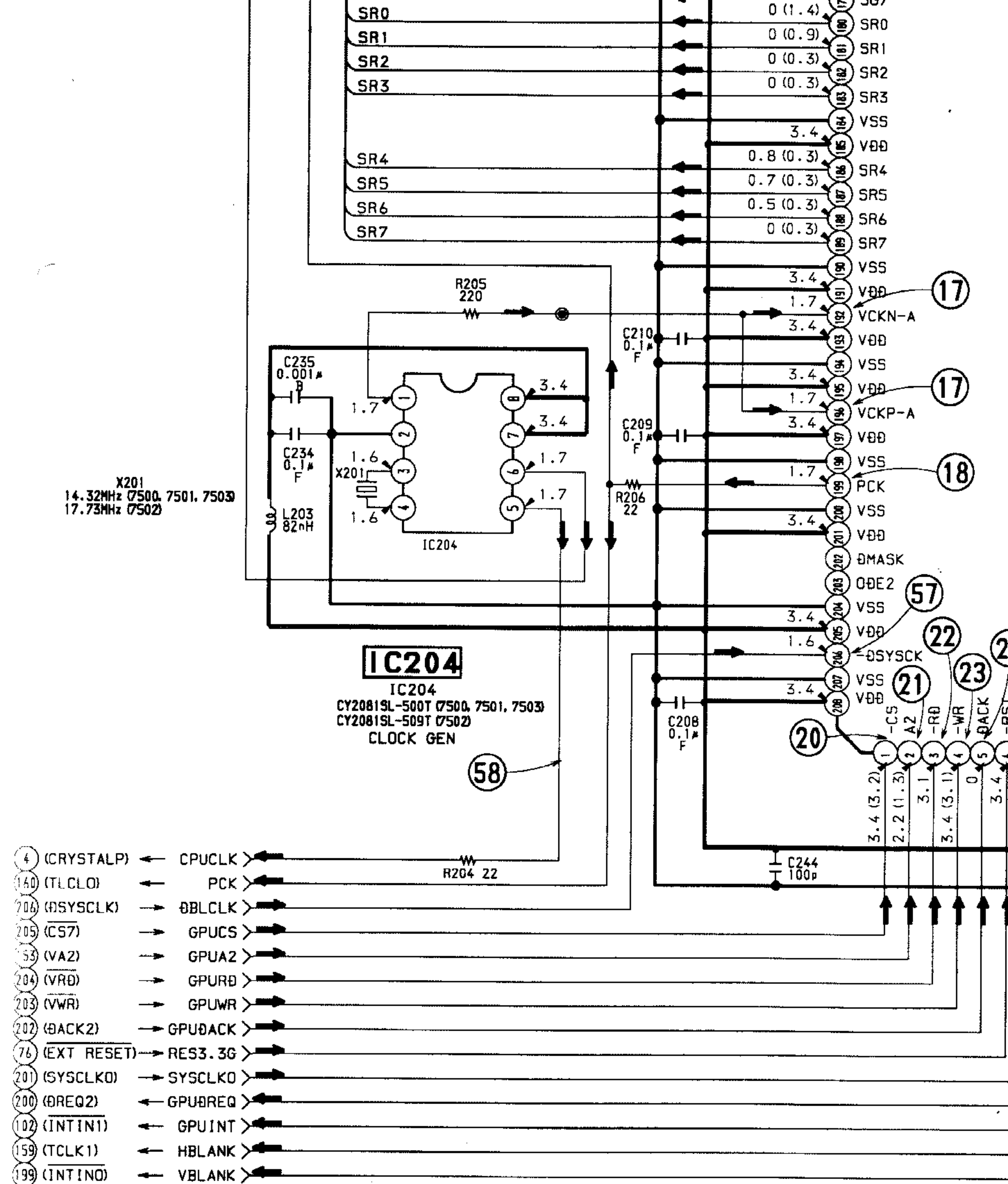
C118
0.001µ BC122
0.001µ B

RB121 22X4

RB120
