

# PlaySaver page

This page is here to show you how to make a device I call a PlaySaver

## What is a PlaySaver?

Playsaver is a device that you can make, that will copy Sony brand Playstation memory cards saves to and from your IBM computer.

**It is NOT a Game Copier!!!!**

It can copy the whole memory card or just the save of one game.

It can even undelete a save you may have accidently deleted.

Now you can save your important saves to the harddrive on your computer.

Save your money. Keep yourself from having to have lots of memory cards.

Send your Saves to anyone that has made a Playsaver.

I also intend to have some saves posted here.

[Click here to Enter!!!](#)

# PlaySaver Page

You are person number

00004550

Since 11/10/98 to visit here.

Check often for new saves!!!

**A word of caution!!!!!!!!!!!!**

If you decide to build this device, then we will not be responsible for any thing that may happen. This includes your computer being damaged, your playstation being damaged, your memory card being damaged, your house burning down, or earthquakes striking.

We have done a lot of work trying to make sure that doesn't happen. If you build it correctly you should have no problems with it.

(We couldn't do to much about those darn earthquakes though.)

**What's new!!**

12/13/2001

Found file that will allow Playsaver software to run under WindowsXp/nt/2000. It is Called UserPort and will let playsaver access the printer port. You should set it up the way the Pdf file says to in the zip. But you may want to limit port access to 378-37F (Current version of playsaver only works with Lpt1 at that address) and remove the other ports that are opened by this program.

[Userport.zip link](#)

2/5/2000

Added Missing readme.txt file to playsavers zip file.

9/21/00

Minor update to fix very small problem. (Version 1.07b now)

/20/00

### Updating **Playsaver** programs to version 1.07b

This update fixes some timing problems. All full card saves should take about 60 seconds. I found that when I upgraded my mother board to a better board and faster cpu the programs timing slowed down. It should now be more consistant on more computers. (60 seconds is about how long it should take to copy a full memory card to you computer.)  
Playrd.exe and Playwr.exe for PsxGameEdit have also been updated to 1.07 versions.  
Also change the extention of the saves back to mc rather then mcd. I've included a couple of simple bat files to convert.

6/11/00

We recived an instant message today from someone that fried there psx, because they couldn't build thier Playsaver correctly. In spite of the warning on our page that we are not reponsible for those types of things happening. The PlaySaver, when built correctly can never cause this type of damage. If you don't know how to build this type of thing you shouldn't be trying to do it. Here is our warning right at the top of the page. We have always had this warning on our page, since we put it up.

5/15/00

Here is a beta of Version 1.06. (link expired)

Included features are...

Auto detection of memory card when inserted or removed from playsaver hardware.

5/09/00

All Playsaver programs Have been updated. We are now up to Version 1.05 (link expired) New Features include  
Information about a hardware modification that will let some multipage memory cards switch pages via software.

If you have a card that won't switch let me know what key press's are use on the psx pad to do it normally.

Included the improved memory card reading and writing for Playsave.exe.(Main program).  
If your still not getting good reads check the voltage to your memory card. A low voltage can cause a lot of problems.

Fixed Problem with loading up single game saves to a memory card.

All full card Saves now have the mcd bleem extention. If you have older Playsaver saves rename the extention on them from mc to mcd.  
(The saves are the same it's just an extention change, Lars please note.) If your Using PsxGameEdit remember to save with the mcd extention.

5/02/2000

Just updated playrd.exe and playwr.exe. These 2 programs are used with PsxgameEdit. This update greatly improves the reading and writing of most memory cards I was able to test. The new versions (1.04 are included with the regular zip. Make sure that the readme mentions them to make sure you have the newer versions. I plan to include these new changes as soon as posible with the regular programs too.

**Software for Playsaver Version 1.03 and 1.04 (playrd.exe and playwr.exe)**

04/16/2000

They are up to version 1.60 of **PsxGameEdit**

10/08/99

Adding saves ZIP for FF8 includes a save with 4 FF8 Debug mode saves on it. (One for each disk.) Debug mode can let you watch all of a disk movies at once. Saves includes saves for all disk up to the last battle. I took my time with the game.

