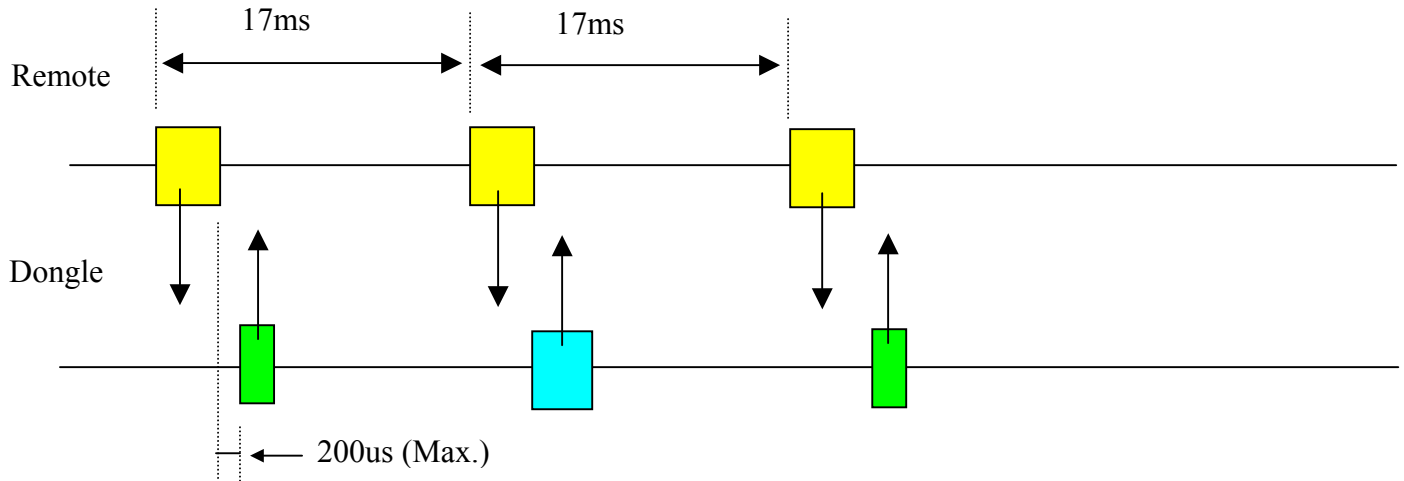


ET Wireless PS2 Game-Pad Data Transfer Description V1.1:

2004/9/17

Allen

Normal Transfer:



Yellow: Key Data. (Always send in each 17ms)

4bit Sink+2 bytes Preamble+7 bytes Header+17 bytes Payload+2 bytes CRC: 228us

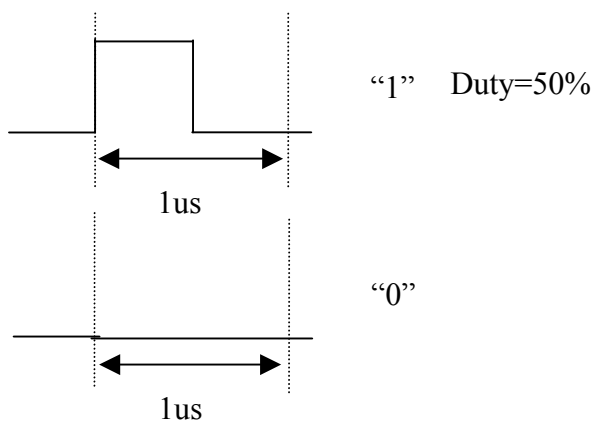
Green: ACK signal.