22X4



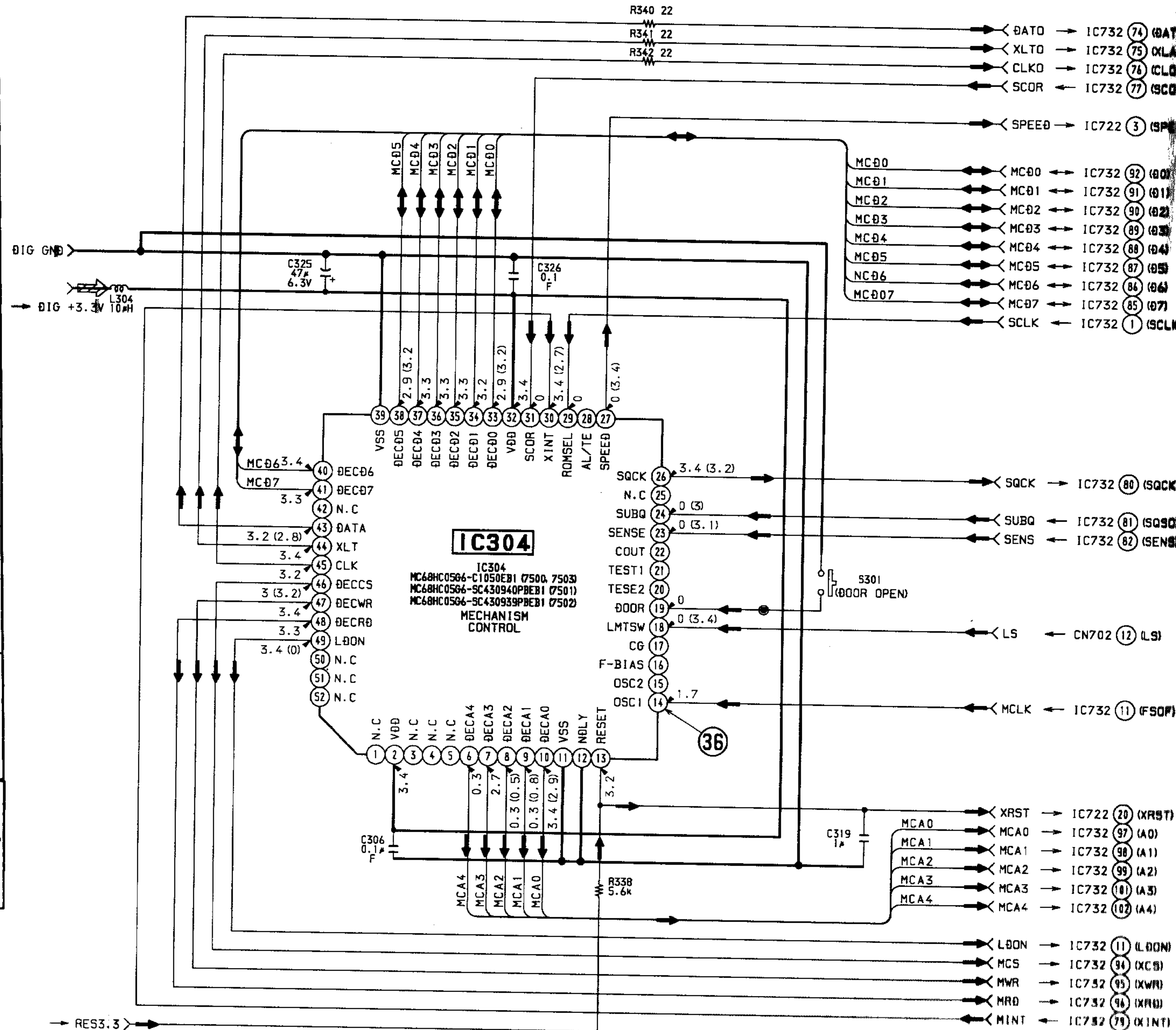
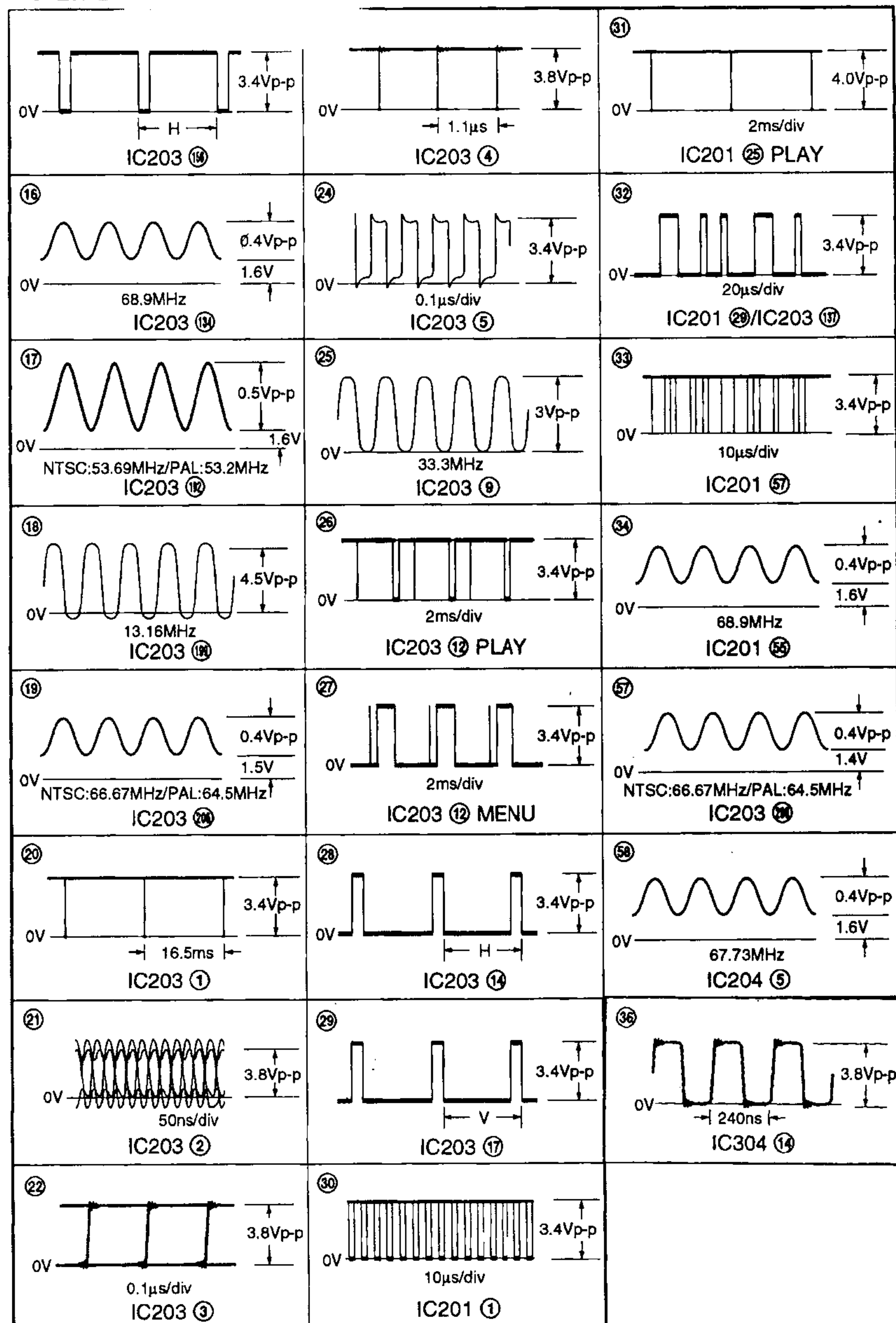


