



HARMONIZED SYSTEM
COMMITTEE

-
25th Session
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NC0218E1
(+Annexes)
O. Fr.

Brussels, 16 February 2000.

CLASSIFICATION OF GAME CONTROLLERS

(Item IX.8 on Agenda)

Reference documents :

41.348(HSC/20)	42.448 (HSC/22)
41.591(HSC/20)	42.508 (HSC/22)
41.600 Annex G/28 (HSC/20 - Report)	NC0160E2, Annex G/17 (HSC/24 - Report)
42.100 Annex IJ/10 (CSH/20 – Report)	

I. BACKGROUND

1. At its 24th Session in October 1999, the Harmonized System Committee examined Doc. 42.448 entitled “Possible amendments to the Explanatory Note to heading 84.71”. The Committee instructed the Secretariat to prepare separate documents for the classification of twelve products, including “game controllers” (See Annex G/17 to Doc. NC0160E2). The Secretariat requested information on these products from administrations and the International Chamber of Commerce (ICC). We have so far only received information from the ICC and the Secretariat’s views on the classification of “game controllers” are based on that information.

Game controller : Any device that connects to a game port on a data processing machine, a PC keyboard or a video set-top console. Fitted with connections and buttons, it is used to control play in a game (e.g., a fighting game, flight simulator, driving or racing game, role paying game, strategy game, sports game, etc.) and to guide movements on the screen.

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II. SECRETARIAT COMMENTS

2. According to the information provided by the ICC (Annex I), these game controllers can be connected to the game port of a PC, the USB port, PC keyboard port or a video set-top console and are used to command and control all the functions used in the chosen games.
3. The ICC's information was supplemented by consultations of the websites of certain manufacturers available on the Internet (see illustrations in Annex II). The study of this range of products and their operation showed that they are various devices in the form of gamepads, joysticks or steering wheels. They are all designed to input data into automatic data processing machines of the type used for games and to control their movements.
4. In the light of the foregoing, the Secretariat feels that through their presentation and operation, the articles at issue have the characteristics of X-Y co-ordinate input devices mentioned in Item (6) of the Explanatory Note to heading 84.71 (page 1406), and the joysticks explicitly mentioned in the second line of that Item are merely one of the most common forms of game controllers. Taking account of the above-mentioned data, the Secretariat would classify all the game controllers in heading 84.71 as input units (subheading 8471.60) by application of GIRs 1 and 6. It also feels that it would be desirable for the Committee to consider deleting the expression "the joystick" on page 1406 of the Explanatory Note to heading 84.71 and substituting "the game controller". This wording would have the advantage of covering the whole range of game controllers.

III. CONCLUSION

5. The Committee is invited to examine the classification of game controllers on the basis of the information provided above and in the annexes to this document and to decide what further action to take in this connection.

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Game Controllers

1. Definition - a game controller is any device that :

- (a) connects to a game port on a personal computer (PC), the Universal Serial Bus (USB) port on a PC or a Macintosh computer, the Apple Desktop Bus (ADB) on an Apple computer, the serial port on a PC, the keyboard port on a PC, or the controller port on any video set-top console, and
- (b) is used to control play in a game (e.g., a fighting game, a flight simulator, a driving/racing game, a role playing game, a strategy game, a sports game, or any other type of game not indicated here).

2. Examples

- (a) Joysticks - two or more axes with zero to eight or more button functions
- (b) Yokes - two axes with zero to eight or more button functions
- (c) Steering wheels - single axis with or without pedals, and zero to four or more button functions
- (d) Gamepads - a 4-way direction pad with zero to eight or more button functions.

