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

2004/09/14

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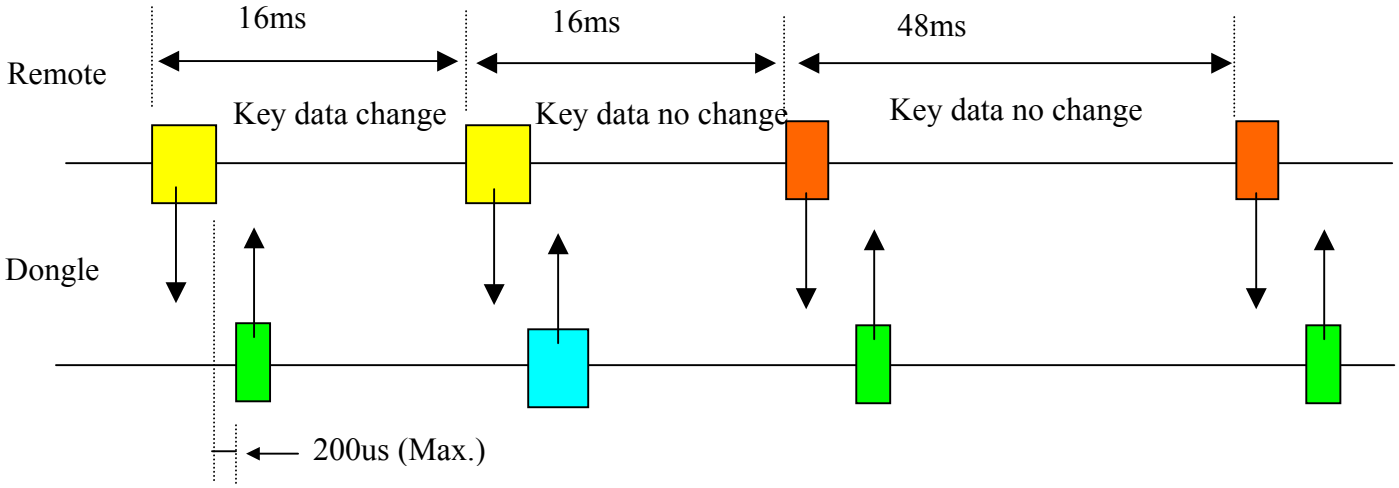
Normal Transfer:



Yellow: Key Data.

4bit Sink+2 bytes Preamble+7 bytes Header+13 bytes Payload+2 bytes CRC: 196us

Orange: Connect Data.

4bit Sink+2 bytes Preamble+7 bytes Header+2 bytes Payload+2 bytes CRC: 108us

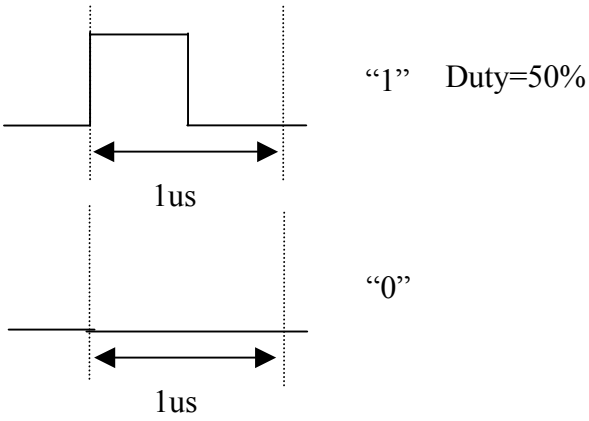
Green: ACK signal.

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

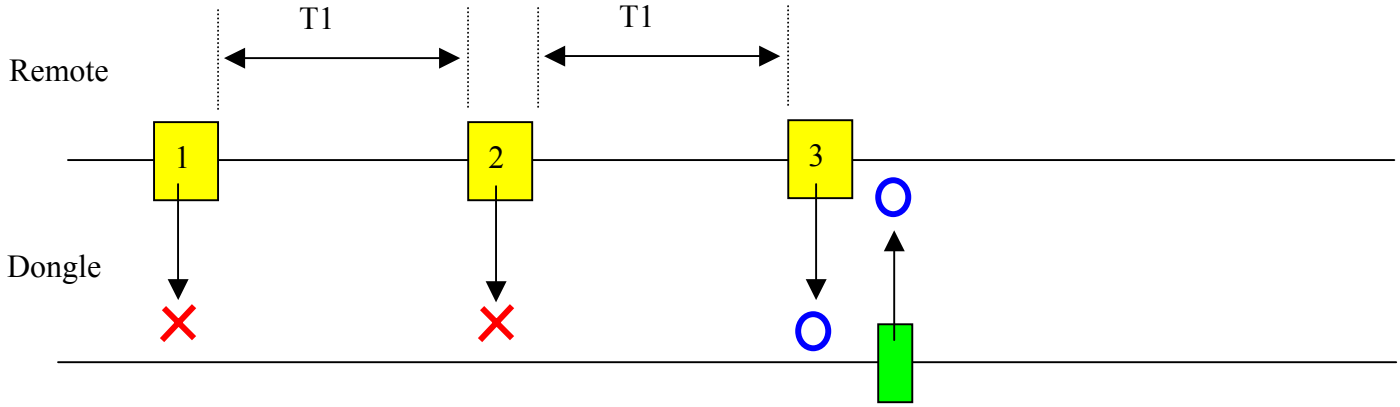
Blue: Motor Data.

