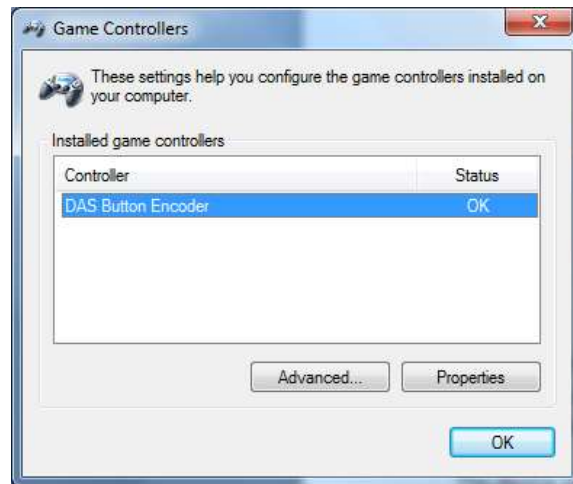# Iflysims.com

Digital Air Services LLC

The USB Button 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.
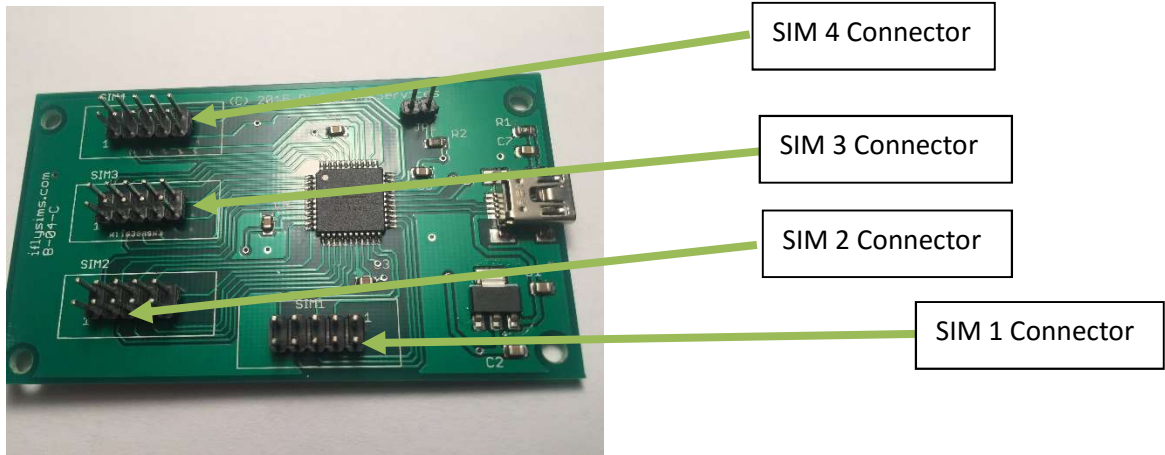
The device will be recognized as a Game Controller "DAS Button Encoder"

Installing Buttons

Once successfully installed the Button Encoder with any momentary type button and 32 can be connected. Multiple Boards can be connected to provide additional sets of 32 buttons. The Board will detect the press of a button when the button is grounded.

To install buttons simply use any of the available 32 I/O pins and connect one pole of the button to the appropriate I/O pin and the other pole to ground. Each Button is connected directly to an I/O pin on the microcontroller allowing for fast response and allows for simultaneous button pressing (i.e. there are no button arrays used in this board)

SIM 4 Connector

SIM 3 Connector

SIM 2 Connector

SIM 1 Connector

8	9	10	11	28
GROUND (GND)	14	13	12	27

SIM 1

> Some Pins (I/O) lines are repeated on the board and either may be used. They are physically connected on the Board.

25	26	1	2	3
GROUND (GND)	7	6	5	4

SIM 2

20	21	22	15	16
GROUND (GND)	24	23	18	17

SIM 3

	29	30	20*	8
GROUND (GND)	19	32	31	25

SIM 4

SIM 4 (View from Top)

There are 4 ground (GND) pins on the board, any of which can be used for button grounding which will require user supplied wiring and connectors.

The Reset headers allow for an external reset button to be connected, connect the reset button between RST and GND. The RST line is pulled high by a 10K resistor.

User Options

This controller will work with Flight Simulator and Game Software that uses standard Game Controller buttons. For Flight Simulators, such as Falcon 4.0 that uses Keyboard "short cuts" it will be nescesary to install software that maps Game Controller buttons to Key strokes.

