

A

B

C

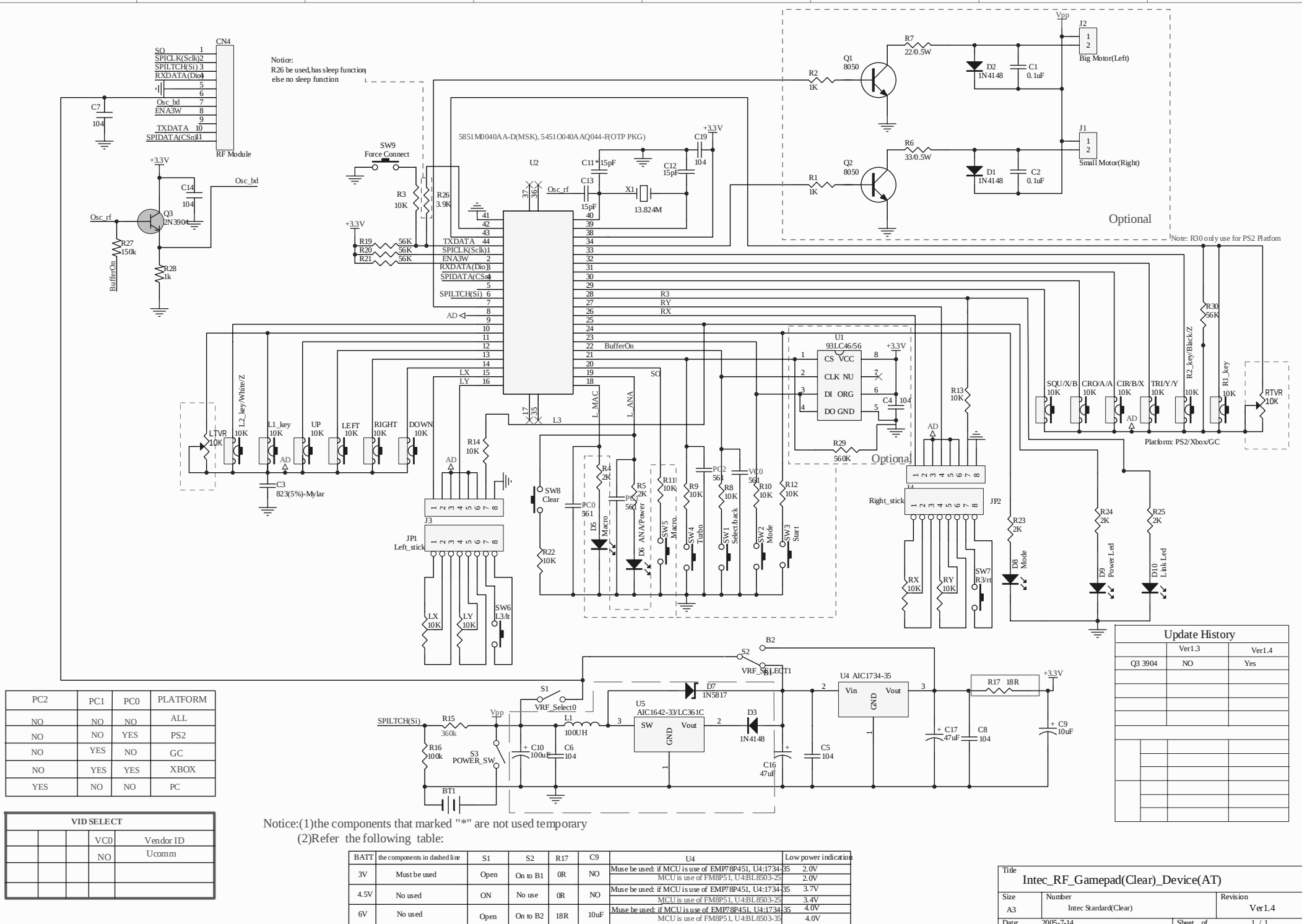
D

A

B

C

D



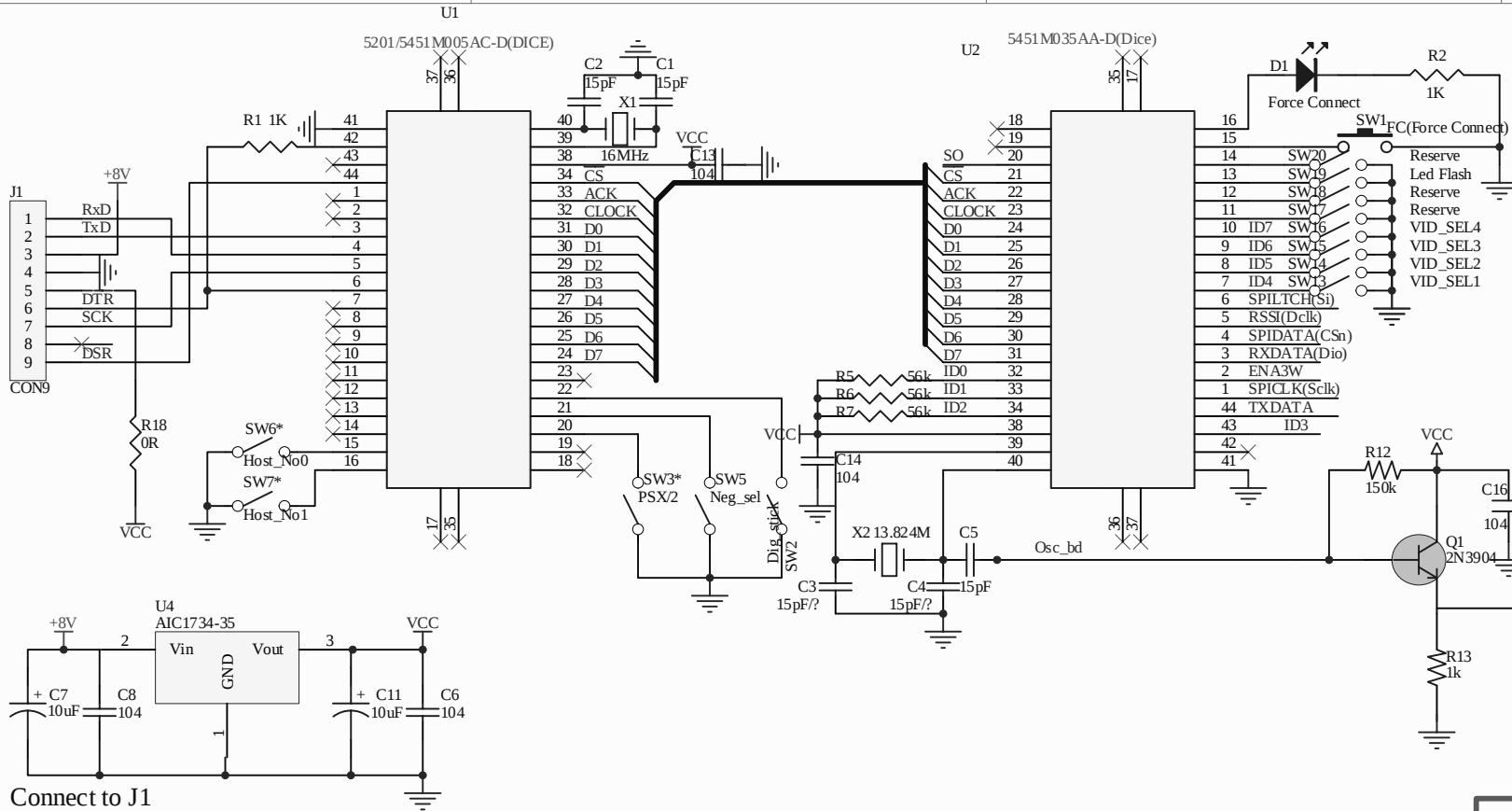
PC2	PC1	PC0	PLATFORM
NO	NO	NO	ALL
NO	NO	YES	PS2
NO	YES	NO	GC
NO	YES	YES	XBOX
YES	NO	NO	PC

VID SELECT			
		VC0	Vendor ID
		NO	Ucomm

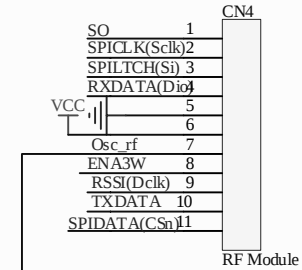
BATT	the components in dashed line	S1	S2	R17	C9	U4	Low power indication
3V	Must be used	Open	On to B1	0R	NO	Must be used: if MCU is use of EMP78P451, U4:1734-35 MCU is use of FM8P51, U4:BL8503-25	2.0V
4.5V	No used	ON	No use	0R	NO	Must be used: if MCU is use of EMP78P451, U4:1734-35 MCU is use of FM8P51, U4:BL8503-25	3.7V
6V	No used	Open	On to B2	18R	10uF	Must be used: if MCU is use of EMP78P451, U4:1734-35 MCU is use of FM8P51, U4:BL8503-25	4.0V

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

Title		
Intec_RF_Gamepad(Clear)_Device(AT)		
Size	Number	Revision
A3	Intec Standard(Clear)	Ver1.4
Date	2005-7-14	Sheet of 1 / 1
File	D:\mywork\Intec_RF_Gamepad(Clear)_Device(AT)_Ver1[1].4sbl.su	



Update History		
	Ver1.4	Ver1.5
Q1 3904	NO	Yes



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

Notice:the components that marked "*" are not used temporary

Title			
Intec_PS2_RF_Host_AT			
Size	Number	Revision	
A4	Intec	Ver1.5	
Date:	2005-7-14	Sheet of	1/1
File:	D:\mywork\Intec_PS2_RF_Host_AT_Ver1.5\Intec.schAlex		