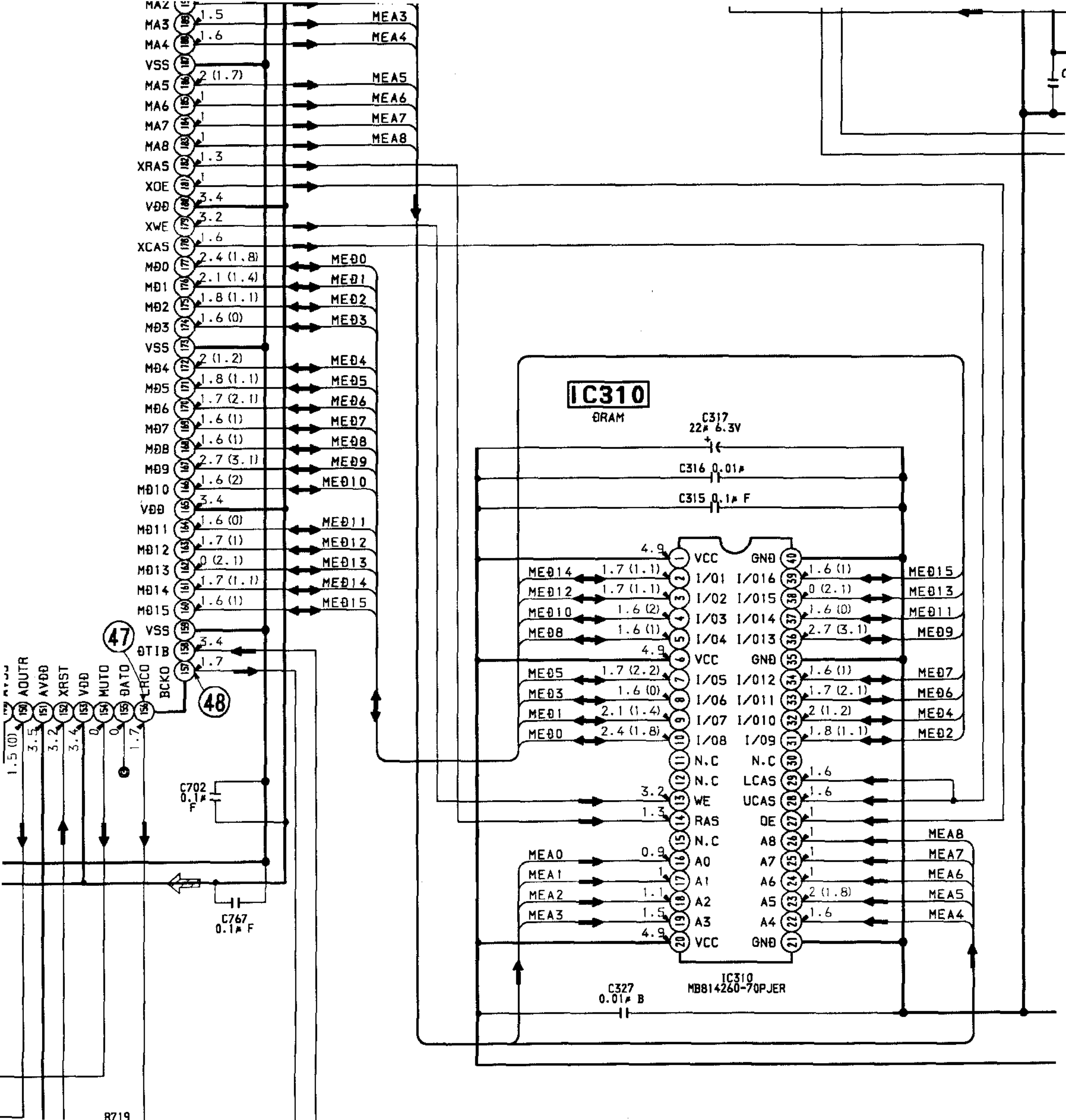


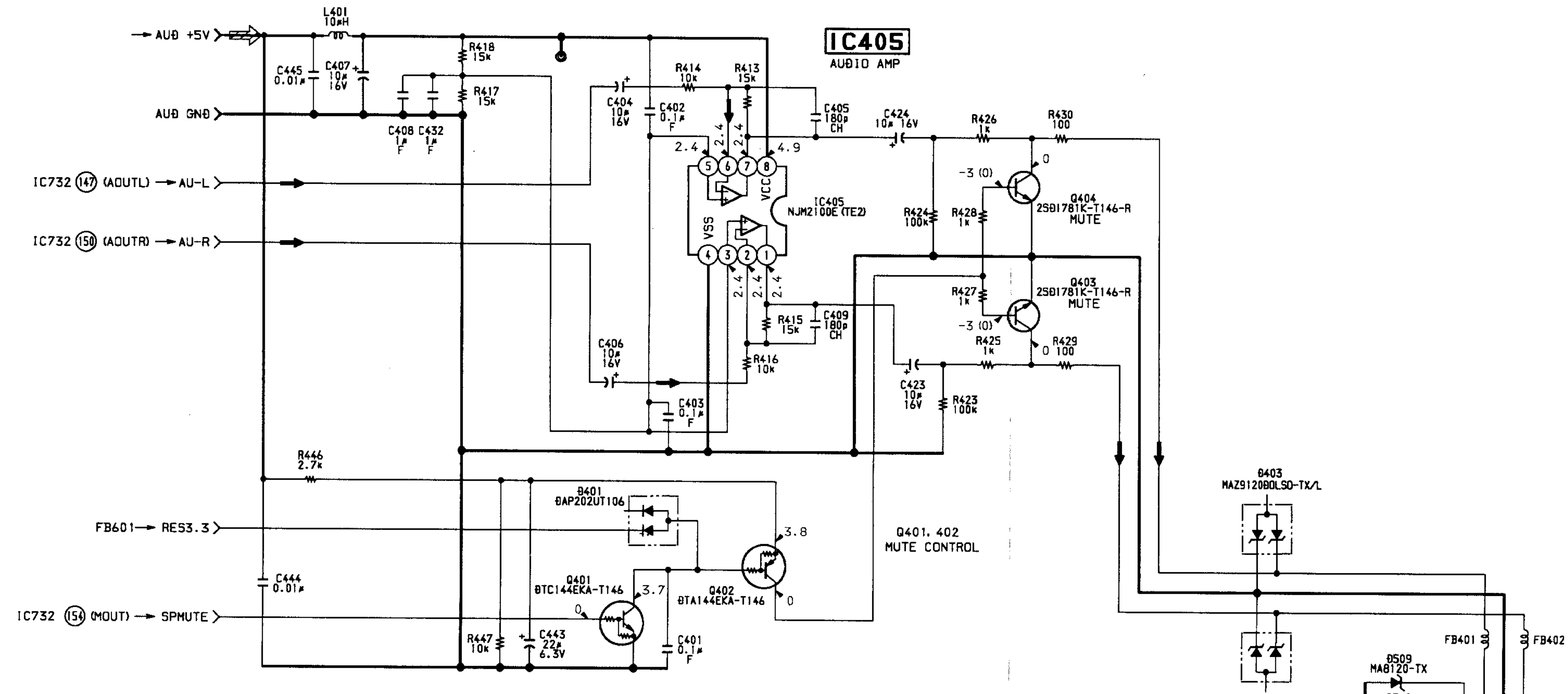
6-5. SCHEMATIC DIAGRAM (PU-22 (-11/-12/-21/-22/-32) BOARD (3/5))

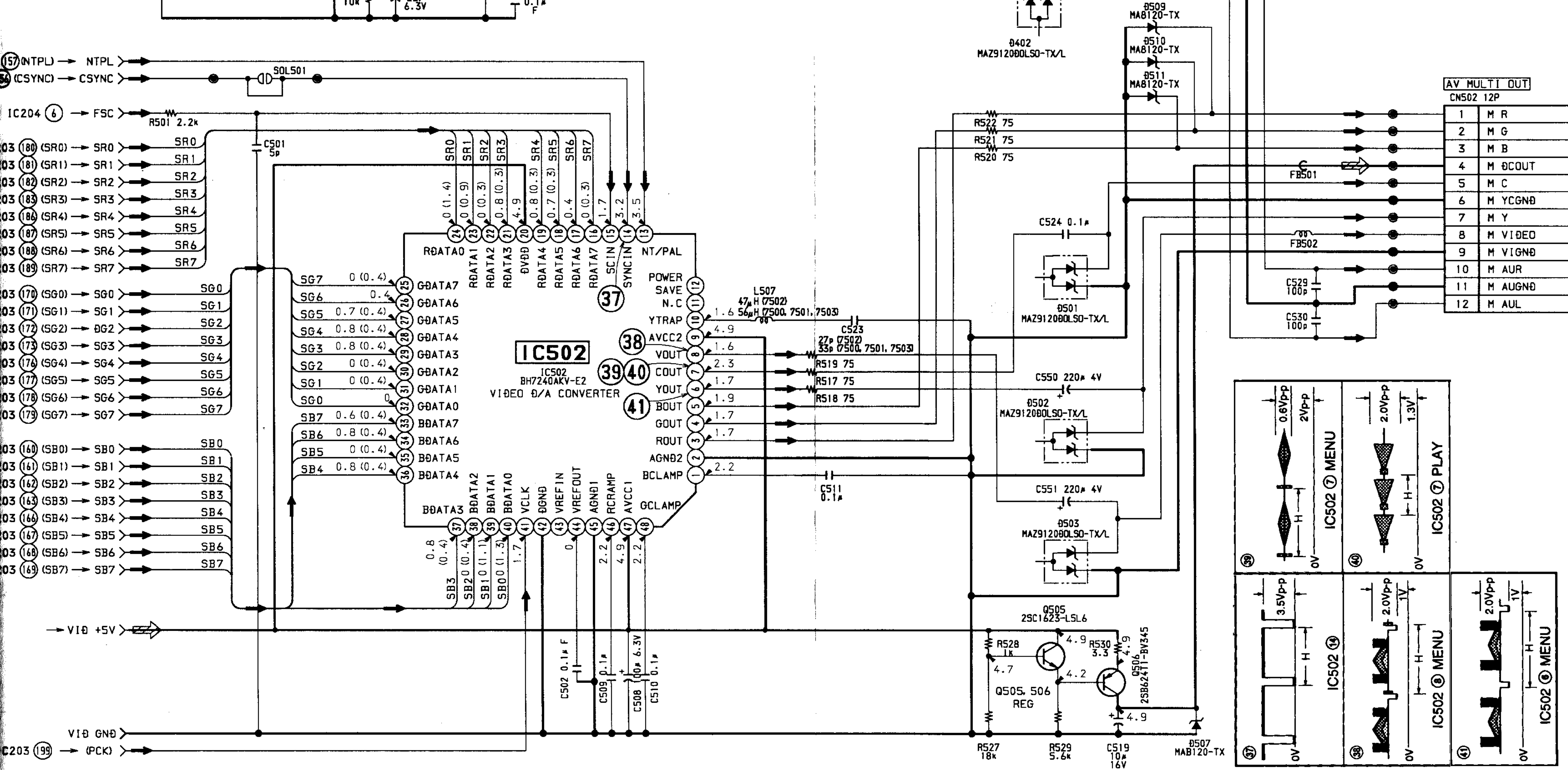
PU-22 BOARD (3/5)

