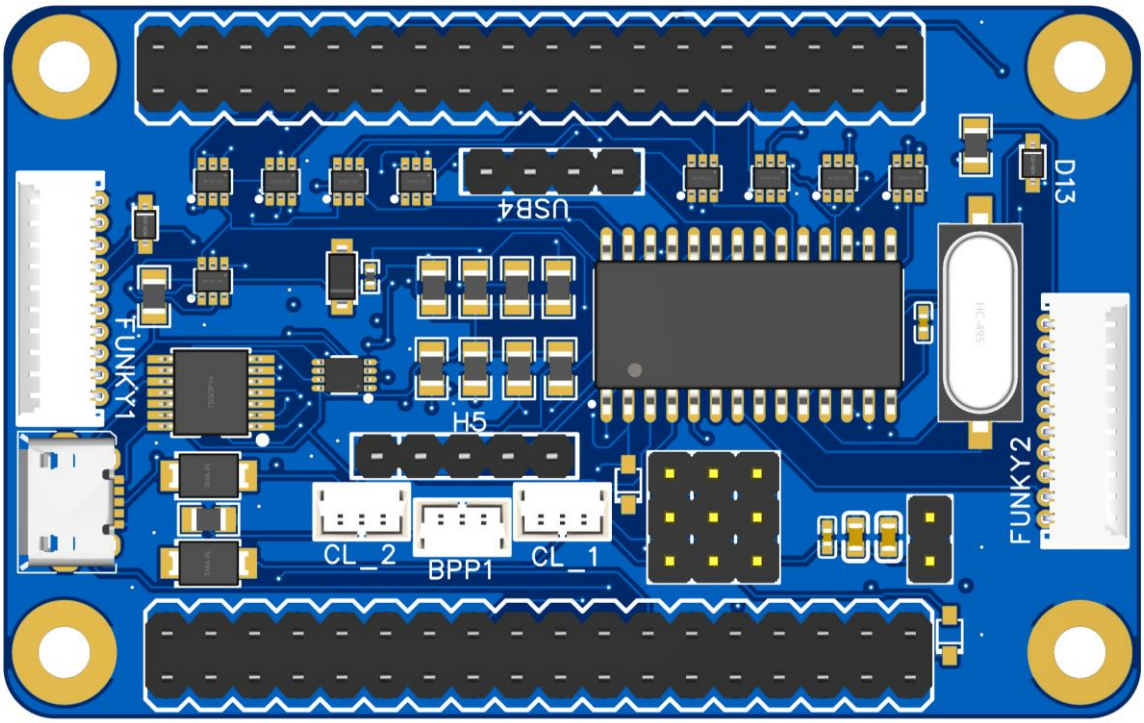
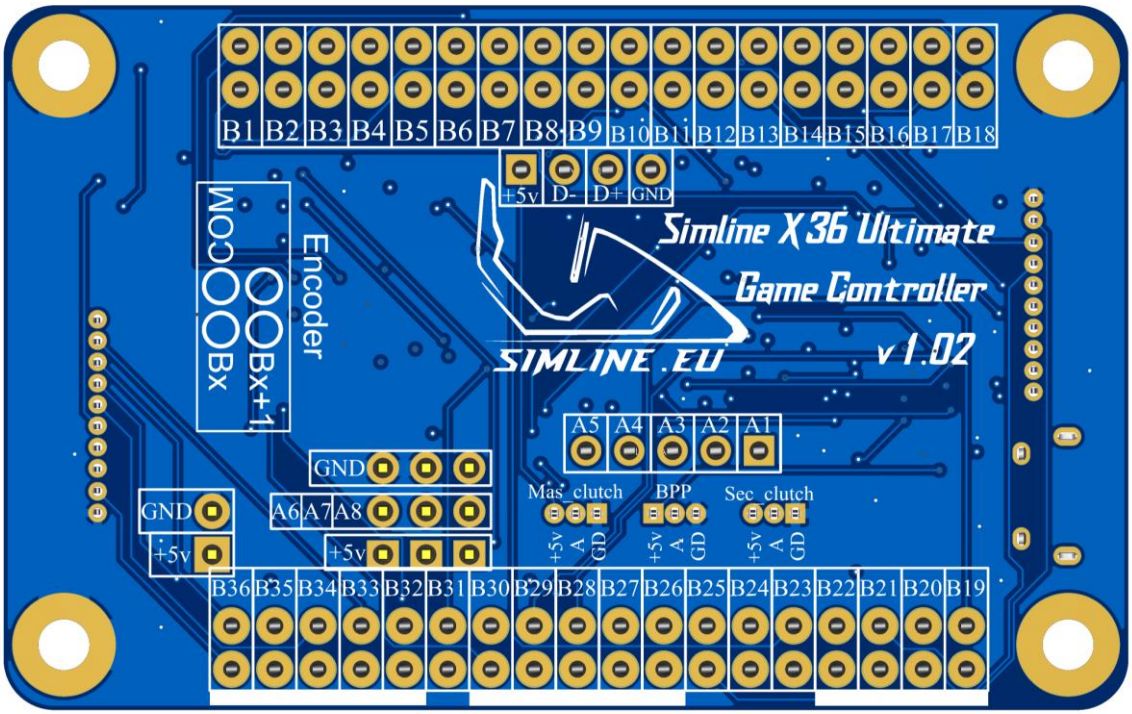
# Simline X36 USB Controller

Quick Start Guide EN




Our USB controller is recognized in the system by the HID driver included with the Windows operating system. We have no information about compatibility with other operating systems.

It allows you to connect, m.in others, buttons, encoders, funky switches, analog devices such as potentiometers or Hall sensors, clutches, shifters and many others.

The connection diagram is very simple, all the pins are signed on the PCB.

Buttons:

We connect with speakers, e.g. pin B4 and directly above it below it

Encoding:

The encoder outputs are connected to pins marked e.g. B3 and B4, but it must start with a pin with an odd number. Then we determine the encoder characteristics using the Encoder Configurator configuration program

Funky Switch:

For funky switches purchased from us, we have dedicated wiring and ports on the sides of our controller. IMPORTANT: connected funks take away the available pins on the controller, they are marked with white boxes at the bottom of the PCB. After connecting the funky switch, the encoder of this multiswitch should be configured to 1:2 characteristics.

Analog and Hall Effect Sensors:

There are several ports on our controller marked A1, A2, A3, etc. They are analog inputs. The dual-clutch system is included in our controller and is connected by JST 3p 1.25 sockets marked as Mas_Clutch, BPP and Sec_Clutch.

USB:

As standard, we use a Micro USB port for USB communication, but we have also separated pins on our controller for easy connection.

# Have fun constructors!!