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# IMPLEMENTATION OF A WIRELESS SNES CONTROLLER

A wireless Super Nintendo Entertainment System (SNES) controller was designed and implemented using infrared-communication. On-Off Keying (OOK) modulation was used to send frames of controller button presses for short range, asynchronous communication to the console. With controller modifications, a transmitter able to fit within the original frame was built. A receiver bar separate to the processing circuitry was made for signal reception independent from the placement of the console. Error detection at the receiver mitigates frame corruption due to the wireless channel. The result is a compact wireless SNES controller with a receiver that houses the console.

