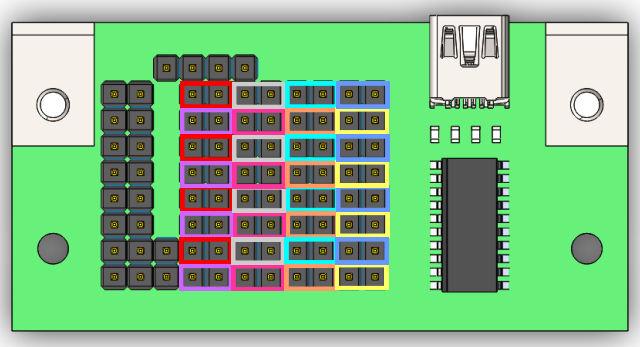
HSR UC3

Documentation for button boxes

Mapping

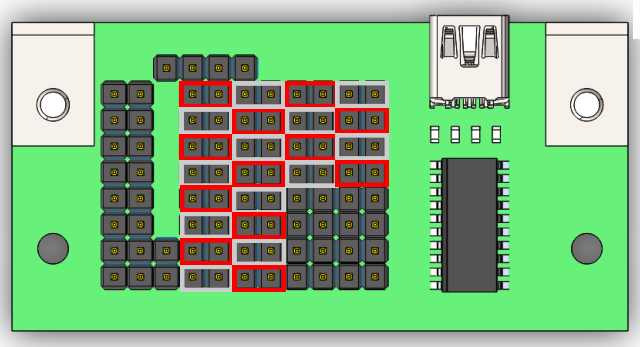


One line on the card = 4 bouttons
Two lines = 8 bouttons

One line in windows = 8 bouttons

Two lines on the card = one line in windows

Buttons

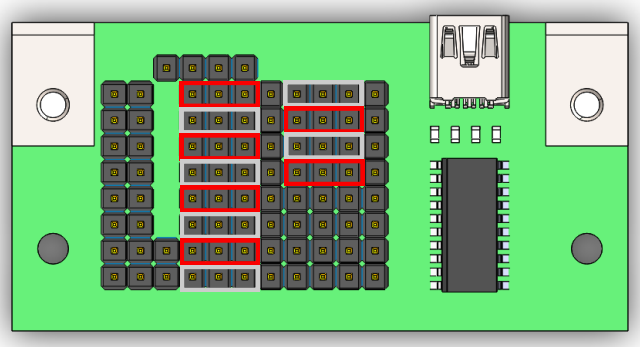


You can plug 24 buttons. or 32 if you don't use encoders.

Cabling in both orientation is possible: no polarity

Notice: some of your buttons have a second wire (red&black) to power their embedded light, please refer to the LEDS or other 5V POWERED part on next page.

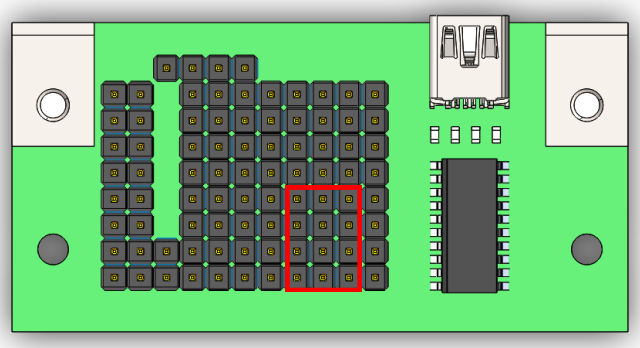
Double way switches



You can plug 12 double way switches (=24 buttons) or 16 if you don't use encoders.

Cabling in both orientation is possible: no polarity

ENCODERS

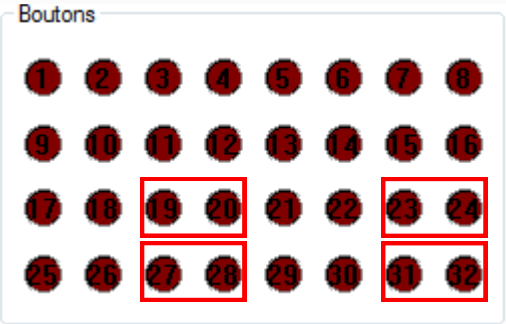


You can plug 4 encoders. Each one can turn in two directions.

