

Operational Description

PS3 MiniKeyboard TX Operating Elements

1. Power Supply Circuit: BT1, S4, C201, C202, L201, U1, D2, C203, C204 compose Power supply circuit, which supply the voltage (3.3V) to the TX HOST IC and RF HOST IC.
2. Low Voltage Indicator LED Circuit: R102, D1 compose the Low Voltage Indicator LED Circuit. When the voltage of BT1 is low than a standard voltage, the LED will flash.
3. Keyboard Circuit: S2, S3, ... S60 compose the Keyboard Circuit, when TX and RX System are working, pushing any key from S2 to S60 will control the relative function.
4. TX HOST Crystal Circuit: Y1, C1, C2 compose the TX host IC oscillate circuit, which supply oscillate source to TX host IC.
5. TX HOST IC: U3 controls all the status and function of the system. First, it scans keyboard and gets the push key; Second, it sends the push key value via PIN2,3,4,5,6 to RF Module IC.
6. Low Voltage Detect Circuit: Q201, Q202, R201, R202, R203, R204, R205 compose low voltage detect circuit. The TX HOST IC can get the voltage of BT1 via the circuit and control the status of the low voltage director LED.
7. RF Module Antenna Circuit: C121, C122, C123, C124, C131 and C132 compose antenna circuit. The RX HOST IC can receive or transmit data via the antenna circuit.
8. RF Module Crystal: C81, C101 and Y2 compose RF module crystal circuit, which supply the oscillate source to RF Module IC.
9. RF Module IC Circuit: U2, R171, C8, C51 compose RF Module IC circuit, which receive and transmit data with RX HOST IC via PIN1,2,3,7 and then receive in and send out the data via Antenna Circuit

Our product mini PS3 wireless keyboard 8829 is a hopping system, it sets in the 74 channels working range from 2410MHz to 2470MHz. And the system will hop at random on every channel when in the process of being used, each channel used on average will be guaranteed. The system complies with the requirement 15.247(a)/RSS-210 A8.1.

While system sets in the process of searching, the transmitter will create a random code to the receiving end. When the two sides connect successfully, both of their random codes shall be the same. While system sets in the process of communicating as a benchmark of 2410MHz frequency, random code will create one more random code in accordance with the same formula to reach an offset frequency. Then the offset frequency plus base frequency works out the final frequency, at the same time ensuring the final frequency will range within 2410MHz and 2470MHz. Thus System hops randomly in such an approach in 74 channels to spread messages probably 100 times in a second time, and each one channel shall be surely used at least once. The system complies with the requirement 15.247(g)/RSS-210 A8.1.

Cause our product is a random hopping system, it doesn't have any mechanic procedure to automatically control to hop any frequency or close any frequency on the next second. It does not have the ability to be coordinated with other FHSS systems in an effort to avoid the simultaneous occupancy of individual hopping frequencies by multiple transmitters. The system complies with the requirement 15.247(h)/RSS-210 A8.1.