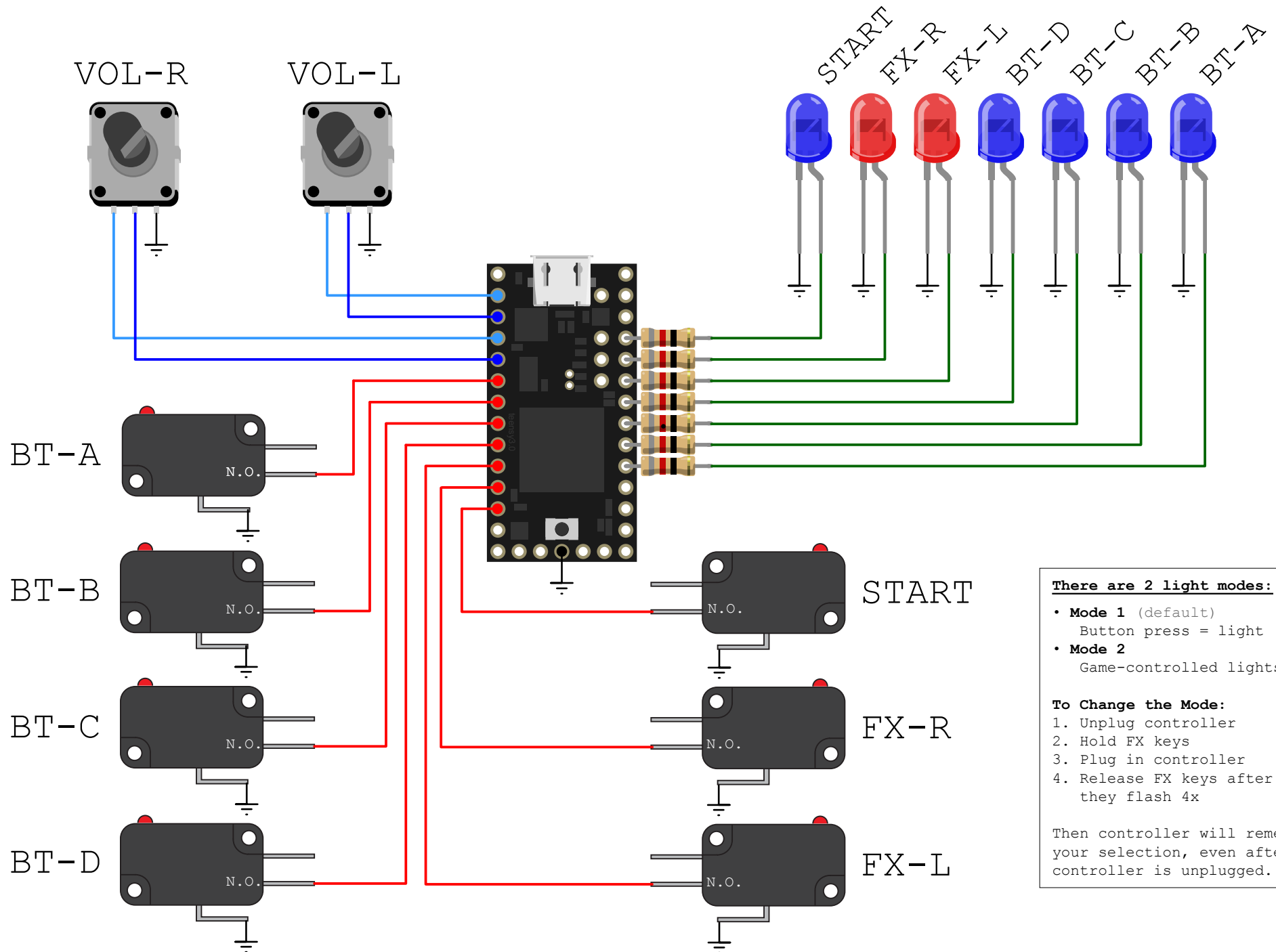


Sound Voltex -ASC-

Buttons, Encoders, and Lights Wiring Diagram



There are 2 light modes:

