

tales from reverse engineering Nintendo's controller protocol

What this talk is not



Amiibo = NTAG215 + data

9ct/pc

Way cheaper, easier and less interesting



https://github.com/dekuNukem/Nintendo_Switch_Reverse_Engineering

https://github.com/mart1nro/joycontrol

https://github.com/CTCaer/jc_toolkit

https://github.com/Brikwerk/nxbt



Kinds of Controllers

Joycon (L)

Procon

Joycon (R)

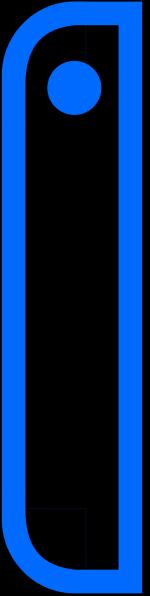






Protocol identical for all of them

No clue what happens when you request IR or NFC from a left Joycon



Human Interface Device

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MicroController[Unit]

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0x2F Pure HID

> Human Interface Device

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0x2F 0x30 Pure HID Nintendo HID

> More buttons, Gyro, fixed rate

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More buttons, Gyro, fixed rate 0x31 Nintendo HID + 313 byte data

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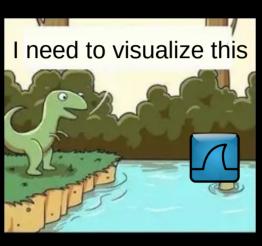
0x30 Nintendo HID

More buttons, Gyro, fixed rate 0x31 Nintendo HID + 313 byte data

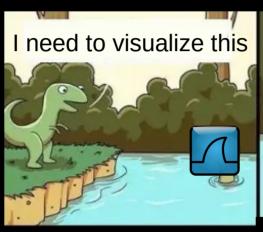
Human Interface Device

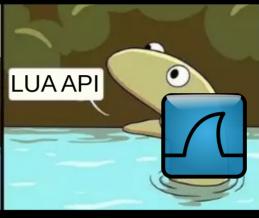
MicroController[Unit]

