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2
3 ////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
4 // psx_shock(): This routine enables the shock motors.
5 //
6 //     The motors must receive these codes after every joystick reading
7 //     to keep them spinning. A short delay after this call is useful too.
8 //     On entry:
9 //     vibration= 0-255, speed of high freq vibration motor.
10 //     rumble    = 0-255, speed of low freq rumble motor.
11 void psx_shock(int vibration, int rumble) {
12     int i; // Misc loop counter.
13     byte const shock1[6] = {0x01, 0x43, 0x00, 0x01, 0x00, 0x01}; // Shock Code Group 1.
14     byte const shock2[10]= {0x01,0x4d,0x00,0x00,0x01,0xff,0xff,0xff,0xff,0x01}; // Shock Code Group 2.
15     byte const shock3[10]= {0x01,0x43,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01}; // Shock Code Group 3.
16 // byte const shock4[6]= {0x01,0x42,0x00,0xff,0xff,0x01}; // Shock Code Group 4. Not used.
17
18
19 // Group 1 codes
20     delay_us(10);
21     output_low(P_ATN); // Joystick Attention Asserted.
22     for(i=0;i<6; i++) { // Send the shock preamble.
23         psx_txxr(shock1[i],TRUE); // 0x01, 0x43, 0x00, 0x01, 0x00, 0x01
24     }
25     output_high(P_ATN); // Joystick Attn idle.
26     output_high(P_CMD); // Joystick Command bit idle.
27
28 // Group 2 codes
29     delay_us(10);
30     output_low(P_ATN); // Joystick Attention Asserted.
31     for(i=0;i<10; i++) {
32         psx_txxr(shock2[i],TRUE); // 0x01,0x4d,0x00,0x00,0x01,0xff,0xff,0xff,0xff,0x01
33     }
34     output_high(P_ATN); // Joystick Attn idle.
35     output_high(P_CMD); // Joystick Command bit idle.
36
37
38 // Group 3 codes;
39     delay_us(10);
40     output_low(P_ATN); // Joystick Attention Asserted.
41     for(i=0;i<10; i++) {
42         psx_txxr(shock3[i],TRUE); // 0x01,0x43,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01
43     }
44     output_high(P_ATN); // Joystick Attn idle.
45     output_high(P_CMD); // Joystick Command bit idle.
46
47 // Group 4 codes. Here is where motors speeds are set.
48     delay_us(10);
49     output_low(P_ATN); // Joystick Attention Asserted.
50     psx_txxr(0x01,TRUE); // 0x01,0x42,0x00,0xff,0xff,0x01
51     psx_txxr(0x42,TRUE);
52     psx_txxr(0x00,TRUE);
53     psx_txxr(vibration,TRUE); // Small weight
54     psx_txxr(rumble,TRUE); // Big Weight
55     psx_txxr(0x01,TRUE);
56     output_high(P_ATN); // Joystick Attn idle.
57     output_high(P_CMD); // Joystick Command bit idle.
58
59     return;
60 }
61

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