3DO <u>RGB</u> Installation Guide



By Taijigamer

Welcome to the 3DO RGB installation guide. The aim of this guide is to hopefully illustrate to the user how to install a device which will allow their 3DO to output an RGBS signal to their TV/Monitor. This guide is designed to work with most RGB mods available for 3DO consoles as they all use the same general principles. For the purpose of this guide we will use the author's own RGB conversion board.

Disclaimer: This mod is not suitable for an electronics novice. If you have never held a soldering iron or have had very minimal experience then please try practising easier modifications on scrap hardware. The author is not responsible for any damage to health or property as a result of attempting these modifications.

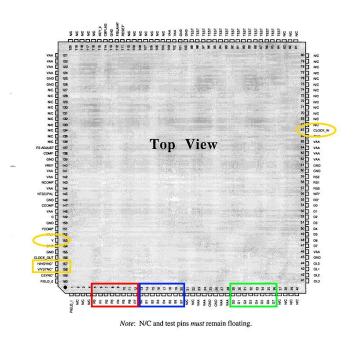
The 3DO was designed to output Composite video and S-Video but unfortunately not RGBS. Luckily the **CLIO** graphics processor outputs **24bit digital RGB** to the video encoder which we can send to a new encoder to produce analogue **RGBS**. We also need a **Sync** signal from either **Luma (Y)** or by stripping **Csync** from the **Luma (Y)** signal using the on board LM1881 sync stripper. Other mods may combine **Hsync** and **Vsync** to give **Csync** instead. This mod also requires a **CLK** signal which we can also get from the **CLIO**.

Please note that late Panasonic FZ-10 and Goldstar GDO-202 model 3DO contain the revised **ANVIL** chip which doesn't output 24bit digital RGB so cannot be modded for analogue RGBS at this time.

Panasonic FZ-1

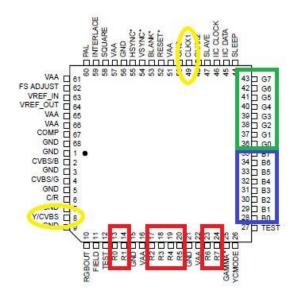


The digital to analogue video encoders found in the Panasonic FZ-1 3DO consoles are BT9101 (Early NTSC FZ-1), BT9103 (PAL/CAN FZ-1), VP536 (Late FZ-1, Early FZ-10).

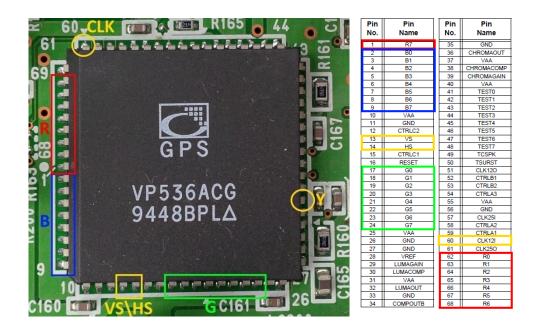


BT858 (BT9101 equivalent)

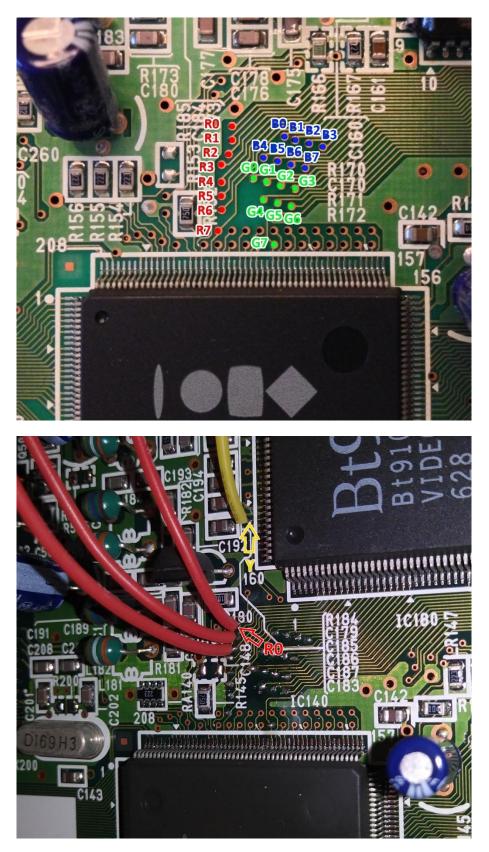
BT856 (BT9103 equivalent)



VP536



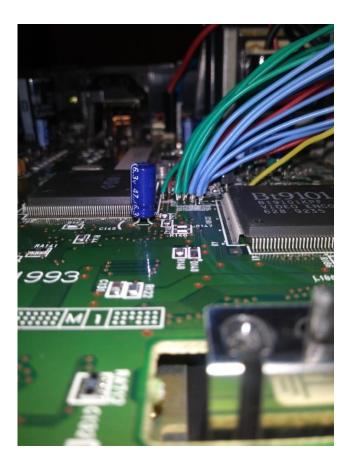
24 bit RGB wires can be soldered to the motherboard vias near the CLIO.



