

RF 2.4GHz XBox Wireless Gamepad_ Device Working Principle Description

1. It is a 2.4G RF product. It works at the frequency of ISM Band (2.4GHZ). There are up to 80 channels, and the frequency interval between each channel is 1M Hz.
2. Evenly Randomized Frequency Hopping Sequence method is implemented in the RF technology.
3. It works in "Slave" Mode. We call it "Device."

The working procedures are:

- a) When power on, the Device will search all of the channels, to see whether there is a Host.
- b) If there is a Host, the Device will identify by the data received, to see whether it can be connected with the Host.
- c) If it can connect to the Host, then the Device will respond to the Host.
- d) The Host builds up the connection after receiving the response from the Device.
- e) The Host sends the command request to the Device for getting the Axes and Buttons value.
- f) The Device sends Axes and Button value to the Host.
- g) The Host identifies the data received and does the error detection and the error correction.
- h) Repeat from step e) to step g).