

**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.

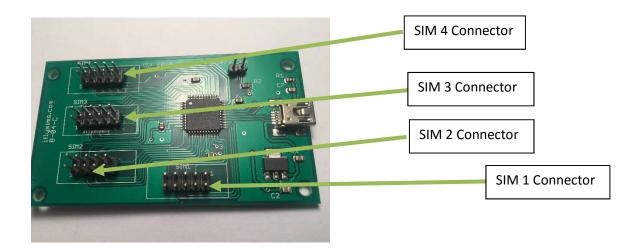
The device will be recognized as a Game Controller "DAS Button Encoder"

100 M 01 0		Status
		OK
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## **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)



0	9	10	11	28
GROUND (GND)	14	13	12	27

SIM 1

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

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

Board.

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 (<u>http://joytokey.net/en/</u>) 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

ile 1	Joystick 1 Joystick 2 Options
	O joystick is detected.         Refresh         Configure           Number of joysticks to configure (Max 32)         4         4
	Show/Hide Buttons
	Stick/POV: Stick x 2 + POV x 1
	Configure diagonal input as separate buttons
	Configure 8-way for POV (default 4-way) Number of buttons to configure (Max 32) 32
	Configure Button Alias (Mapping)
	Threshold for input (useful for analog stick)
	Stick 1 2 %
	Stick 2 [ 2 %

Press the button on the Game Controller which will highlight the button on the Joystick (Each Controller Board is called a Joystick on JotToKey).

🝓 JoyToKey Ver5.8.2 (Not Registered) : Profil	e 1						×
File(F) Settings(S) Suspend Help(H)							
Profile 1	Joystick 1	Joystick 2	Joystick 3	Joystic	k 4 Options		
	Button	Function		Auto	Comment	-	^
	POV: ↑	Disabled					
	POV: →	Disabled					
	POV:	Disabled					
	POV: ←	Disabled					
	Button 1	Disabled					
	Button 2	Disabled					
	Button 3	Disabled					
	Button 4	Disabled					
	Button 5	Disabled					
	Button 6	Disabled					
	Button 7	Disabled					
	Button 8	Disabled					
	Button 9	Disabled					
	Button 10	Disabled					
	Button 11	Disabled					
	Button 12	Disabled					
	Button 13	Disabled					
	Button 14	Disabled					~
Create Rename Copy Delete	Edit	button assig	nment	Bulk as	signment wiz	ard	

In this instance, by Editing the button assignment the "Button 1" is mapped to "CTRL" & "Q"

gnment for "Button 1" (Jo <sub>)</sub>	
oose one function o	category for this button
isabled Keyboard	Keyboard 2 Mouse Mouse 2 Special
11 ·	
yboard emulation : Ba	sic
Ctrl	
cui	Assign special keys
Q	
Disabled	Mouse L-Click 🔹 to Key1 💌 Assign
Disabled	
Disabled	
Right-click an entry box	x, to clear the assignment or to assign special keys.
· ·	
· ·	x, to clear the assignment or to assign special keys. processed from the top to bottom.
Ceyboard emulation is	processed from the top to bottom.
Ceyboard emulation is	
Ceyboard emulation is	processed from the top to bottom.
Ceyboard emulation is	processed from the top to bottom.
Keyboard emulation is f you combine Alt or Cl uto Repeat and Toggle	processed from the top to bottom.
Ceyboard emulation is	processed from the top to bottom.
Keyboard emulation is f you combine Alt or Cl ito Repeat and Toggle Auto Repeat	tri key, be careful with the order of keys.
Keyboard emulation is f you combine Alt or Cl ito Repeat and Toggle- C Auto Repeat Start auto-repeat	trl key, be careful with the order of keys.
Keyboard emulation is f you combine Alt or Cl ito Repeat and Toggle Auto Repeat	trl key, be careful with the order of keys.
f you combine Alt or Cl ito Repeat and Toggle Auto Repeat Start auto-repea Toggle between Of	trl key, be careful with the order of keys.
Keyboard emulation is f you combine Alt or Cl ito Repeat and Toggle- C Auto Repeat Start auto-repeat	trl key, be careful with the order of keys.

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