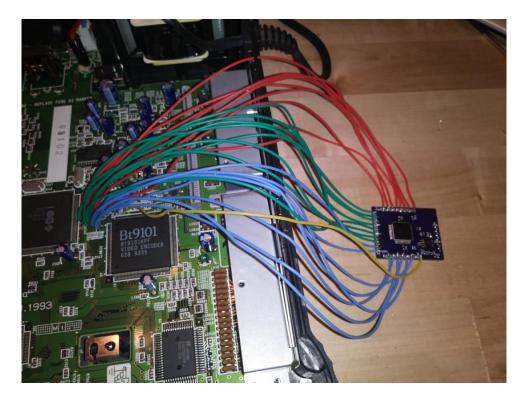
Start by soldering RO-R7, Luma (Y).



Then B0-B7...

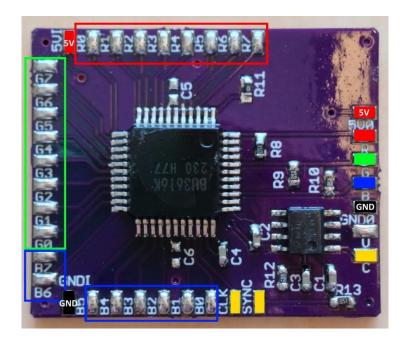


Finally G0-G7.



All RGB wires connected.

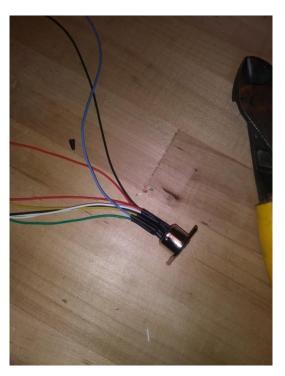
CLK can be soldered to R161 (BT9103), R186 (BT9101) or R163 (VP536).



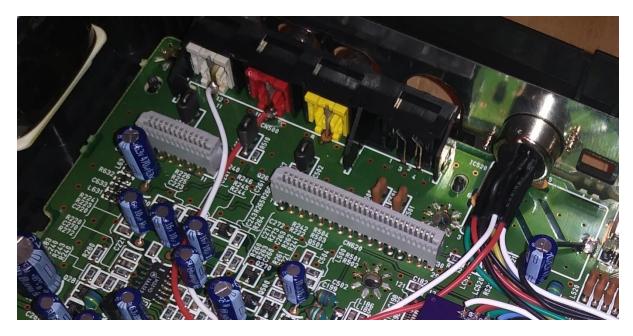
RGB V1.0



5V, GND - C164 (BT9103,VP536), C184 (BT9101). Remember the orientation of the capacitor is different for different models so make sure you use the correct pins (white stripe for 'GND')



Connect all output wires to an external connector. I recommend an 8 pin 'C' Din connector as they are easily available. The pinout is up to you, just make sure it matches your chosen cable.



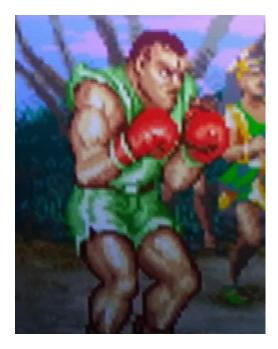
Left and Right audio can be soldered directly to the back of the Left and Right RCA connectors.

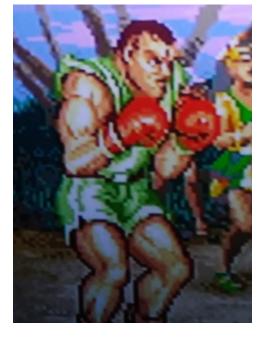


Finally secure wires and mod inside the 3DO.



View from outside console. Some models might need the RF modulator removed to make space for the connector.



