

PRODUCT SPECIFICATION

2nd. EDITION

MACHINE TYPE

6 BUTTON CONTROL PAD

MODEL NO.

MK-1653-50

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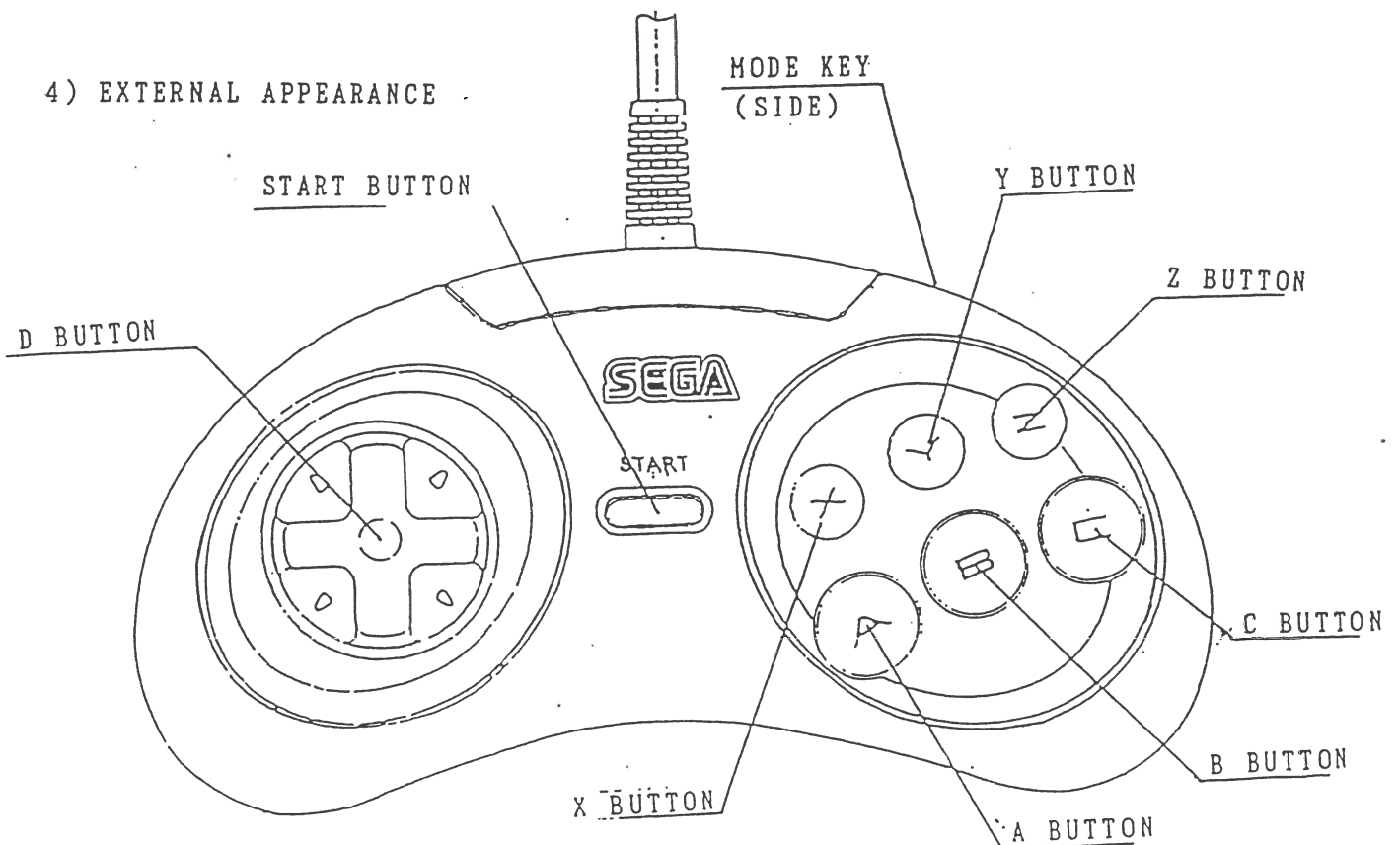
2) RANGE OF APPLICATION

This specification applies for the products below made by  
SEGA ENTERPRISES.