[FF8 ZIP File with debug.mcd](#)

Just got FF Anthology. I have found there is a slight problem with the saving with the game.(FF6) It turns out if your memory cards format is even a little bit off, any save you make won't load. (Even though the save is really ok.) This shouldn't be a problem if your using only Playsaver software. If you are using PsxGameEdit then You could have a small problem loading a game, because that program does the Blank format a little different. FF6 is the only game that I have ever seen have this problem. If you end up with the problem you can fix it with PsxGameEdit. First make a save of the card that is giving you trouble. Then copy all saves on the card as single game saves. Then load up Blank.mc.(This is a format that the playsaver software would make on a card.) Take all the single saves that you made and put them back in to the load of blank.mc. Save this save to your memory card. All that work you did should be back.

[Link to Blank.zip](#)

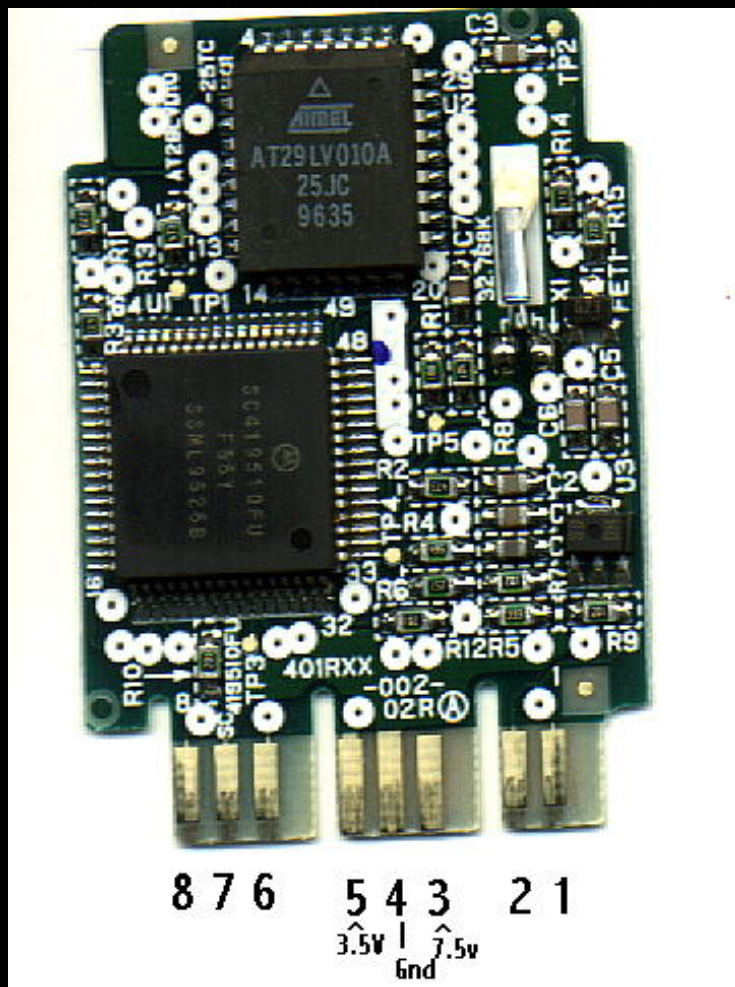
08/10/99

Just added a save for FF7 that lets you go into the Debug mode of FF7. You can do all sorts of odd things there. [FF7debug](#) File. I use a gameshark code to make this file. I would love to give credit to the creators of this great code, but was not able to find out who they were.

04/7/99

Added Picture of a typical memory card that is labled with the correct pin numbers. Even the memory card its self is labled with the pin numbers. Some of you have been claiming the wrong pin as the 7.5 volt line.





03/25/99

Added diagram for the 317T Adjustable regulator.

03/10/99

For some reason some of you have e-mail address's that I can't e-mail back to. If you don't get a reply from me in a day or so Please E-mail me again with a different address to respond to.

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**Full Card Saves made with Playsaver are comptible with PSEmuPro.**

**Just copy the full card save that Playsaver makes to a name similar to that which PSEmuPro makes.**

This page looks best in 800X600 mode.