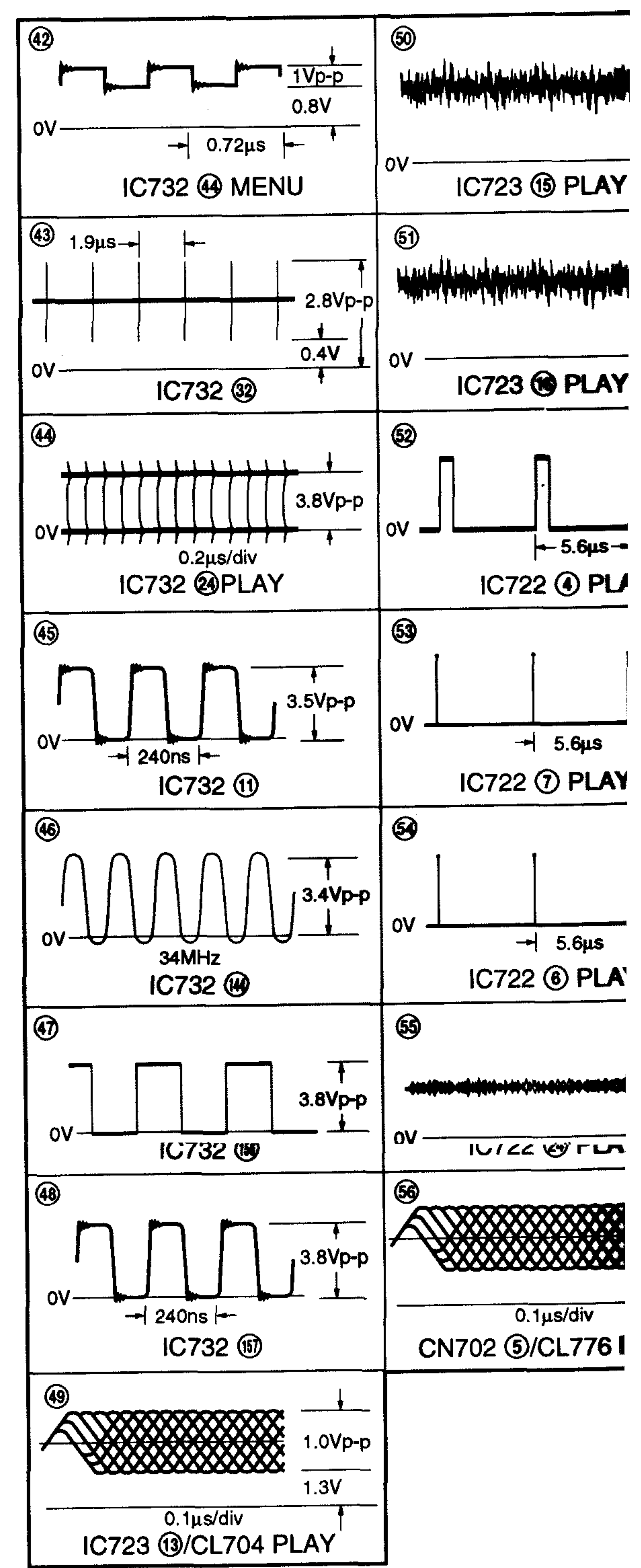
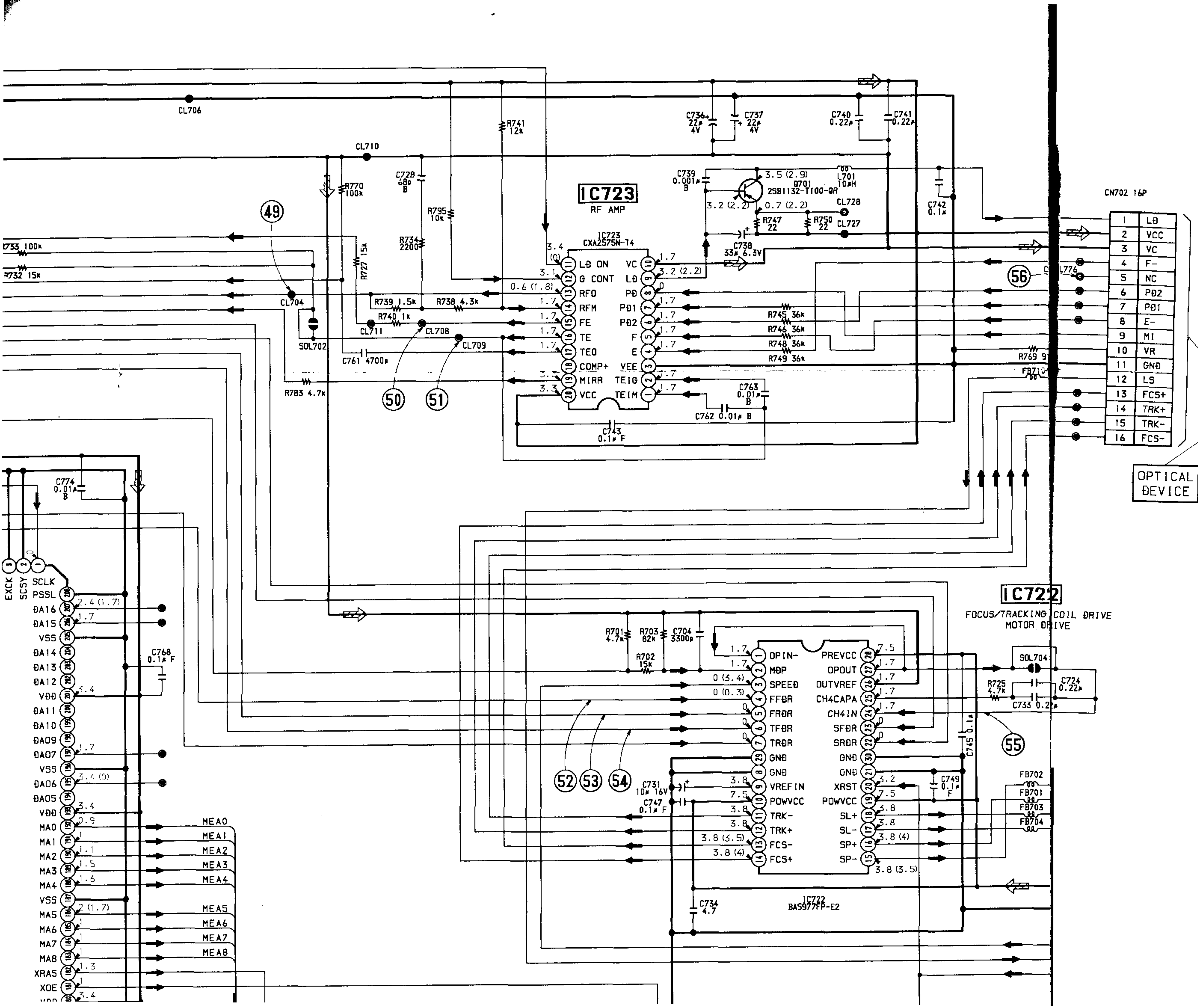
PU-22 B(

