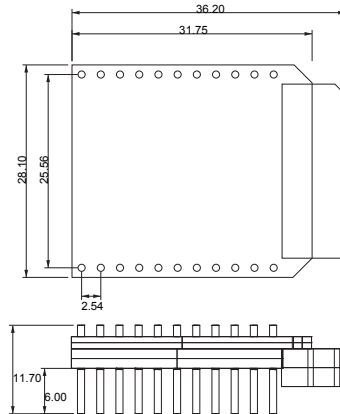
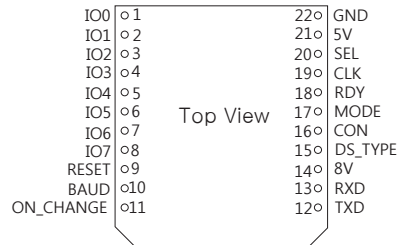


# Embedded PsJoyCon2

## 1. Features

- DualShock2 and Playstation1/2 compatible controller interface module
- Parallel / UART IO mode selectable(115200bps, 57600bps selectable)
- Supports 256 resolution pressure sense buttons(12 buttons) of DualShock2
- Controls each vibration motor(big : 256 resolution small : 10 resolution)
- Scans DualShock2 100 times per sec
- Auto detects controller
- Outputs controller connection
- Outputs controller type(DualShock 1/2)
- Selectable between changed data report and continuous data report at UART mode
- 3-state 8bit bidirectional I/O port(can be connected directly to bus line)
- 5V power supply, 8~12V optional power for vibration

## 2. Pin Description

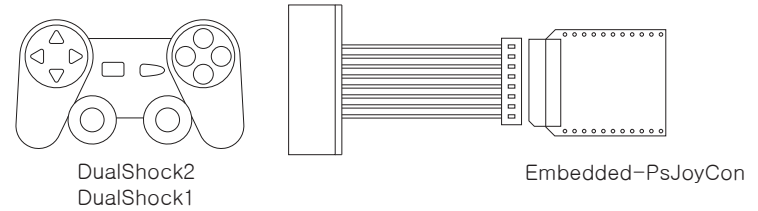


Pin	I/O	Name	Description
1	IO	IO0	8-bit bidirectional I/O port
2	IO	IO1	
3	IO	IO2	
4	IO	IO3	
5	IO	IO4	
6	IO	IO5	
7	IO	IO6	
8	IO	IO7	
9	I	RESET	Active high(optional)
10	I	BAUD	At UART mode 0 : 57600bps 1 : 115200bps(dafault)
11	I	ON_CHANGE	0 : Report all data 1 : Report changed data(dafault)
12	O	TXD	UART Output
13	I	RXD	UART Input
14		8V	Supply 8V for Vibration(optional)
15	O	DS_TYPE	0 : DualShock2 1 : DualShock1
16	O	CON	0 : DualShock connected 1 : DualShock not connected
17	I	MODE	0 : UART 1 : Parallel(dafault)
18	O	RDY	Data output is ready
19	I	CLK	Clock for data input
20	I	SEL	0 : Select module 1 : Unselect module, I/O port is high impedance
21		5V	VCC 5V
22		GND	GND

# Embedded PsJoyCon2

# Embed DualShock2 in your Application

## 3. Connection



## 4. Output Data

Order	Name	Range	Description
0	LX	0~255	Axis
1	LY	0~255	Axis
2	RX	0~255	Axis
3	RY	0~255	Axis
4	X	0~255	Pressure sense button
5	Square	0~255	Pressure sense button
6	Triangle	0~255	Pressure sense button
7	O	0~255	Pressure sense button
8	Left	0~255	Pressure sense button
9	Right	0~255	Pressure sense button
10	Up	0~255	Pressure sense button
11	Down	0~255	Pressure sense button
12	L1	0~255	Pressure sense button
13	L2	0~255	Pressure sense button
14	R1	0~255	Pressure sense button
15	R2	0~255	Pressure sense button
16	StR3L3Sel	lower 4-bit	Start(0x08) R3(0x04) L3(0x02) Select(0x01)

## 5. Input Data

Order	Name	Range
0	Small Motor	0~255
1	Big Motor	0~255

Example interface C source code and schematic is on [www.RcJoyCon.com](http://www.RcJoyCon.com)