**Playsaver was created by Nick Joslin and Stephen Moore.**

**This page Is dedicated to Stephen Moore, He did most of the great programing for this device. It would never be as good a system as it is with out him.**

**A word of caution!!!!!!!!!!!!**

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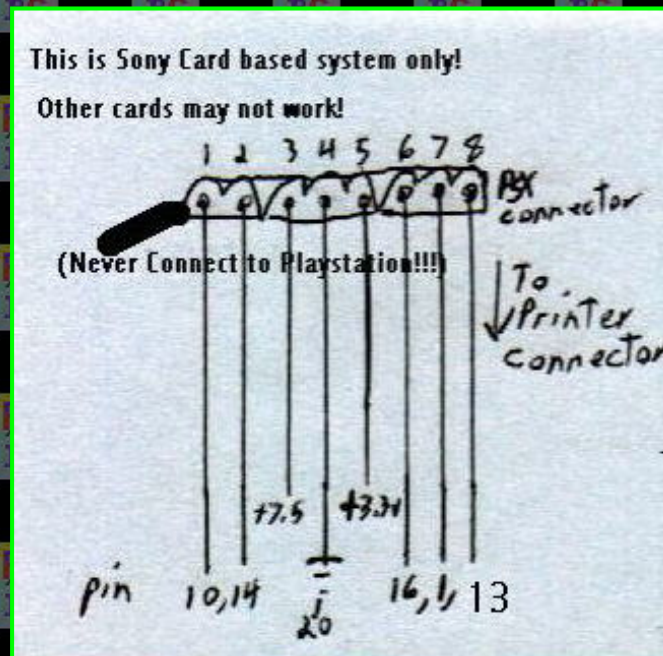
This device is made to work only on a Sony brand memory card. Other cards may not work.

We didn't have any of the other cards, so we couldn't program for them. After we programed for the Sony brand card we didn't need any other cards.

Sorry!!!

Description of how to make plug that will fit a memory card.