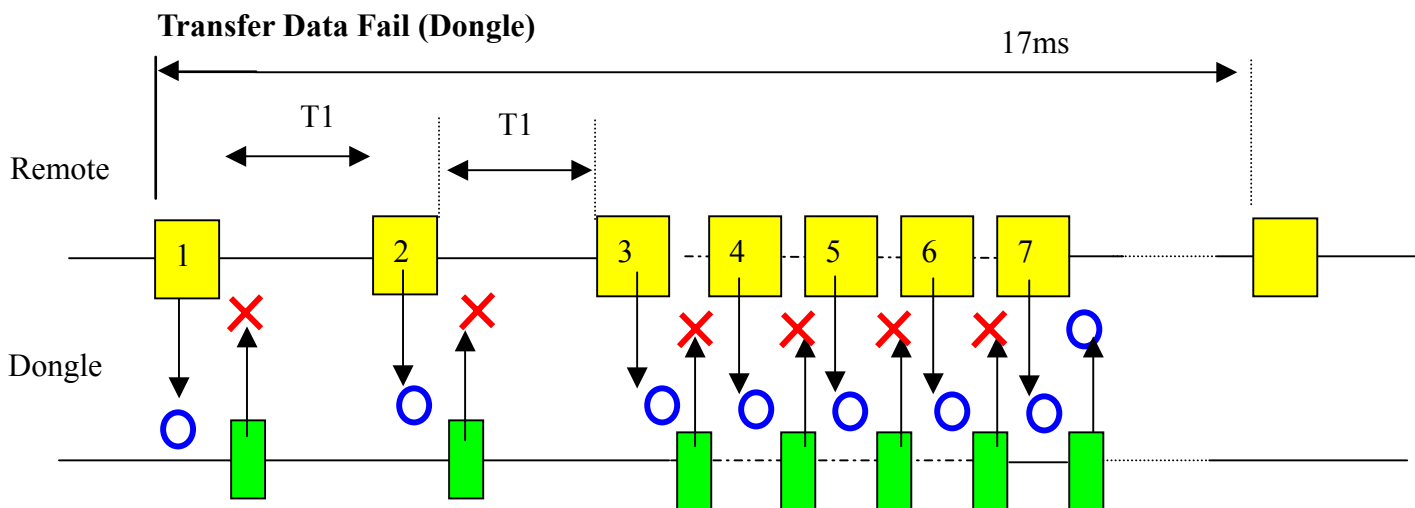
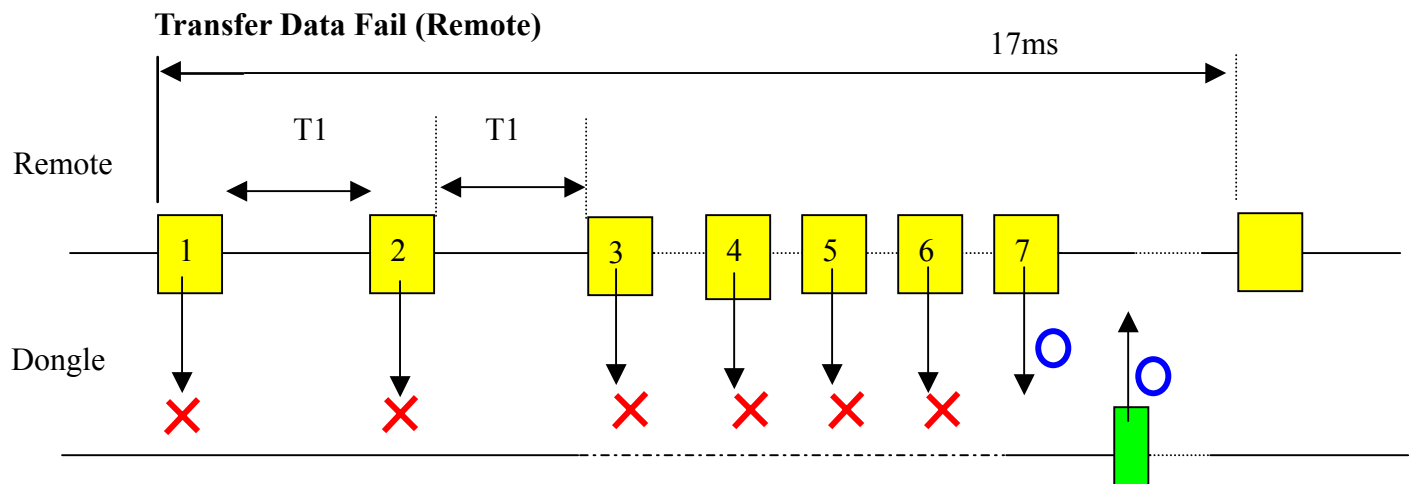
4bit Sink+2 bytes Preamble+7 bytes Header+2 bytes CRC: 92us