6 BUTTON CONTROL PAD

3) MODEL NO.

JAPANESE VERSION	SJ-6000
U.S. VERSION	T.B.D.
E.C. VERSION	T.B.D.



## 5) FEATURES AND MACHINE TO BE ADAPTED

Compared to present control pad, 4 buttons will be added. That is, 3 buttons(X,Y,Z) on the controlling surface and MODE KEY on the upper right side. So, including the START button, there are 8 buttons altogether.

This pad is interchangeable to the present one. You can operate almost any game soft that are now on sale and if there is any trouble on operation, it will work properly by transferring to 3 button mode(described below).

By pushing the mode button when switching on the console, this pad transfers to 3 button mode and it works just the same as the present pad.

Caution: You cannot transfer into 3 button mode by the game soft programme. That is, it does not transfer to 3 button mode by pushing reset button and MODE KEY at same time.

Machines to be adapted: MEGADRIVE, MEGADRIVE 2, TERA DRIVE, WONDER-MEGA

6) MEASURES OF THE BODY

- MEASURES                    140(W) × 74(D) × 26(H) mm
- LENGTH OF CABLE            1.2 m
- WEIGHT                      120 g

7) ENVIROMENTAL CONDITIONS WHEN USING

OPERATING CONDITION    0°C ~ 40°C            10%RH ~ 80%RH(Do not let it dew)

STORAGE CONDITION      -10°C ~ 70°C           5%RH ~ 95%RH

8) ELECTRIC SPECIFICITY

ELECTRIC VOLTAGE FOR THE POWER SOURCE            DC +5V

ELECTICITY CONSUMED                                    2 mA

## 9) ACCESS SEQUENCE

To make this control pad interchangeable to present one, output will be TH and data will be picked out successively by changing TH Hi to Low as described below. These movements finish within 2 msec from the beginning of access. There are more than 10 msec period to start the next access.

### I/O SET POINT FOR THE PORT

TH(bit6)	TR(bit5)	TL(bit4)	R(bit3)	L(bit2)	D(bit1)	U(bit0)
out	in	in	in	in	in	in

PAD DATA

Similar to the data of present pad, data of this pad will be fixed by changing TH for 2  $\mu$  sec.

Data beyond 9 will not be guaranteed as illustrated in the table below.

When ending the access, be sure that TH is fixed to Hi.

Distinction between the present pad and the MD-2 pad is made by the distinction data.

	TH(bit6)	TR(bit5)	TL(bit4)	R(bit3)	L(bit2)	D(bit1)	U(bit0)	
1	Hi	TRG-C	TRG-B	RIGHT	LEFT	DOWN	UP	
2	Low	START	TRG-A	0	0	DOWN	UP	
3	Hi	TRG-C	TRG-B	RIGHT	LEFT	DOWN	UP	
4	Low	START	TRG-A	0	0	DOWN	UP	
5	Hi	TRG-C	TRG-B	RIGHT	LEFT	DOWN	UP	
6	Low	START	TRG-A	0	0	0	0	
7	Hi	TRG-C	TRG-B	MODE	TRG-X	TRG-Y	TRG-Z	DISTINCT DATA
8	Low	START	TRG-A	1	1	1	1	EXTERNAL DATA
9	Hi	TRG-C	TRG-B	...	...	...	...	

## 10) MECHANISM OF THE PARTS

D BUTTON	1 EA → 8 direction dome type	(using rubber contact)
A BUTTON	1 EA → PUSH type	(using rubber contact)
B BUTTON	1 EA → PUSH type	(using rubber contact)
C BUTTON	1 EA → PUSH type	(using rubber contact)
X BUTTON	1 EA → PUSH type	(using rubber contact)
Y BUTTON	1 EA → PUSH type	(using rubber contact)
Z BUTTON	1 EA → PUSH type	(using rubber contact)
START BUTTON	1 EA → PUSH type	(using rubber contact)
MODE KEY	1 EA → PUSH type	(using tact switch)
PLUG	1 EA → 9P D-SUB PLUG	



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