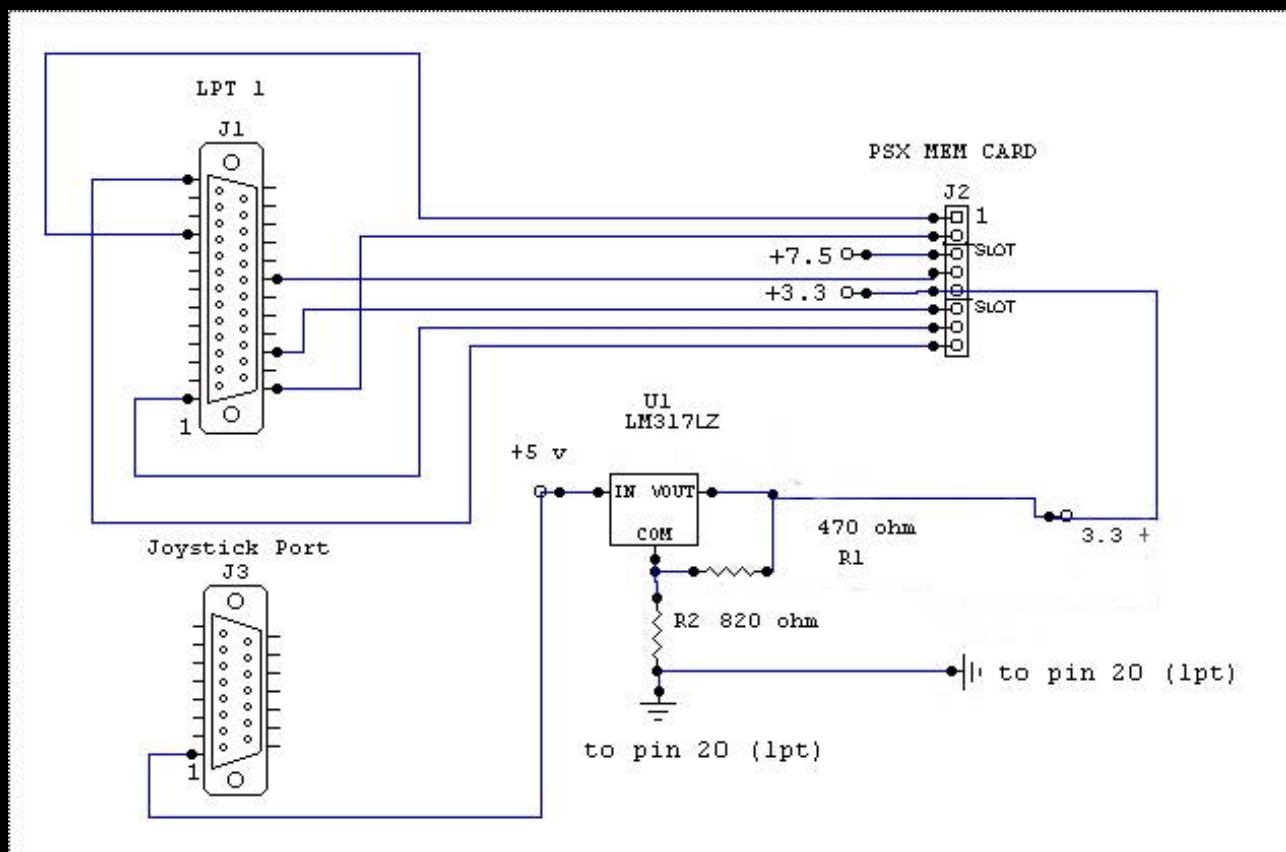
## Schematics



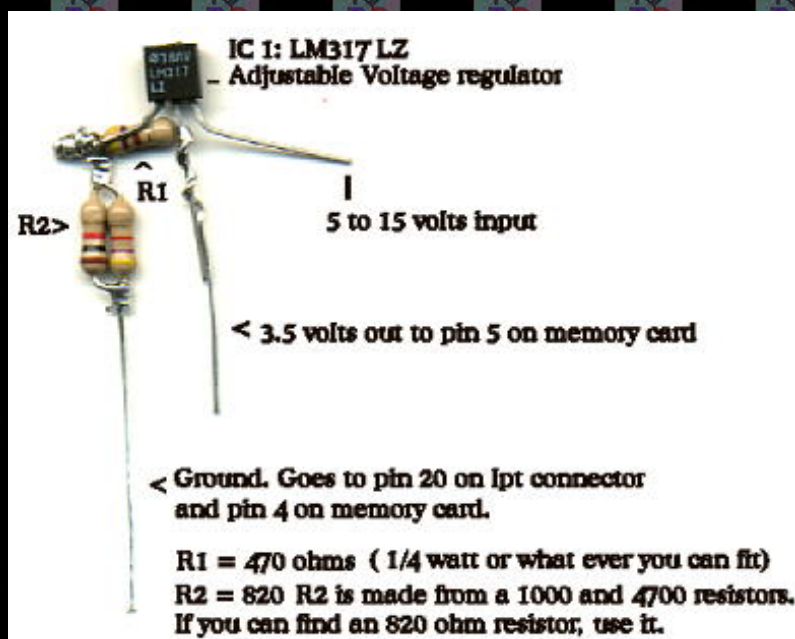
Pin connections on the Lm317lz chip are:  
Pin 1 Volt in, Pin 2 Voltage out, Pin 3 Voltage Adjust (Common in diagram below)

Diagram below provided by roger.madis

I give you great thanks



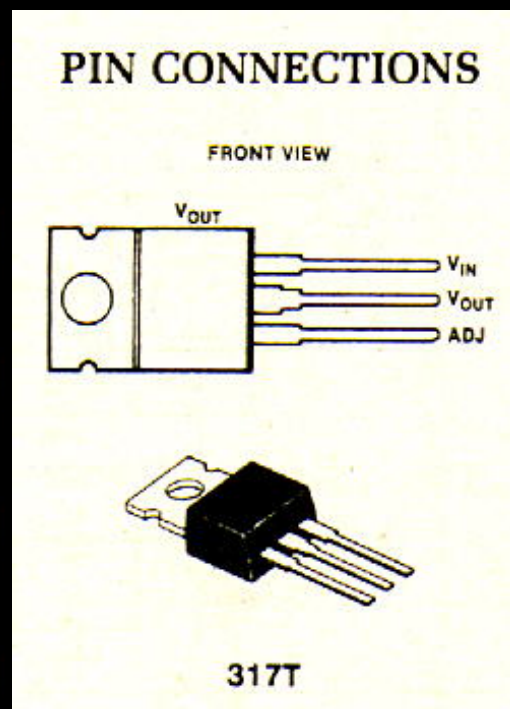
Here is a picture of an LM317LZ voltage regulator and what the connections are.