4bit Sink+2 bytes Preamble+7 bytes Header+2 bytes Payload+2 bytes CRC: 108us

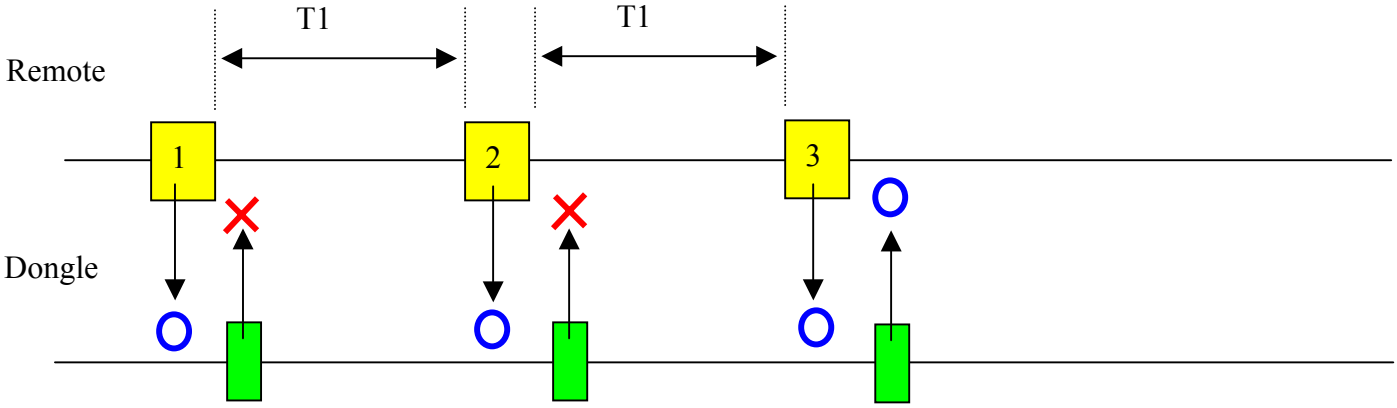
Bit format: RZ code.



Transfer Data Fail (Remote)



Transfer Data Fail (Dongle)

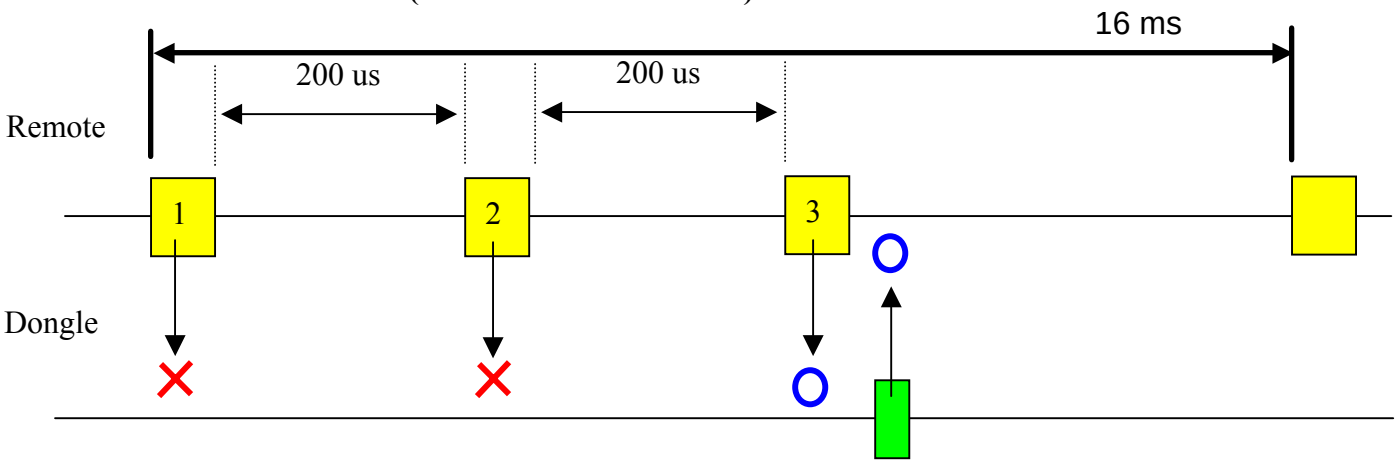


O Data Transfer OK X Data Transfer Fail

- There are three times to send data. If 2nd remote can receive Dongle side ACK, the transfer will end.
- If data transfer fail in the 3rd time, the system will stop to send data in this time block (16ms). Wait next time block coming, the system will check key data values and then send to Dongle side.
- 200 us < T1(Random) < 350us

Worst Case:

Transfer Data Fail (Remote/Controller Unit)



Yellow: Key Data.

4bit Sink+2 bytes Preamble+7 bytes Header+13 bytes Payload+2 bytes CRC: 196us

Average Factor = 3*0.196 / 16 = 0.037 or –28.6 dB