



iflysimS.com

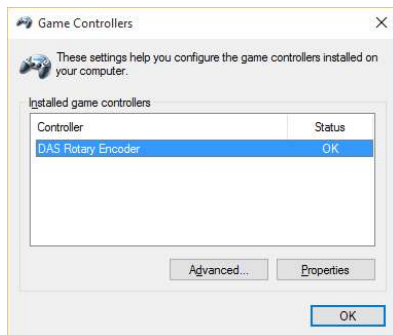
Quick Instructions.

For more information and support please visit iflysimS.com.

Thank you for your purchase of the iflysimS B-04 Rotary Encoder Board. This Board will allow tuning of frequencies, OBS and other similar functions on your flight simulator or other game type program.

The USB Rotary Encoder Interface Board uses standard HID drivers so no driver install is required, simply plug the Board into the standard USB connection on either your PC or Mac and the computer will automatically detect and install the device.

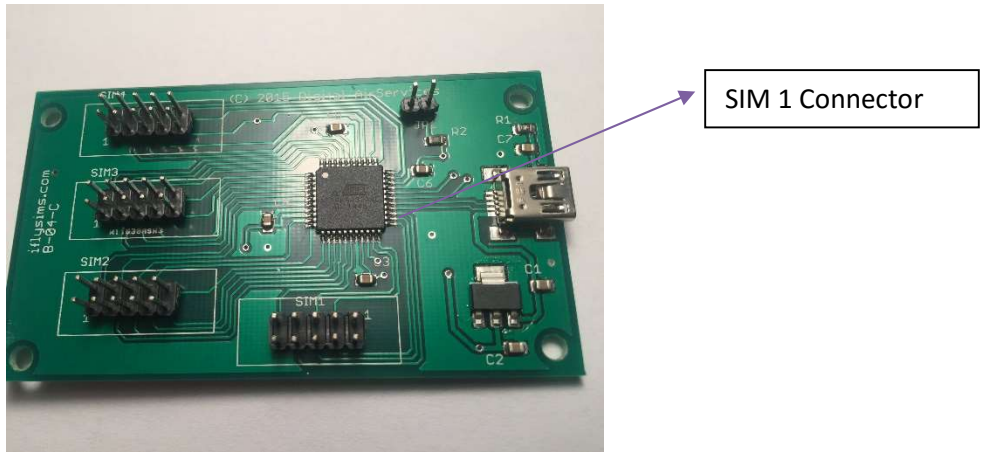
Connect the B-04-C The device will be recognized as a Game Controller "DAS Rotary Encoder". It is possible to connect multiple boards to increase the number of Rotary Encoders.



Rotary Encoder

This Board supports only Rotary Encoder which send pulses on each channel (A&B). Rotary Encoders are different from Rotary Switches and Potentiometer devices. This Board Decodes the pulse signal to determine the number of steps and direction of rotation. Normally Rotary Encoders send multiple pulses per detent, this decoder decodes a standard E11 Type Encoder such that each detent will result in a single pulse to the HID Interface.

It is important that each Encoder is connected to a "Pair" on the B-04-C Rotary Encoder Board. Connect Ground and each pin of the Encoder (A&B) to each of the pair lines. There are 16 "Pairs" supporting 16 Rotary Encoders.



Each Sim Connector is labeled on the Board. There are 4 Sim Connectors labeled SIM 1, SIM 2, SIM 3 and SIM 4.

Each Rotary Encoder must be connected to a "Pair" the (A) and (B) are not so relevant as you will be programming the "Game Button" on the flight simulator program.

ENC # 10 (B)	ENC #3 (A)	ENC #3 (B)	ENC # 2 (A)	ENC #4 (B)
GROUND (GND)	ENC #1 (B)	ENC #1 (A)	ENC # 2 (B)	ENC #4 (A)

SIM 1

ENC #14 (A)	ENC #14 (B)	ENC # 13 (A)	ENC # 13 (B)	ENC # 12 (A)
GROUND (GND)	ENC # 10 (A)	ENC #11 (B)	ENC # 11 (A)	ENC # 12 (B)

SIM 2

ENC # 9 (B)	ENC # 8 (A)	ENC # 8 (B)	ENC # 7 (A)	ENC # 7 (B)
GROUND (GND)	ENC #5 (B)	ENC #5 (A)	ENC # 6 (B)	ENC # 6 (A)

SIM 3

	ENC # 16 (A)	ENC # 16 (B)		PDI
GROUND (GND)	ENC # 9 (A)	ENC # 15 (B)	ENC # 15 (A)	RST/CLK

SIM 4

PDI and RST/CLK are used for programming and should not be connected.

JP1 is should ordinarily have a jumper connected.

If needed the RST/CLK line can be connected to a “reset button” by grounding (connecting to Ground) this will reset the Board.

For further details and questions please visit <http://iflysim.com> or email info@iflysim.com