BLACK CARD INTERFACE (2HP)





This little interface might be a way to give a second life to your DSP based module, allowing you to use algorithms on cards that were only usable with a bigger FX unit before.

If you want to use it with the MK1 model, simply connect the ribbon cable to the EEPROM expansion port. Once everything is back in place, follow the instructions from the manual to access this external memory.

With the pico or MK2 versions, be prepared to possibly void your warranty as your unit requires a minor modification to access the card.

It is not recommended to perform it if you're not familiar with SMT soldering or rework and we encourage you to let an experienced tech perform the modification for you instead. All 3 parameters are tweakable on every model. As these are arranged differently from the cards, please refer to the table below.

With the cards algorithms, the outputs from the pico and MK1 versions will be fully wet : this can't be changed.

Any additional controls work as usual.

The LED on the 2HP interface indicates when a card is inserted the right way and accessed. The logo should be on the arrow side.

Card	pico	MK1	MK2
Param 1	Dry/Wet	Dry/Wet	Param 1
Param 2	Param 1	Param 1	Param 2
Param 3	Param 2	Param 2	Param 3

This product is not an official add-on from the original DSP modules or algorithms cards manufacturers.

We can't be held responsible for any damages following the installation and/or use of this add-on.

Be sure to check everything works before any modification and respect the card orientation.

XO DEVICES & ENGINEERING SERVICES

WWW.XODES.NET

MADE IN FRANCE

The pico and MK2 versions require desoldering the EEPROM that holds the original algorithms from the PCB.

It must then be soldered back to the 2HP interface so that when no card is inserted, the original algorithms will be automatically selected.

On the pico, you have to gently separate the top and bottom PCBs to access the original EEPROM as pictured below.

Once removed, clean the pads on the PCB and gently put back the top and bottom PCBs together.



There are 3 EEPROMs to chose from on the MK2 version. We recommend to perform the modification on EEPROM #1.

Be sure to check the original algorithms list to make your decision.

In order to be able to access the card, the jumper on the adapter board to be connected on the back should be set according to the EEPROM that was removed.

This EEPROM should be soldered back to the 2HP interface PCB.



The EEPROM from the pico or MK2 version has to be soldered back to the 2HP interface PCB. (in green on the back of this card)

This allows automatic selection of the original algorithms when no card is detected.

Alternatively, it can be soldered to the dedicated card attached.

Bear in mind that in this case it will be required to always have a card in place for your module to access any algorithm.



