COMMUNICATION SPECIFICATION CUSTOM PS3 CONTROLLER Rev C

Baudrate: 9600bps
Parity: none
Stop bits: 1

** CONTROLLER TRANSMIT DATA FRAME*

BIT / BYTE	7	6	5	4	3	2	1	0
0	START (0xAA)							
1	START (0x50)							
2	SQUARE	CROSS	CIRCLE	TRIANGLE	UP	LEFT	DOWN	RIGHT
3	N/A	N/A	START	SELECT	JOYL	JOYR	L1	R1
4	LEFT TRIGGER ADC DATA							
5	RIGHT TRIGGER ADC DATA							
6	JOYSTICK RIGHT HORIZONTAL ADC DATA							
7	JOYSTICK RIGHT VERTICAL ADC DATA							
8	JOYSTICK LEFT HORIZONTAL ADC DATA							
9	JOYSTICK LEFT VERTICAL ADC DATA							
10	CRC DATA BYTE							

BUTTONS

Bit	Result
0	Released
1	Pressed

JOYSTICK LEFT, RIGHT Horizontal/vertical
ADC data from joysticks, idle should be a value around 128 decimal.

CRC Data byte
Sum of byte 0 till byte 9, then the value is decreased with 255 until value is less than 255.

** CONTROLLER RECEPTION DATA FRAME*

BIT / BYTE	7	6	5	4	3	2	1	0
0	START (0xAA)							
1	START (0x50)							
2	VIBRATE FLAG							
3	N/A							
4	N/A							
5	N/A							
6	N/A							
7	N/A							
8	N/A							
9	N/A							
10	CRC DATA BYTE							

Vibrate
Every different value than before will let the controller vibrate for xx ms (timing done in controller).

CRC Data byte
Sum of byte 0 till byte 9, then the value is decreased with 255 until value is less than 255.