Programs such as JoytoKey (http://joytokey.net/en/) will interface between the iflysims game controller and the Falcon 4.0 flight simulator. *Digital Air Services LLC is not affiliated in anyway with JoytoKey.*

Each of the Game Controller buttons can then be mapped to specific keyboard
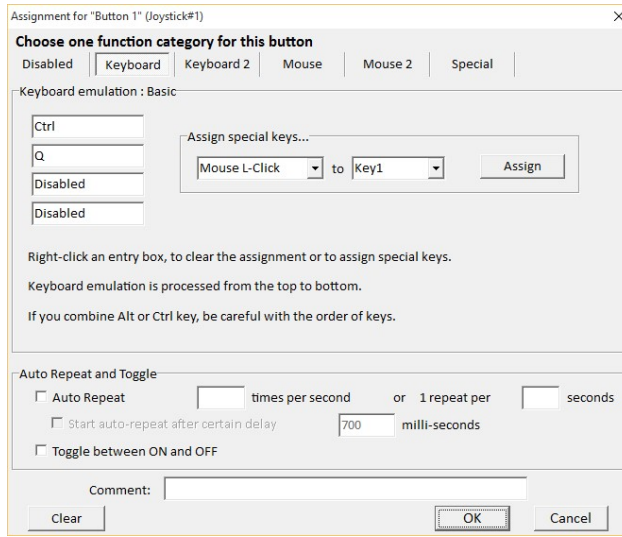
Set up the number of Controller Boards
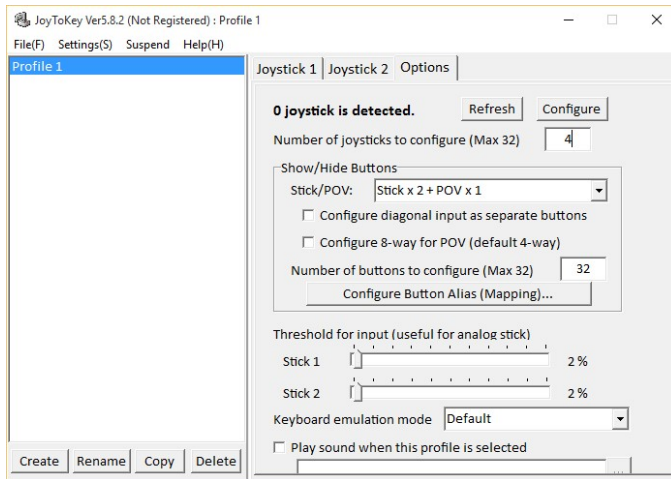
Press the button on the Game Controller which will highlight the button on the Joystick (Each Controller Board is called a Joystick on JotToKey).
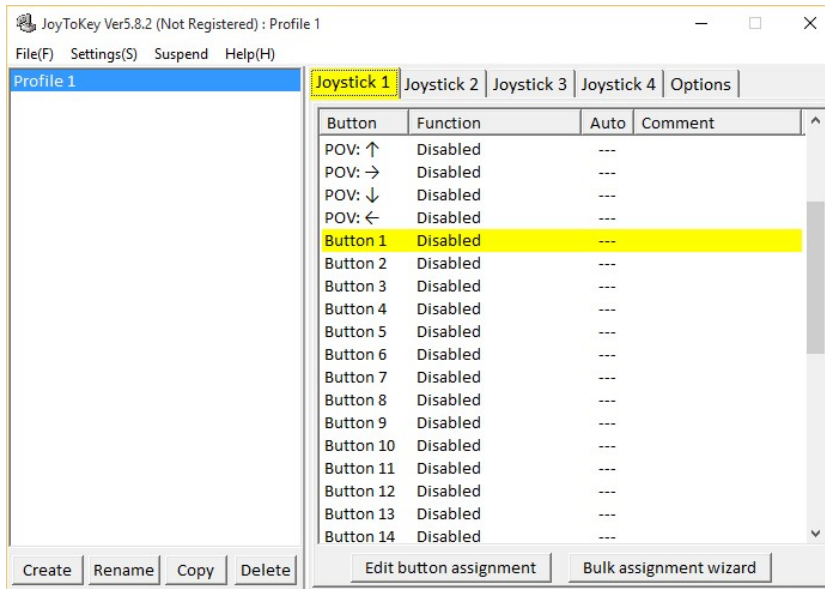
In this instance, by Editing the button assignment the "Button 1" is mapped to "CTRL" & "Q"

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