Here is a picture of the Lm317T hooked up correctly. I has the same pin connections as the above picture.



Here is a diagram for the LM317T adjustable regulator for those of you that can't find the LM317LZ type.

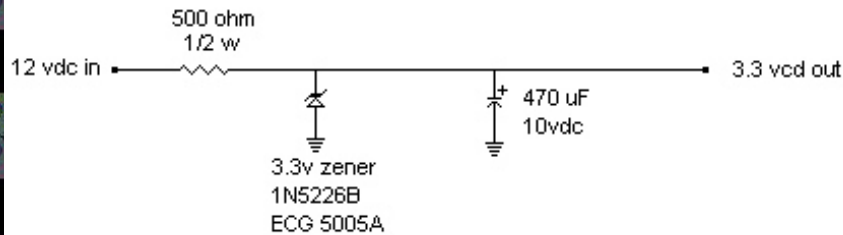


Here is an alternative voltage regulator circuit. It does not need to use the other voltage regulator.  
It should work fine in most cases.

It was provided by [hhorrocks@exotrope.net](mailto:hhorrocks@exotrope.net) (Howard)

Many thanks for this simple circuit.

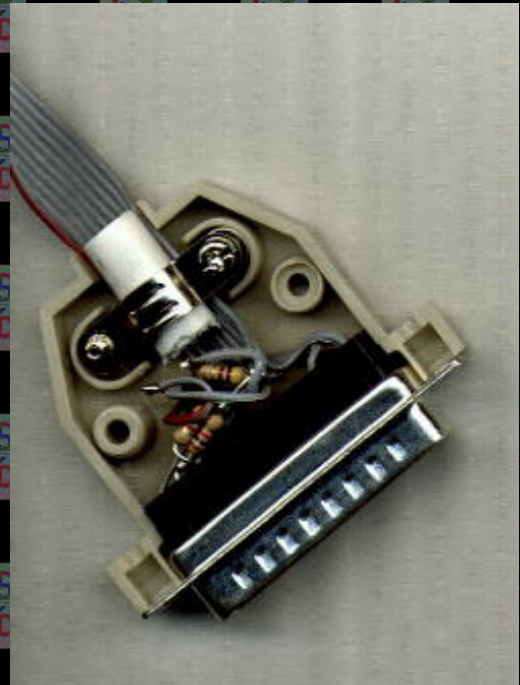
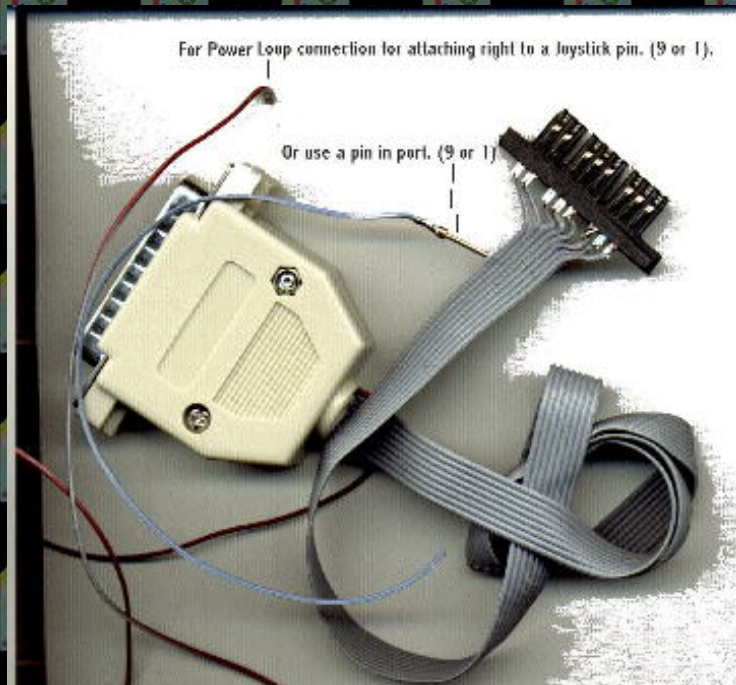




