```
unsigned char big_motor;       //Small vibration motor value of DualShock2
unsigned char small_motor;     //Big vibration motor value of DualShock2

unsigned char DS2_data[17]; //Buffer to receive DualShock2's Data

//Pin definition of Enbedded PsJoyCon
#define         SEL             P3_2
#define         CLK             P3_3
#define         RDY             P3_4

//Data order of Enbedded PsJoyCon
#define         DS2_LX0
#define         DS2_LY1
#define         DS2_RX          2
#define         DS2_RY          3

#define         DS2_X  4
#define         DS2_S  5
#define         DS2_T  6
#define         DS2_O 7

#define         DS2_L  8
#define         DS2_R  9
#define         DS2_U  10
#define         DS2_D  11

#define         DS2_L112
#define         DS2_L213
#define         DS2_R1          14
#define         DS2_R2          15

#define         DS2_StR3L3Sel16

void PollDS2()
{
        unsigned char i;

        P1 = small_motor;               //Small vibration motor value of DualShock2
        SEL = 0;                        //Select Embedded PsJoyCon module
        while(RDY){RDY = 1;}            //Wait RDY low

        P1 = 0xFF; DS2_data[0] = P1;            //Read Data[0]
        P1 = big_motor;                         //Big vibration motor value of DualShock2
        CLK = 0;                                //CLK low
        while(!RDY){RDY = 1;CLK = 0;}           //Wait RDY high

        for(i=1 ; i<17 ; i+=2)
        {
                P1 = 0xFF; DS2_data[i] = P1;            //Read Data[i]
                CLK = 1;                                //CLK high
                while(RDY){RDY = 1;CLK = 1;}            //Wait RDY low

                P1 = 0xFF; DS2_data[i+1] = P1;          //Read Data[i+1]
                CLK = 0;                                //CLK low
                while(!RDY){RDY = 1;CLK = 0;}           //Wait RDY high
        }

        CLK = 1;
        SEL = 1;                                //Unselect Embedded PsJoyCon module
}
```