USB Type-C ENGINEERING CHANGE NOTICE

Title: Disallow Analog Headsets with Type-C Captive Cable
Applied to: USB Type-C Specification Release 1.0, August 11, 2014

Brief description of the functional changes:

Appendix A allows analog headsets to use captive cables, this ECN proposes to explicitly disallow them.

Benefits as a result of the changes:

There is a belief in the USB community that digital audio is needed for headsets. If we allow both digital and analog headsets to use the same plug (Type-C), it will confuse the end users. The net effect of this ECN is to keep analog headsets with clearly identifiable plug (3.5mm) and digital headsets with the Type-C plug.

An assessment of the impact to the existing revision and systems that currently conform to the USB specification:

None as no such headsets exist.

An analysis of the hardware implications:

None

An analysis of the software implications:

None

An analysis of the compliance testing implications:

None

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Actual Change

(a). A.1
From:

A.1.   Overview

Analog audio headsets are supported by multiplexing four analog audio signals onto pins on the USB Type-C connector when in the Audio Adapter Accessory Mode. The four analog audio signals are the same as those used by a traditional 3.5 mm headset jack. This makes it possible to use existing analog headsets with a 3.5 mm to USB Type-C adapter. The audio adapter architecture allows for an audio peripheral to provide up to 500 mA back to the system for charging.

An analog audio adapter could be a very basic USB Type-C adapter that only has a 3.5 mm jack or it could be an analog audio adapter with a 3.5 mm jack and a USB Type-C receptacle to enable charge-through. It could also be a headset that replaces its 3.5 mm plug with a USB Type-C plug.

To:

Replace the last sentence of the second paragraph to read: "The headset shall not use a USB Type-C plug to replace the 3.5mm plug."