## Important!!!

Use caution. Never try to run your card **WITHOUT** this 3.5 volt regulator. Voltage going to the 3.5 volt line on the card should be about 3.3 to 3.7 volts. **NO HIGHER!!** With the regulator you can run this device from 5 to 15 volts. Some Non Sony brand cards may need 7.5 volts on the 7.5 volt line in addition to the 3.5 volts. This line can handle from 7.5 to 15 volts. Some of you may want to run the device from a 9 volt DC transformer (recomended) or Even a 9 volt battry.

Here are some pictures of a type of Playsave I built. The plug is different then I decirbed. There is more then one way to build something like this. I know one guy that modified a drive slot to take the cards. (I belive he hook it up inside in his computer.)



A manual for the software is done and included with the software download.  
Make sure that you run it in dos or dos mode.

It will run much faster if you don't use a Win95 window.

When you load the program it will come up with

Directory , Read, Write, Delete, Backup, Restore, Format, About, Exit across the top.

Functions Descriptions.

Directory

Lets you look at what is on the card. When testing your card the first time make sure that you have something on it. If program can't read from card it will loop infinitely. Press control + Break to Get out.

Read

Works with Write. Read will copy a single game save from your card and save it to your Hard drive. You can add a path name, but it doesn't need the extension. IE.. C:\Playsaver\FF7\FF7001 will save to your harddrive a file called FF7001.mc . Make sure you have a directory set for the game you want to save. This program doesn't make one.

Write

Works with Read. Write will put a single gamesave from your Harddrive to your card if there is room on the card and if there is not a save of it's type on it.

Delete

Works on the card itself. It will let you delete a save or undelete a save.

Backup

Backups the complete card to your Harddrive.

Restore

Takes a complete backup from your Harddrive and copies it to your card. This will overwrite anything on the card. Make sure that you never use Backup and Restore in the same Session.

Format

You have the choice of a quick format and long format. Quick format will delete the directory on your card. You will be able to undelete something if you goof. Long format will Delete all data on your card while formatting.

About

Tells some things about the program.

Exit

Leaves program in a normal manner.

Just added software required to run playsony.exe. Make sure all files are in the same directory and that you run the software in that directory. I have added a program (playoth.exe) that can run some other cards. (NYKO and Performance cards) You may need to hook up the 7.5 volt line for the NYKO card. Try using a 9 volt DC transformer, instead of powering it from the Joystick port.

## Software for Playsaver Version 1.07b

Remember to backup your card before you write something to it.

Here are about 20 full memory card saves of Breath of Fire 3. There are 3 saves on each of the full memory card saves. The files are zipped up and only take about 128k.

### [BOF3.ZIP](#)

Here are some sample saves from Final Fantasy Tactics. Some of them include Cloud. These are complete card saves, so they will completely overwrite anything you might have on your card..

### [FFT.ZIP](#)

Here is a header file for the Dex drive. You can add it to most full Playsaver memory card saves and then they will work with the DexDrive. Better yet, scroll up and get the psx edit program.

Just go into a dos window and then goto the directory you have the save you want to convert.

Then type;

**COPY Header.gme + <Name-of-playsaver-file.MC> <Name-you-want-the-dexdrivesave-to-be.GME>**

### [Header.GME](#)

Monster Rancher Saves. This file contains all the monsters I could get from my cds.

### [MR.zip](#)

Saga Frontier Saves. (Mostly Red.) Has save right before Reds final enemy.

### [Saga.zip](#)

Final Fantasy 7 saves. If you use this on PsemuPro Make sure you start with the right disk or the game will not load.

### [FF7save.zip](#)

These saves are conveted from Dexdrive saves

### [Conveted Dexdisk](#)

If you have problems please E-mail me. I will try to help. Please do not IM me, you will be ignored.

[Playsaver@aol.com](mailto:Playsaver@aol.com)