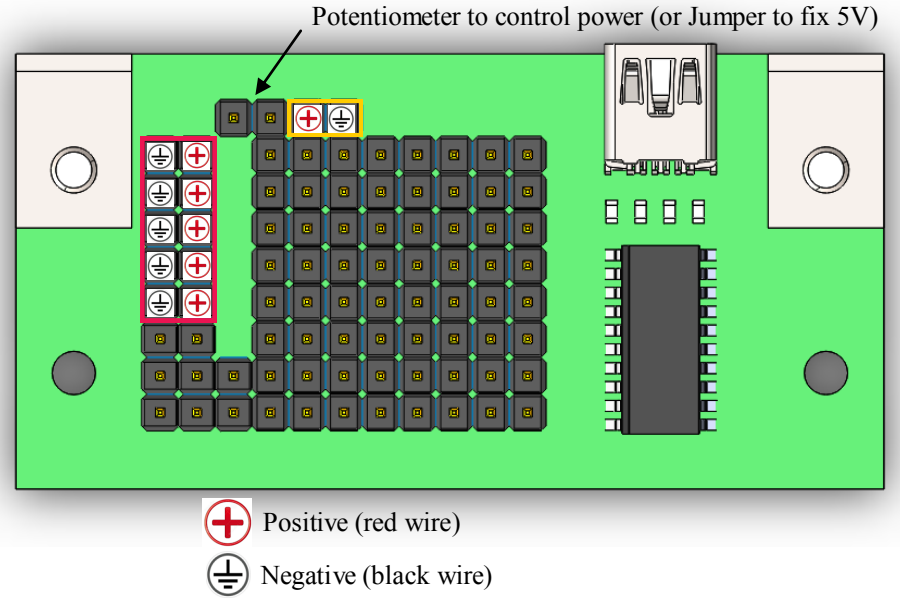
Cabling in both orientation is possible: no polarity

Each direction « clic » is interpreted as a boutton push in Windows.

Notice: some of our encoders have a push button feature, you can refer to the button part on top of the document know how to plug their second cable.

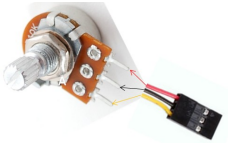


LEDS or other 5V powered things



Jumper:

potentiometer:



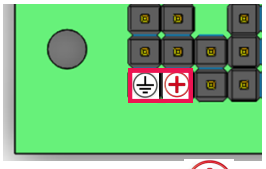
The 5 connectors on the left are for used for adjustable lights if a potentio-meter is connected

The connetor on TOP always provide +5v

Notice: only two of the three potentiometer's pins are need to be connected.

Thank you for your interest in the products and services of HSR!
http://hardcore-simracing.com

User control single LED

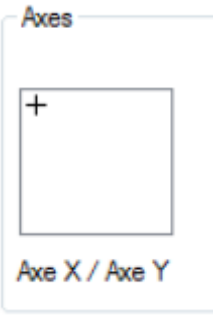


This LED is active when you push a button.
It gives a feedback to user who doesn't need to check in the game if setting has changed.
It lights only if Windows (game) receive information, not only if when pushing buttons.
It is also usefull to know if one of the buttons still blocked.
Available only if you don't use the 2 axis features.

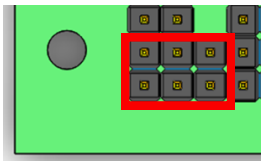
Positive (red wire)

Negative (black wire)

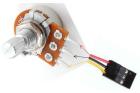
Enable two 10bits AXIS



Jumper to switch ON the two axis



Two potentiometers needed here. A jumper can be used as the second potentiometer to freeze the free the second axis moves.



Thank you for your interest in the products and services of HSR!
http://hardcore-simracing.com