0x21 Commands and replies

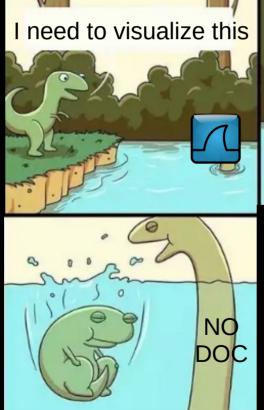


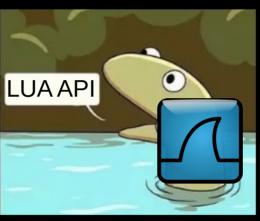




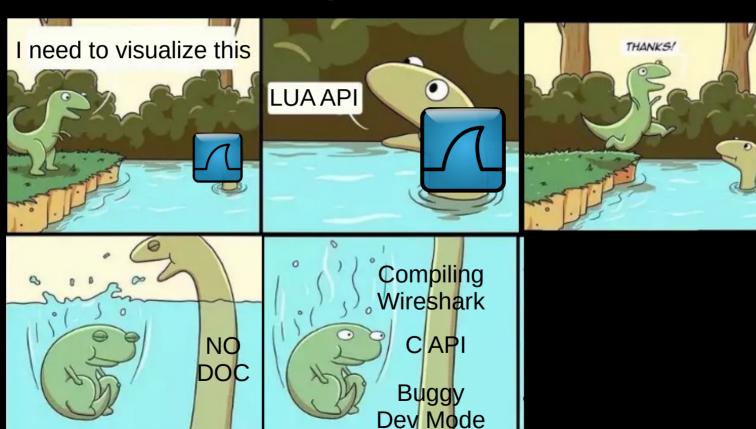


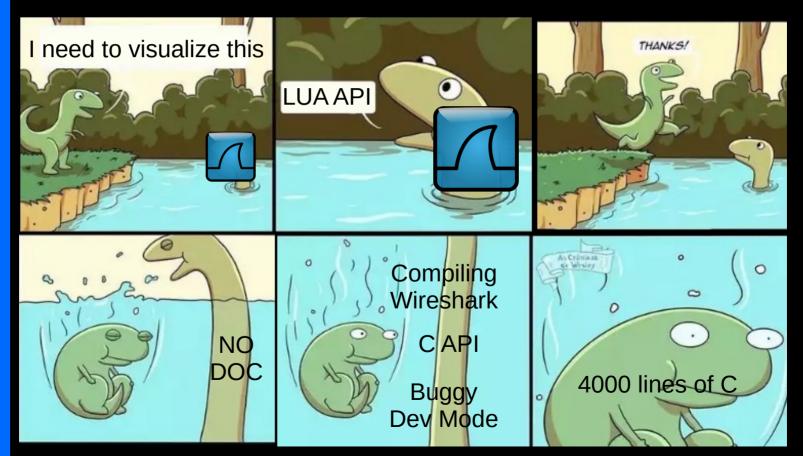




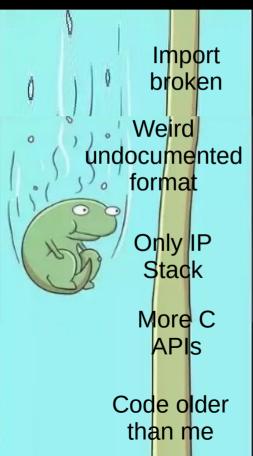












People send you terminal logs

Log EVERYTHING (and into file)

- < 0.0014 0500608cb100608cb1





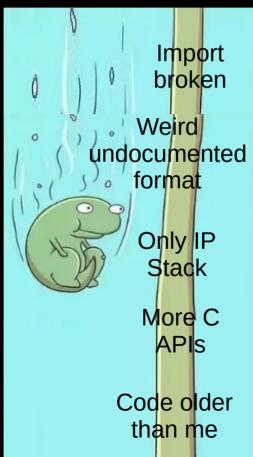
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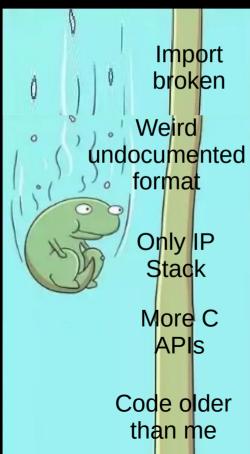
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Bluetooth is connection based





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Importing is still a pain, because:

- Bluetooth is connection based
- See left

On paper very simple Request – Reply system

BUT:



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BUT: Implementing TCP on a fixed rate channel which we paid for K . QM 8621 But I like this.

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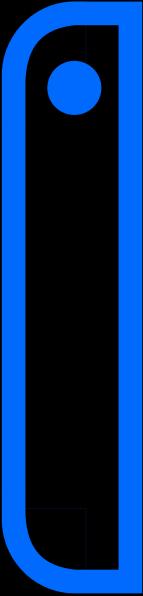
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Also bugs in python's Bluetooth sockets, I didn't want to compile that too



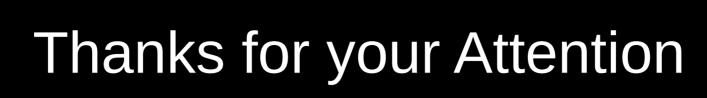
Depends on your definition

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- Yes, you have to restart the entire thing after writing an amiibo
- Yes, you can use this to crash the switch, linux kernel 6.?+ and btstack
- Yes, this breaks your bluetooth stack in ways you haven't seen before



The parts I didn't steal

https://github.com/Poohl/joycontrol

https://gist.github.com/Poohl/e0f254b3e02051b18c7e9f4f032883be

https://github.com/Poohl/joycontrol-pico