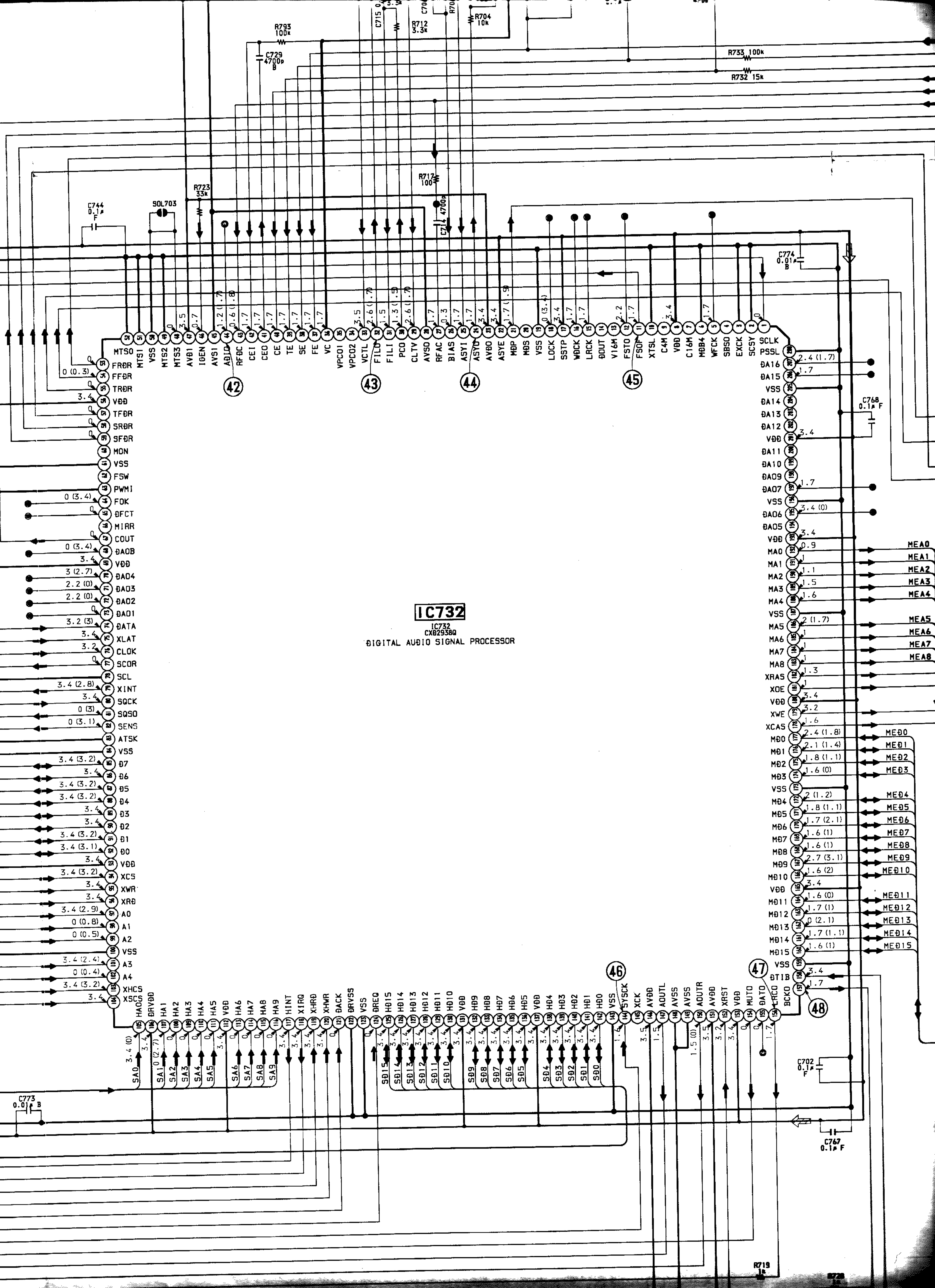


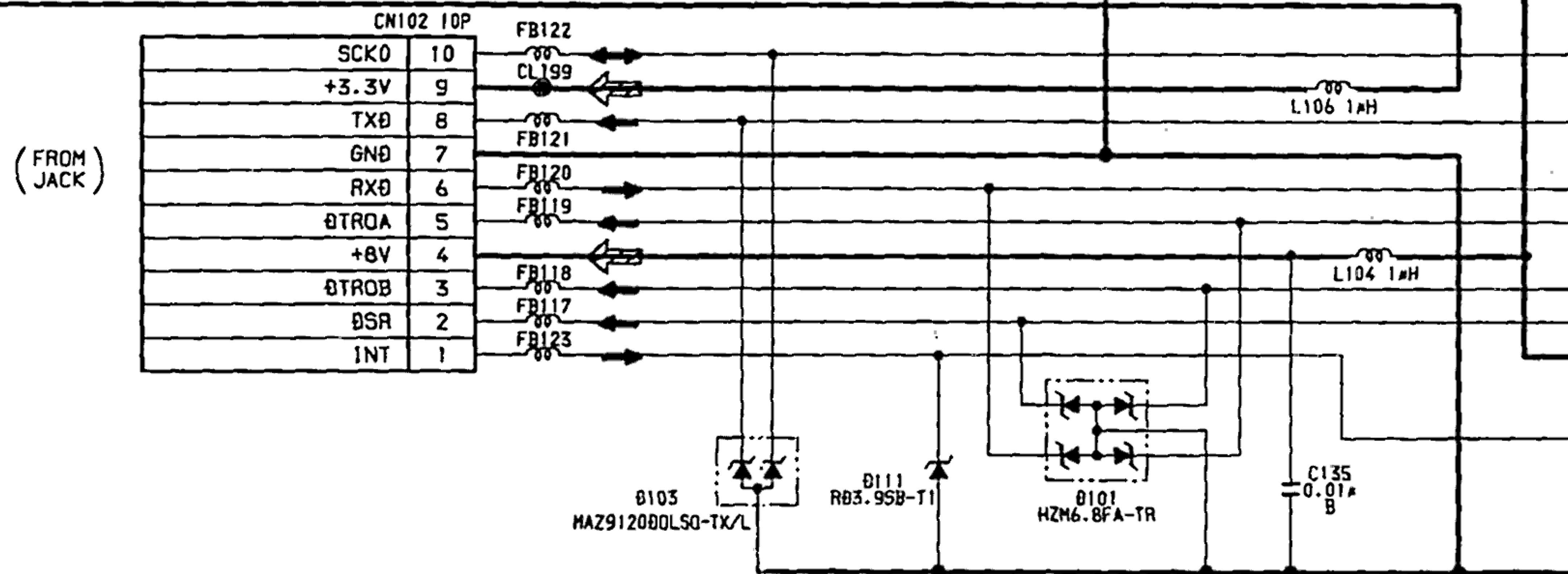
