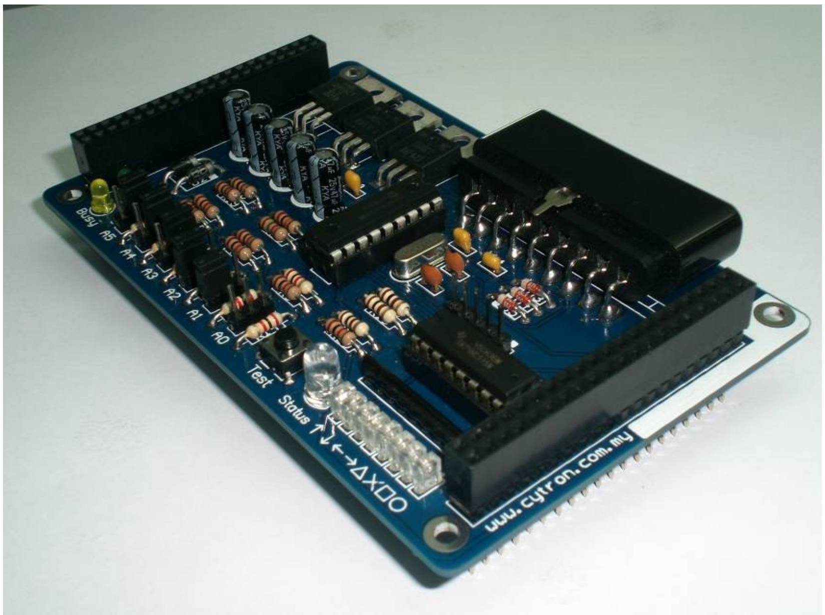
IFC-PS01
Interface Free Controller
Play Station 2 Card



Card Library Functions for Visual C# Express and Visual Basic Express

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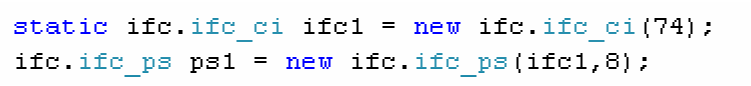
Function Prototype for Play Station 2 card (PS01)

This document explains the function prototype for controlling IFC-PS01 using PC through IFC-CI00. User may also use ‘object browser’ under Microsoft Visual C# to view the summary, parameter and return value description of IFC-PS01 function prototype. User need to add reference ‘ifc_ci.dll’ and ‘ifc_ps.dll’ for IFC-CI00 and IFC-PS01 card in order to control/communicate IFC-PS01 using PC. Please note that before user start the programming, user need to initialize the ‘ifc.ifc_ci’ and ‘ifc.ifc_ps’ in order to use the functions to control IFC-PS01. Example of creating a ‘ifc.ifc_ci’ class called ‘ifc1’ and ‘ifc.ifc_ps’ class called ps1:



```
static ifc.ifc_ci ifc1 = new ifc.ifc_ci(74);
ifc.ifc_ps ps1 = new ifc.ifc_ps(ifc1,8);
```

For ‘ifc.ifc_ci’ class, user need to specified the COM Port that is connected to IFC-CI00 and for ‘ifc.ifc_ps’ class, user need to specified the IFC-CI00 in use and also the address for IFC-PS01. Please make sure that the address must be unique and different with other IFC card in the IFC system.

Function Prototype	Example	Summary	Parameter Description	Return Value
ifc_ps(ifc.ifc_ci *ifc_ci*, int *address*)	**ifc.ifc_ps**(ifc1, 8)	Initializes a new instance of the ifc.ifc_ps class using the specified ifc.ifc_ci and address for IFC-PS01.	*ifc_ci*: ifc.ifc_ci in use. *address*: Address for IFC-PS01, in range of 0 to 63. (int)	
ifc_ps(ifc.ifc_ci *ifc_ci*, byte *address*)	**ifc.ifc_ps**(ifc1, 8)	Initializes a new instance of the ifc.ifc_ps class using the specified ifc.ifc_ci and address for IFC-PS01.	*ifc_ci*: ifc.ifc_ci in use. *address*: Address for IFC-PS01, in range of 0 to 63. (byte)	
ps_stat()	**ps1.ps_stat**()	To check the connectivity of PS2 controller to IFC-PS01		Return true if PS2 controller is connected to IFC-PS01. (bool)

void ps_vibrate(int *motor*, **int** *vibrate*)	**ps1.ps_vibrate(1, 1)**	To control the vibrator motors on PS2 controller.	*motor*: Vibrator motors on PS2 controller in range of 1 to 2. (int) *vibrate*: For Motor 1, the valid value for vibrate is 1 to turn ON and 0 to turn OFF. For Motor 2, the valid value will be in range of 0 to 255 which represent the percentage of the vibration. (int)	
void ps_vibrate(int *motor*, **bool** *vibrate*)	**ps1.ps_vibrate(1, true)**	To control the vibrator motors on PS2 controller.	*motor*: Vibrator motors on PS2 controller in range of 1 to 2. (int) *vibrate*: True to turn ON and false to turn OFF the selected vibrator motor. (bool)	
void ps_vibrate(byte *motor*, **byte** *vibrate*)	**ps1.ps_vibrate(2, 255)**	To control the vibrator motors on PS2 controller.	*motor*: Vibrator motors on PS2 controller in range of 1 to 2. (byte) *vibrate*: For Motor 1, the valid value for vibrate is 1 to turn ON and 0 to turn OFF. For Motor 2, the valid value will be in range of 0 to 255 which represent the percentage of the vibration. (byte)	
void ps_vibrate(byte *motor*, **bool** *vibrate*)	**ps1.ps_vibrate(2, true)**	To control the vibrator motors on PS2 controller.	*motor*: Vibrator motors on PS2 controller in range of 1 to 2. (byte) *vibrate*: True to turn ON and false to turn OFF the selected vibrator motor. (bool)	
ps_joy		To read the analog value of joystick on PS2 controller.		
ps_sw		To read the status of push buttons on PS2 controller.		

