

Notice:
R26 be used, has sleep function
else no sleep function

Note: R30 only use for PS2 Platform

PC2	PC1	PC0	PLATFORM
NO	NO	NO	ALL
NO	NO	YES	PS2
NO	YES	NO	GC
NO	YES	YES	XBOX
YES	NO	NO	PC

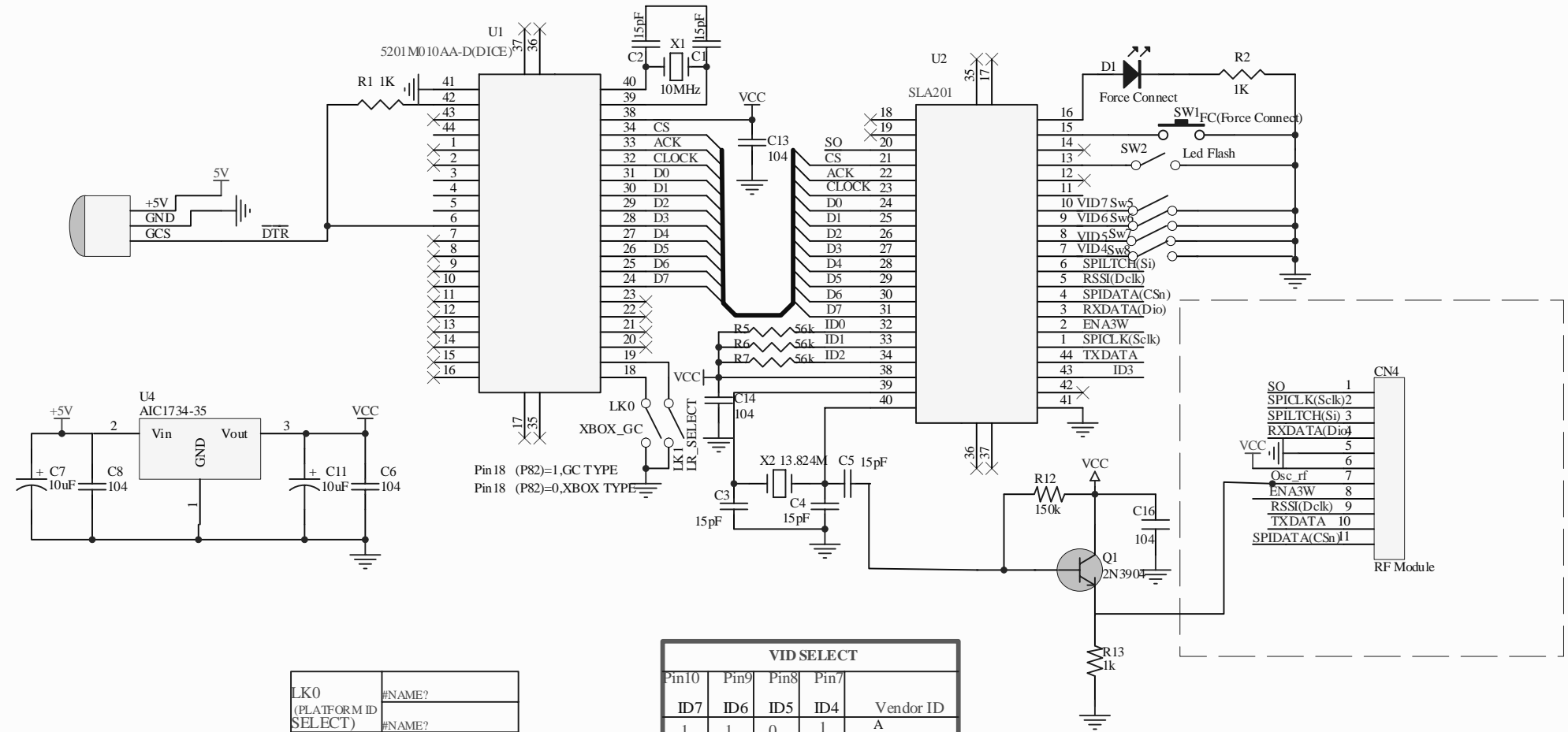
VID SELECT	
VC0	Vendor ID
NO	Ucomm

Notice:(1) the components that marked "*" are not used temporary
(2) Refer the following table:

BATT	the components in dashed line	S1	S2	R17	C9	U4	Low power indication
3V	Must be used	Open	On to B1	0R	NO	Must be used: if MCU is use of EMP78P451, U4:1734-B5 MCU is use of FM8P51, U4:BL850-35	2.0V 2.0V
4.5V	No used	ON	No use	0R	NO	Must be used: if MCU is use of EMP78P451, U4:1734-B5 MCU is use of FM8P51, U4:BL850-35	3.7V 3.4V
6V	No used	Open	On to B2	18R	10uF	Must be used: if MCU is use of EMP78P451, U4:1734-B5 MCU is use of FM8P51, U4:BL850-35	4.0V 4.0V

Update History		
	Ver1.3	Ver1.4
Q3 3904	NO	Yes

Title		
Intec_RF_Gamepad(Clear)_Device(AT)		
Size	Number	Revision
A3	Intec Stardard(Clear)	Ver 1.4
Date	2005-7-14	Sheet of 1 / 1
File:	D:\mywork\Intec_RF_Gamepad(Clear)_Device(AT).L.SU	



Pin 18 (P82)=1,GC TYPE
 Pin 18 (P82)=0,XBOX TYPE

LK0 (PLATFORM ID SELECT)	#NAME? #NAME?
LK1 (LR_SELECT)	#NAME? R3=R-BUTTON #NAME? RA=>OE4H->R-BUTTON

VID SELECT				
Pin10	Pin9	Pin8	Pin7	Vendor ID
ID7	ID6	ID5	ID4	
1	1	0	1	A
1	1	1	1	B

PS: 1: Float 0: connet to GND

Title Intec_GC_RF_Host_AT		
Size A4	Number	Revision Ver 1.2
Date: 2005-7-14	Sheet of 1/1	Drawn by LEO
File: D:\mywork\Intec_RF_GC_Host(AT_Ver1.0)\Intec_RF_GC_Host_AT_Ver1.0.sch		