3. Functionality

- (a) The axes on a game controller (hereinafter called a joystick) are designated as follows :
 - (1) The X axis is the left/right axis of a joystick. By moving the joystick left, you generate a left-moving action in a game. By moving the joystick right, you generate a right-moving action in a game.
 - (2) The Y axis is the forward and backward axis of a joystick. By moving the joystick forward (away from the user), you generate a nose down pitching action in a game. By moving the joystick backwards (toward the user), you generate a nose up pitching action in a game.
 - (3) The Z axis is the pivot axis of a joystick. By twisting the joystick handle counter clockwise, you generate a left pivoting action in a game. By twisting the joystick handle clockwise, you generate a right pivoting action in a game.
 - (4) The throttle axis is completely separate from the X, Y, and Z axes. By moving the throttle forward (away from the user), you generate a forward moving motion in a game. By moving the throttle backward (toward the user), you generate a backward moving motion in a game, or you slow the forward motion to zero.






(b) The buttons on a game controller are designated as follows :

- (1) The fire buttons are used for single event actions in a game, although that action can be rapidly repeated.
- (2) The four-way switch (or hat switch) is also called a point-of-view switch and allows the user to view 360 degrees in 45 degree increments in a game.

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GAME CONTROLLERS

For the Flight-Sim Enthusiasts

	Model No.	Description	USA MSRP
	QS-6236	Sky Commander	79.99
	QS-206	Sky Master	24.99
	QS-5600v2	MasterPilot '98	59.99
	QS-5601	MasterPilot Programmer	29.99
	QS-5600P	MasterPilot Value Pack	74.99

Specialties

	Model No.	Description	USA MSRP
	QS-6222	3D Striker	49.99





	QS-6225 X2 Pad - For PCs	24.99
	QS-6237 Robo Warrior	19.99
	QS-6255 X Pad	14.99
	QS-6151 Pro Wheel	49.99
	QS-6216 Strato Warrior	24.99

Basic PC Joysticks

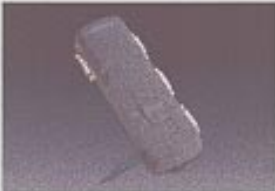

	Model No.	Description	USA MSRP
	QS-205	Interceptor	34.99
	QS-201	Super Warrior	21.99
	QS-203	Avenger	14.99

	QS-203A	Avenger Pro	18.99
	QS-6219	Black Hawk	8.99
	QS-123A	Warrior 5	13.99
	QS-209	Sky Hawk	10.99
Basic PC Gamepads			
	Model No.	Description	USA MSRP
	QS-6220	Strike Pad - For PCs	16.99
	QS-217	Command Pad	11.99
	QS-6218	Super FightPad	TBA
	QS-215	Star Fighter 2+2	TBA








USB Compatible Game Controllers

	Model No.	Description	USA MSRP
	QS-6240	GenX 500 USB	42.99
	QS-6223	USB X2 Pad	34.99
	QS-6238	USB Strike Pad	27.99
	QS-6256	USB X Pad	19.99

PC Game Accessories

	Model No.	Description	USA MSRP
	QS-5843	J-Link	17.99
	QS-5845	J-Link Turbo	21.99

Videogame Controllers

	Model No.	Description	USA MSRP
	QS-1201	X2 Pad - For Nintendo 64	TBA
	QS-1202	Nitrostick	TBA
	QS-1186	Devestator	TBA
	QS-1501	Strike Pad - For Sony Playstation	TBA
	QS-1500	PlayPad - For Sony Playstation	TBA
	QS-1301	Strike Pad - For Sega Saturn	TBA
	QS-1300	Astro Pad - For Sega Saturn	TBA



GenX 500 USB

The plug-and-play GenX 500 USB offers increased functionality and stability over standard game port joysticks.

Product features:

- USB-compatible
- **Right-handed 3D handle**
- **4 fire buttons**
- **Rudder (rotational movement)**
- **Multi-view HAT switch**
- **Throttle control**
- **Metal weighted base**
- Metallic black color
- 6-foot cable
- Windows 98 compatible
- 3-year product warranty
- MSRP (USA): \$42.99

- Model # QS-6240

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