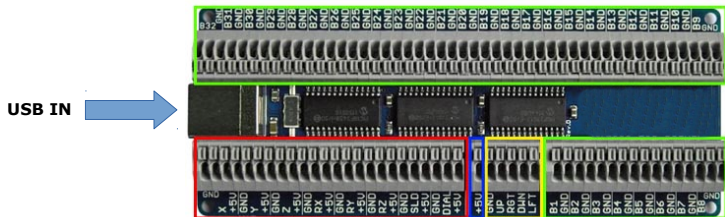# USB-AtoD Quick Setup

The USB-AtoD is a USB Do-It-Yourself Programming Console. By plugging it in and pressing the 'find joystick' on the Soft Console, it will take over for the keyboard and mouse for all of your programming. When it is combined with Pc-MACs hardware and software you can easily program up to eight analog axis in real time.
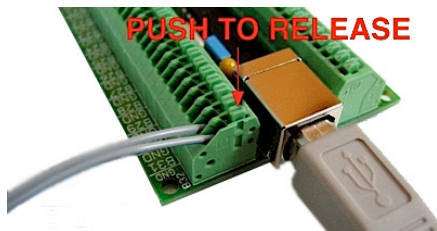

USB IN

- 8x Analogue Inputs - Potentiometers | Sensors
- 32x Digital Inputs - Push Buttons | Toggle Switches | Rotary Encoders
- 1x Hatswitch / Thumbstick / POV
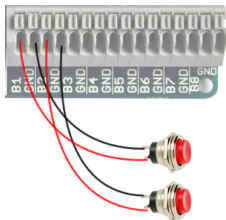- 1x Spare +5V Output

Simple Push in Connectors
Strip approx. 4-5mm insulation from wire and insert into the connectors

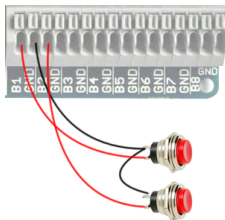| Recommended Wire Size	24AWG to 20AWG

PUSH TO RELEASE

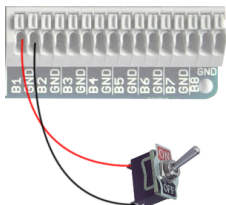**www.gilderfluke.com**

USB-AtoD Connection Examples

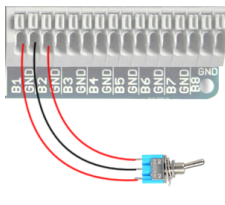[DISCONNECT USB CABLE WHEN ATTACHING COMPONENTS]
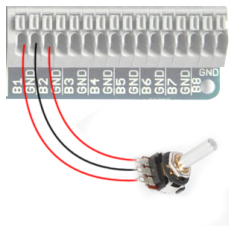

Buttons with separate ground wires

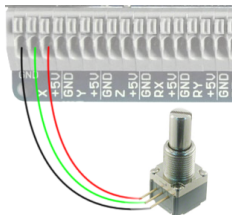**Buttons with shared ground wires**

ON-OFF Toggle

ON-ON Toggle

Rotary Encoder
Requires Encoder Software From Website

Potentiometer
Connects to analogue input

Unused analogue inputs are automatically disabled. They will appear as soon pots are connected and USB-AtoD is powered up. If nothing is connected to the analogue inputs then they will not display on the computer.

Unconnected buttons will appear as not pressed and can be ignored.

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