

Controller Specification

GH5 Wireless Guitar Controller for Xbox 360
 Activision part number: 95905.805

R2



Features

- 2.4GHz wireless technology with 30-foot range (10 meters)
- Multi-touch Neck Slider
- Improved surface finishes and effects
- Faceplates - Customize your controller with designs to match your personal style
- Detachable neck – Guitar packs down small when on tour (and for storage)
- Use up to four controllers simultaneously on one console
- Auto-sleep mode saves battery power
- Use the Xbox 360 Guide button to keep track of your friends, access your games and media, or power on and off your Xbox 360 console

Package contents

- GH5 Wireless Guitar Controller for X360
- User Documentation
- Two AA alkaline batteries
- Adjustable strap
- Manufacturers warranty

Specification

Controls	
Fret Buttons (cycle life)	> 1,000,000
Fret Buttons Spec. (button feel etc..)	120g
Whammy Bar Potentiometer (cycle life)	> 300,000
Whammy Bar Potentiometer (range and precision)	50° ± 10°
Whammy Bar Mechanical Assembly (cycle life)	> 500,000
Strum Bar (button cycle life)	> 1,000,000
Strum Bar Mechanical Assembly (cycle life)	> 1,000,000
START & BACK buttons (cycle life)	100g @ > 1,000,000
Guide button & Dpad	120g @ > 1,000,000
Touch Sensitive Slider (Cycle Life)	>1,000,000
Effects Pedal Expansion (optional – not released)	
Functionality	Digital Switch
Pedal (cycle life)	> 1,000,000
Connector Type	RJ-11
RJ-11 insertions/extraction (cycle life)	> 5000

MOTION SENSING FEATURE	
Accelerometer Spec.	Freescale MMA 7318
BATTERY	
Sealed/User-Replaceable	User-Replaceable
Format / Chemistry	2 x AA (LR6) Alkaline
Voltage / Capacity	1.5V / variable capacity
Charge Time	N/A
Charge Mechanism	N/A

Battery Life (10% voice duty cycle) 2 x AA 2500mAh Alkaline	~50hrs (no rumble) calculated figure
Battery Life (25% voice duty cycle) 2 x AA 2500mAh Alkaline	~43hrs (no rumble) calculated figure
Battery Life (10% voice duty cycle) 2 x AA 2850mAh Alkaline*	~57hrs (no rumble) calculated figure
Battery Life (25% voice duty cycle) 2 x AA 2850mAh Alkaline*	~49hrs (no rumble) calculated figure
Operable while charging?	N/A
Electrical	
Wireless Protocol	Microsoft proprietary
Number of Guitars supported simultaneously on Xbox 360	4pcs
Wireless Signal Range	30 feet (10 meters)
System of addressing multiple Guitars	RoL LEDs on Guitar
Specific countries Guitars are distributed to	Global
Vibration feedback	Not supported
Paper Parts	
Ratings sticker (1C) 64*34mm	
Quick Start Poster (4C) 390*552mm	
Insert (Instruction Manual (4C) 360*520mm	
Packaging	
For initial shipments - Individual guitars in white boxes	
White Box Board Spec. (weight and finish etc)	K9A, brown box
Inner Tray Board Spec. (weight and finish etc)	Recycled Pulp tray
Switch to printed boxes once the artwork is approved	
Printed Box Board Spec. (weight and finish etc)	TBC
Print Spec. (process, finish etc)	TBC
Units per master carton	6pcs
Master carton spec.	32 lb crush, 200lb burst
Incoming label requirements	Master carton to be printed on 4 sides - RO to approve artwork provided by CM's

Giftbox / Shipping information

Giftbox dimensions	575mm X 350mm X 65mm
Giftbox volume	0.0130812 cbm
Master carton dimensions	600mm x 418mm x 390mm
Master carton volume	0.097812 cbm
Number of inner cartons to a master carton	6pcs
Number of units to a HQ container	4,488pcs

Function Mapping (key assignments)

Game Function	Xbox 360 Standard Controller	Guitar
Game Dependent	Right Trigger	Body Accelerometer Axis
Game Dependent	Left Trigger	Neck Accelerometer Axis
Not Used	Left Stick Left/Right	Not Used
Not Used	Left Stick Up/Down	Not Used
Game Dependent	Right Stick Left/Right	Whammy Bar (-32Kextended)
Game Dependent	Right Stick Up/Down	Y Rotation (+32K neck up) Accelerometer
Game Dependent / Menu Navigation	Directional Pad Up	Strum / D-pad Up
Game Dependent / Menu Navigation	Directional Pad Down	Strum / D-pad Down
Game Dependent / Menu Navigation	Directional Pad Left	D-pad Left
Game Dependent / Menu Navigation	Directional Pad Right	D-pad Right
Game Dependent	A Button	1 st Neck Button
Game Dependent	B Button	2 nd Neck Button
Game Dependent	Y Button	3 rd Neck Button
Game Dependent	X Button	4 th Neck Button
Game Dependent	Left Bumper	5 th Neck Button
Game Dependent	Right Bumper	Foot Switch
Not Used	Left Stick Button	Not Used
Not Used	Right Stick Button	Not Used
Pause / Wakes controller from USB Suspend to signal USB Remote Wake Up.	START Button	START Button
Back	BACK Button	BACK Button
Opens Xbox 360 Console's on screen menu. Wakes controller from USB Suspend to signal USB Remote Wake Up.	Xbox Guide Button	Xbox Guide Button*
Player 1 / Status Indicator	Ring of Light Quadrant 1 LED	Ring of Light Quadrant 1 LED
Player 2 / Status Indicator	Ring of Light Quadrant 2 LED	Ring of Light Quadrant 2 LED
Player 3 / Status Indicator	Ring of Light Quadrant 3 LED	Ring of Light Quadrant 3 LED
Player 4 / Status Indicator	Ring of Light Quadrant 4 LED	Ring of Light Quadrant 4 LED

QA Focus:

- Fret buttons - 'Sticking' so they do not reset fast enough
- Strum Bar – False and double triggers. 'Squeaking' noise during use
- Whammy bar – 'Squeaking' noise during use
- Neck connection – Solid mechanical and electrical connection
- Star Power activation (accelerometer method) – Trigger occurs at the correct angle

QA secondary items:

- Faceplate – Colors and placement are within agreed limits
- Pad-Printing – Color and placement accuracy
- Pack out – Inclusion of all components
- Plastics – weld-lines and sink marks are within agreed limits.

Render of final hardware

