

<b>Subject</b>	Technical solution for in-compatibility issue existed in GW-619 against newly released Wii D2C console.
<b>Description</b>	<p>Recently we were reported that there was an in-compatibility issue existed in GW-619 against newly released Wii console. The symptom found is described as follows;</p> <ol style="list-style-type: none"><li>1. After installation of GW-619 onto a newly released Wii console, everything tested seems ok and no problem was found at the very beginning.</li><li>2. When switched off the Wii console and re-powered the console again, the game compatibility of the console seems having been encountered with troubles - many of the games which were supposed to be compatible is now “read error”.</li><li>3. After detached the power cord of the console for a while and re-powered it again, the console seems back to work normally again.</li></ol> <p>This issue is caused mainly due to some of the hardware which had been changed inside the newly released Wii console.</p>
<b>Tech Solution</b>	<p>Solder an additional 15 pF capacitor on the position as shown below;</p> <div data-bbox="547 880 1249 1375" data-label="Image"></div> <div data-bbox="646 1451 1157 1854" data-label="Image"></div> <p>Remark: If everything works Ok and no problem was found further after the installation, adding this 15 pF capacitor on the circuit board is not recommended.</p>

Thank you for your attention and cooperation

Best Regards,

D2Cpro Team