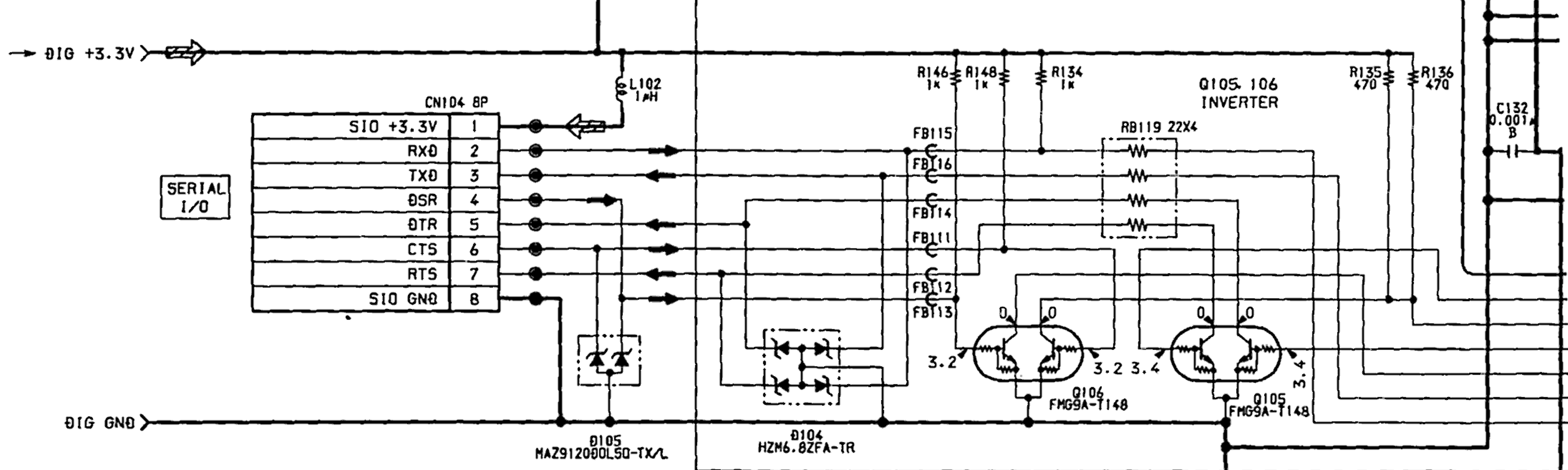










