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Subject: ULN2 feeding a PS3 ?

Posted by [fredhammersmith](#) on Sun, 21 Feb 2016 15:37:19 GMT

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My young son is buying the bass of his dreams today.

And he has the Rocksmith learning "game" for the PS3, but we could not find, on short notice, the "Rocksmith Tone Cable" that plugs the guitar or bass into the USB port of the PS3.

I had the feeling that I may be able to use the ULN2 digital output to replace it. Has anybody has any opinion on this configuration?

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Subject: Re: ULN2 feeding a PS3 ?

Posted by [fredhammersmith](#) on Tue, 23 Feb 2016 23:37:23 GMT

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bump

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Subject: Re: ULN2 feeding a PS3 ?

Posted by [bj](#) on Wed, 24 Feb 2016 00:42:58 GMT

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So, the PS3 is not going to be able to use the ULN-2 without a driver, and no such driver exists. I don't even know if the PS3 has a FireWire port (it doesn't look like it).

The PS3 does not appear to have a digital audio input, so there is no digital input to connect the ULN-2.

As a result, I don't think you are going to be able to do this.

Now, it does appear that the PS3 supports USB audio interfaces -- so, after we ship the 3d Card, you should be able to plug a 3d equipped MIO into the USB port of a PS3 and use the MIO for both audio input and output.

I don't know if the game is looking for that specific cable, or if you can use any audio device as the input. You'll have to ask the game maker if it requires their specific cable, or if it can use any audio input on the PS3.

Best regards,

B.J. Buchalter

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Subject: Re: ULN2 feeding a PS3 ?

Posted by [fredhammersmith](#) on Wed, 24 Feb 2016 00:48:53 GMT

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Thanks for answering.

I guess the Rocksmith producers prefer us to use their own 1/4 to USB cable. More profit, and obviously QC.

I am always trying to plug the ULN2 in all kind of situations!

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