Blue: Motor Data.

4bit Sink+2 bytes Preamble+7 bytes Header+3 bytes Payload+2 bytes CRC: 116us

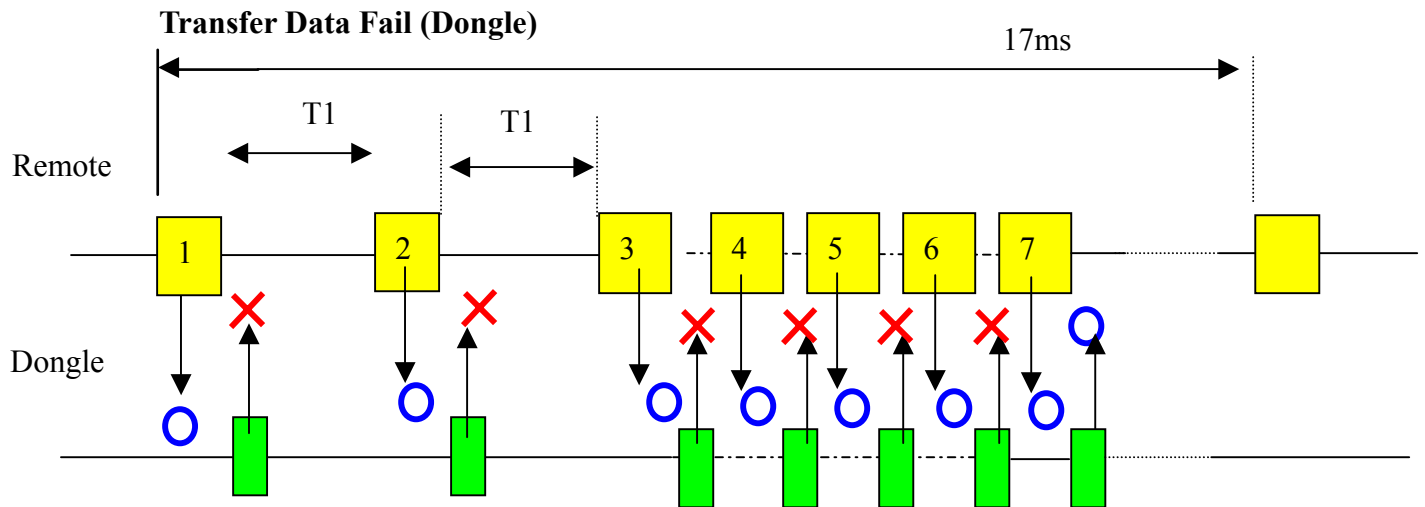
Bit format: RZ code.





○ Data Transfer OK ✗ Data Transfer Fail

- There are seven times to resend data. If remote can receive Dongle side ACK before the 7th transmit, the transfer will end.
- If data transfer fail in the 7th time, the system will stop to send data in this time block (17ms). Wait next time block coming, the system will check key data values and then send to Dongle side.
- $200\text{ us} < T1(\text{Random}) < 350\text{us}$

Worst Case:

Green: ACK signal.

4bit Sink+2 bytes Preamble+7 bytes Header+2 bytes CRC: 92us

$$\text{Average Factor} = 7 * 0.092 / 17 = 0.037 \text{ or } -28.6 \text{ dB}$$