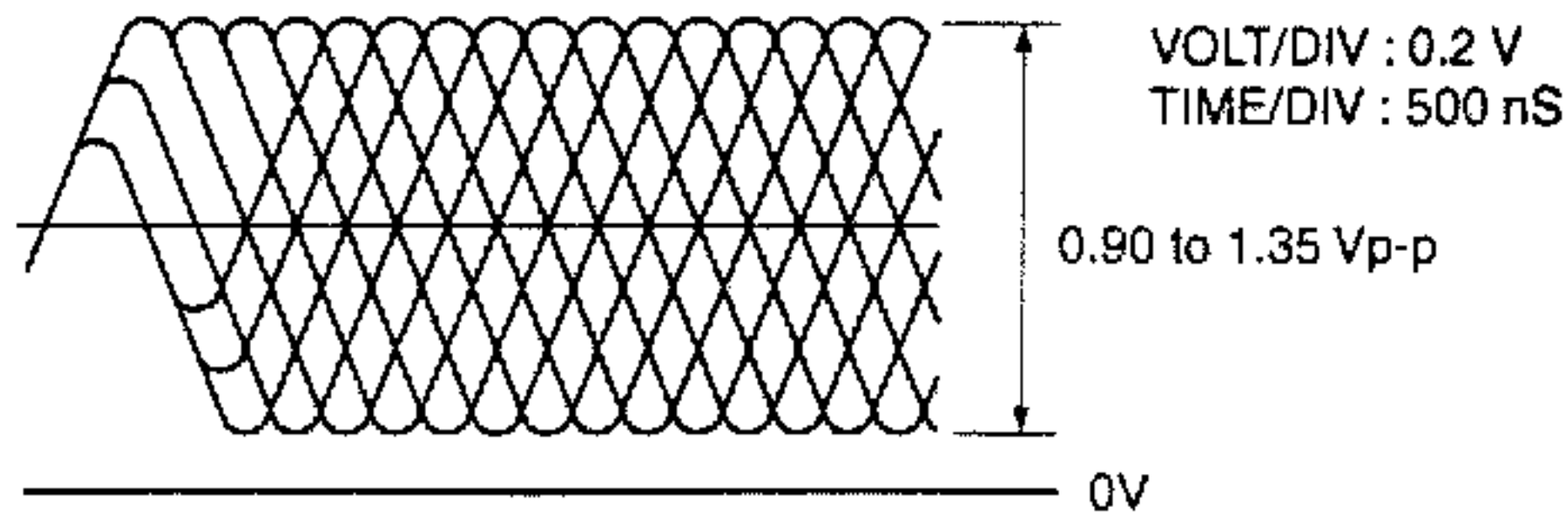


SECTION 3 ADJUSTMENTS

3-1. CHECK SPECIFICATION

RF level 0.90 to 1.35 Vp-p (Check point : Between CL704 (HOT) and CL710 (VC).)

- RF signal waveform (eye pattern)



Use SCD-2700 DISC when measured RF level.
Use the oscilloscope with input impedance more than 10 MΩ.

RF Jitter Below 9.0 nS (Measuring by KJM-6135S JITTER METER.)

Below 27.0 nS (Measuring by KJM-6235S JITTER METER.)

PP level 1.1 ± 0.6 Vp-p (Check point : Between CL776 (HOT) and CL710 (VC).)

Use LPF ($f_c = 10$ kHz)

Tracking level 1.25 ± 0.65 Vp-p (Check point : Between CL709 (HOT) and CL710 (VC).)

Caution. Vc Line (CL710) do not make common use with GND line.

Check Point for PU-22 Board.