Table 1 Function Prototype for Play Station (PS01)

Table 2 is function prototype for sub function of ‘**ps_joy**’. These functions are to read the analog value of joystick on PS2 controller.

Function Prototype	Example	Summary	Return Value
joy_ld()	**ps1.ps_joy.joy_ld**()	Left joystick in down direction.	Return the joystick information in down direction. The value is 0 when the joystick is at center or upper, and the value change to 100 when the joystick is being moved down. (byte)
joy_ll()	**ps1.ps_joy.joy_ll**()	Left joystick in left direction.	Return the joystick information in left direction. The value is 0 when the joystick is at center or right, and the value change to 100 when the joystick is being moved to left. (byte)
joy_lr()	**ps1.ps_joy.joy_lr**()	Left joystick in right direction.	Return the joystick information in right direction. The value is 0 when the joystick is at center or left, and the value change to 100 when the joystick is being moved to right. (byte)
joy_lu()	**ps1.ps_joy.joy_lu**()	Left joystick in up direction.	Return the joystick information in up direction. The value is 0 when the joystick is at center or lower, and the value change to 100 when the joystick is being moved up. (byte)
joy_lx()	**ps1.ps_joy.joy_lx**()	Left joystick in x-axis.	Return the joystick information in x-axis. The value is around 128 when the joystick is at center, 0 when the joystick is at left side, and 255 when the joystick is at the right side. (byte)
joy_ly()	**ps1.ps_joy. joy_ly**()	Left joystick in y-axis.	Return the joystick information in y-axis. The value is around 128 when the joystick is at center, 0 when the joystick is at upper side, and 255 when the joystick is at the lower side. (byte)
joy_rd()	**ps1.ps_joy. joy_rd**()	Right joystick in down direction.	Return the joystick information in down direction. The value is 0 when the joystick is at center or upper, and the value change to 100 when the joystick is being moved down. (byte)

joy_rl()	**ps1.ps_joy. joy_rl**()	Right joystick in left direction.	Return the joystick information in left direction. The value is 0 when the joystick is at center or right, and the value change to 100 when the joystick is being moved to left. (byte)
joy_rr()	**ps1.ps_joy. joy_rr**()	Right joystick in right direction.	Return the joystick information in right direction. The value is 0 when the joystick is at center or left, and the value change to 100 when the joystick is being moved to right. (byte)
joy_ru()	**ps1.ps_joy. joy_ru**()	Right joystick in up direction.	Return the joystick information in up direction. The value is 0 when the joystick is at center or lower, and the value change to 100 when the joystick is being moved up. (byte)
joy_rx()	**ps1.ps_joy. joy_rx**()	Right joystick in x-axis.	Return the joystick information in x-axis. The value is around 128 when the joystick is at center, 0 when the joystick is at left side, and 255 when the joystick is at the right side. (byte)
joy_ry()	**ps1.ps_joy. joy_ry**()	Right joystick in y-axis.	Return the joystick information in y-axis. The value is around 128 when the joystick is at center, 0 when the joystick is at upper side, and 255 when the joystick is at the lower side. (byte)

Table 2

Table 2 is function prototype for sub function of '**ps_sw**'. These functions are to read the status of push buttons on PS2 controller.

Function Prototype	Example	Summary	Return Value
circle()	**ps1.joy_sw.circle**()	Circle button on PS2 controller.	Return true if the button is pressed. (bool)
cross()	**ps1.joy_sw.cross**()	Cross button on PS2 controller.	Return true if the button is pressed. (bool)
down()	**ps1.joy_sw.down**()	Down button on PS2 controller.	Return true if the button is pressed. (bool)
joyl()	**ps1.joy_sw.joyl**()	Joystick Left button on PS2 controller.	Return true if the button is pressed. (bool)
joyr()	**ps1.joy_sw.joyr**()	Joystick Right button on PS2 controller.	Return true if the button is pressed. (bool)
l1()	**ps1.joy_sw.l1**()	L1 button on PS2 controller.	Return true if the button is pressed. (bool)
l2()	**ps1.joy_sw.l2**()	L2 button on PS2 controller.	Return true if the button is pressed. (bool)
left()	**ps1.joy_sw.left**()	Left button on PS2 controller.	Return true if the button is pressed. (bool)
r1()	**ps1.joy_sw.r1**()	R1 button on PS2 controller.	Return true if the button is pressed. (bool)
r2()	**ps1.joy_sw.r2**()	R2 button on PS2 controller.	Return true if the button is pressed. (bool)
right()	**ps1.joy_sw.right**()	Right button on PS2 controller.	Return true if the button is pressed. (bool)
select()	**ps1.joy_sw.select**()	Select button on PS2 controller.	Return true if the button is pressed. (bool)
square()	**ps1.joy_sw.square**()	Square button on PS2 controller.	Return true if the button is pressed. (bool)
start()	**ps1.joy_sw.start**()	Start button on PS2 controller.	Return true if the button is pressed. (bool)
triangle()	**ps1.joy_sw.triangle**()	Triangle button on PS2 controller.	Return true if the button is pressed. (bool)
up()	**ps1.joy_sw. up**()	Up button on PS2 controller.	Return true if the button is pressed. (bool)

Table 3

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