



Technical Description

The transmitter of the EUT (Wireless A/G Game Adapter) is powered by AC Adapter. The antenna type used in this product is Dipole antenna with UFL antenna connector. Under normal use condition, the user has to keep at least 20cm separation distance between radiator and the body of the user.

This device is an Wireless A/G Game Adapter, which operates in both of the 5GHz and 2.4GHz bands and can transmitting simultaneously, the maximum data rate could be 54Mbps. (Part of 802.11a is capable of providing data rate of up to 108Mbps in Turbo mode)

For more detailed instruction, please take a look at the user' s manual.

FCC 15.407(c) states: The device shall automatically discontinue transmission in case of either absence of information to transmit or operational failure. These provisions are not intended to preclude the transmission of control or signaling information or the use of repetitive codes used by certain digital technologies to complete frame or burst intervals.

Applicants shall include in their application for equipment authorization a description of hoe this requirement is met"

Data transmission is always initiated by software, which is then pass down through the MAC, through the digital and analog baseband, and finally to the RF chip. Several special packets (ACKs, CTS, PSpoll, etc...) are initiated by the MAC. There are the only ways the digital baseband portion will turn on the RF transmitter, which it then turns off at the end of the packet. Therefore, the transmitter will be on only while one of the aforementioned packets are being transmitted.