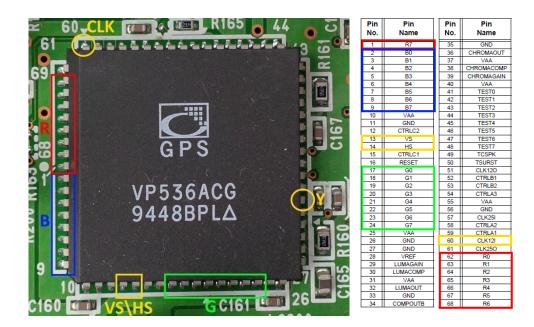


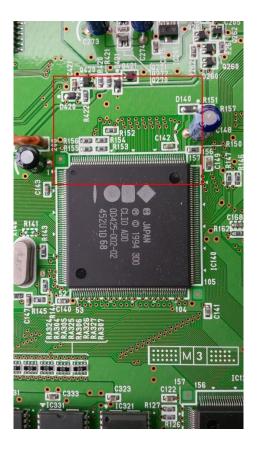
Composite

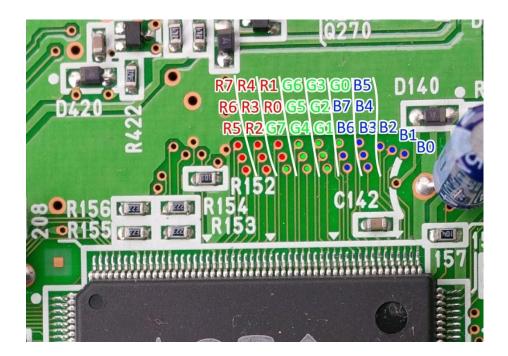
RGB

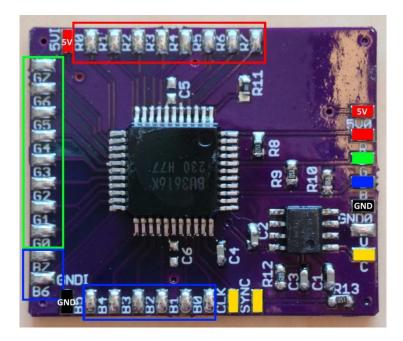


The early Panasonic FZ-10 contained the VP536 encoder. The installer can either solder the 24 bit RGB wires directly to the encoder or to the vias coming off the CLIO.









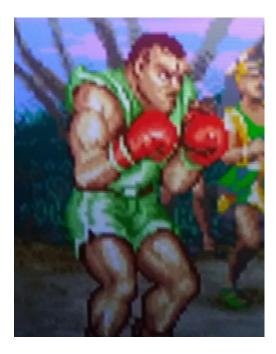
RGB V1.0



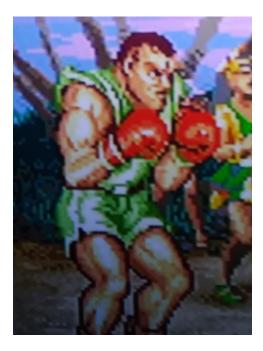
Left and **Right** audio can be soldered directly to the back of the Left and Right RCA connectors.



Some Panasonic FZ-10 have an RF modulator that will need to be removed to make room for the RGB connector.



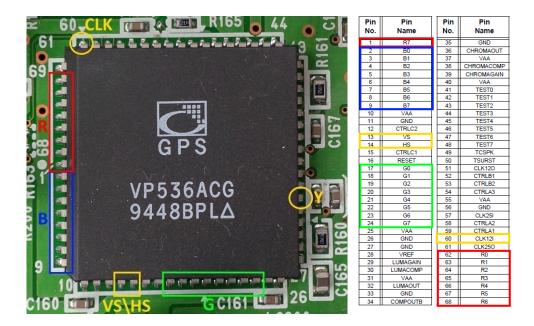
Composite



RGB

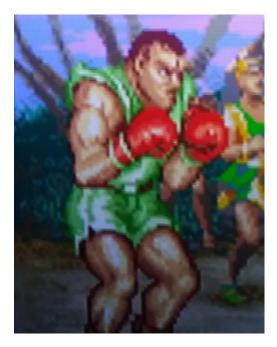


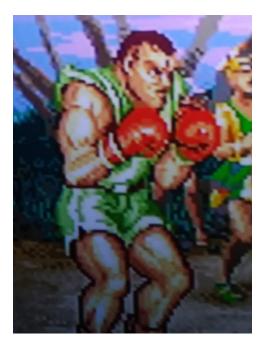
The Goldstar GDO-101 contains the VP536 encoder. The installer can either solder the 24 bit RGB wires directly to the encoder or to the vias coming off the CLIO.





Some Goldstar GDO-101 have an RF modulator that will need to be removed to make room for the RGB connector.



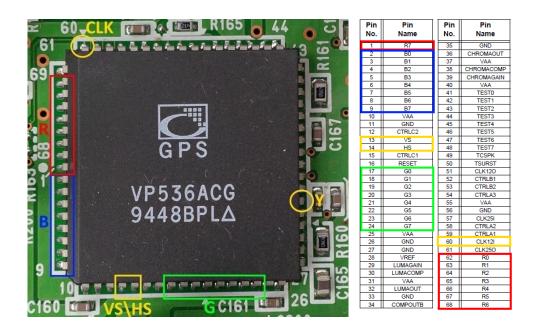


Composite

RGB



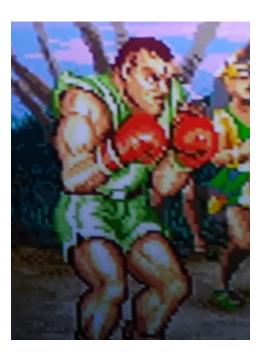
The Sanyo Try contains the VP536 encoder. The installer can either solder the 24 bit RGB wires directly to the encoder or to the vias coming off the CLIO.







Composite



RGB