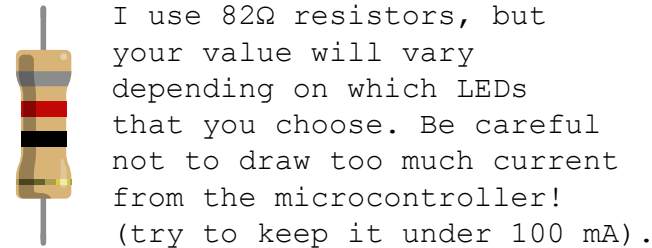
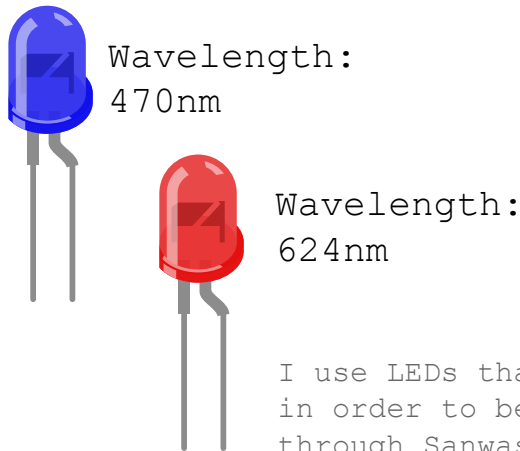
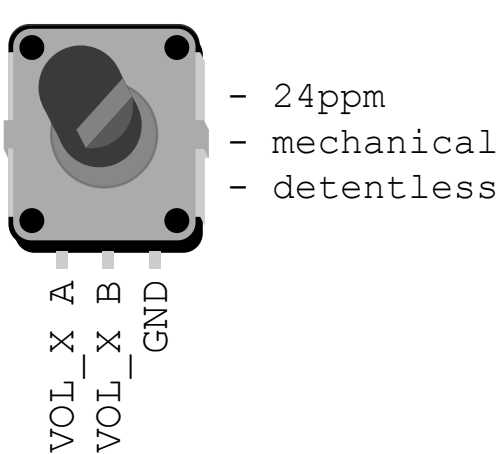
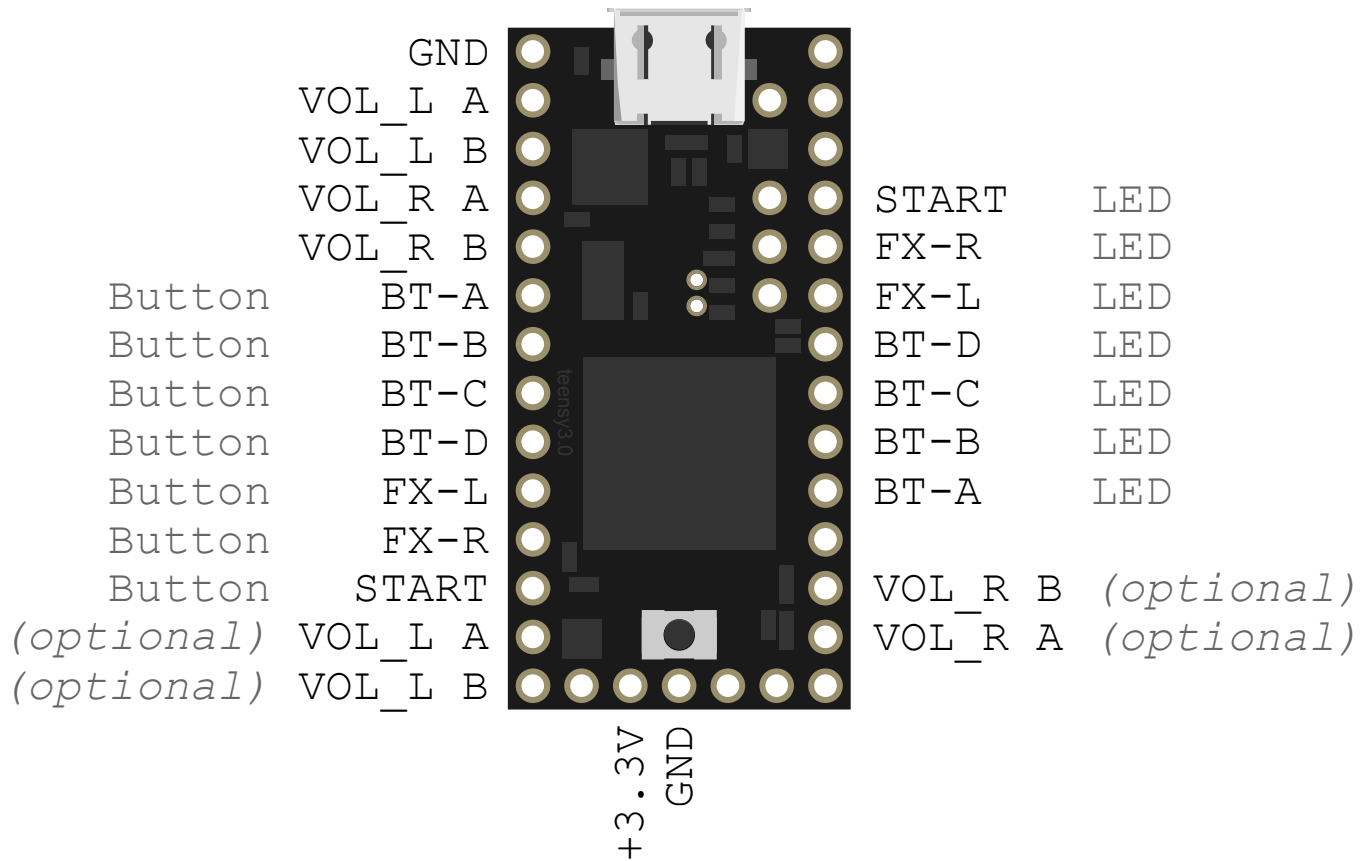
- **Mode 1** (default)
Button press = light
- **Mode 2**
Game-controlled lights

To Change the Mode:

1. Unplug controller
2. Hold FX keys
3. Plug in controller
4. Release FX keys after they flash 4x

Then controller will remember your selection, even after the controller is unplugged.

Notes: +3.3V logic level. Button and VOL inputs are internally configured with pull-up resistors (e.g. active LOW). The optional VOL inputs are not internally tied to pull-up resistors (e.g. active HIGH), and are there if you ever want to use an optical quadrature encoder. If you choose to do this, be aware that you'll want to choose an encoder that is 24ppm (any higher or lower and the knobs in-game will be either too sensitive or not sensitive enough). Buttons map to gamepad buttons, VOL-L maps to Dial, and VOL-R maps to Slider.



I use LEDs that are rated over 7000mcd in order to be bright enough to shine through Sanwas.