

# KADE-XBOX (PRE-RELEASE)

## Pin Mapping Reference Table for the Xbox Gamepad Encoder



KICK ASS DYNAMIC ENCODER

Pin	Function	Shifted Function	Notes
1	Dpad Up	Analog Up	<i>Use shift to switch between dpad and left analog stick</i>
2	Dpad Down	Analog Down	
3	Dpad Left	Analog Left	
4	Dpad Right	Analog Right	
5	Left Trigger	Left Thumb Button	<i>Use shift to switch between triggers and thumb buttons</i>
6	RightTrigger	Right Thumb Button	
7	A Button		
8	B Button		
9	X Button		
10	Y Button		
11	Black	Invert Y Axis	<i>Use shift+black to Invert Y axis on analog sticks</i>
12	White	Toggle Left/Right Stick	<i>Use shift+white to toggle between controlling left and right analog sticks</i>
13	Start		
14	Back		
15	Exit Game	Exit to Dashboard	<i>Dedicated game exit (simulates start+back) and dashboard exit (simulates LT+RT+black+back). This pin can also be held for 5 seconds to force Exit to Dashboard</i>
16	Unused		<i>Unused</i>
17	Shift Status LED		<i>Connect external LED to this pin.</i>
18	Connectivity Status LED		<i>Connect external LED to this pin</i>
19	Disable Start+Back		<i>Connecting a jumper wire between this pin and ground will disable the start+back combination. The dedicated Exit Game pin is not effected.</i>
20	Retain Buttons in Shift Mode		<i>Connecting a jumper wire between this pin and ground will align shift mode with analog gaming (instead of admin). The default gaming buttons will not be remapped.</i>
21	Shift		<i>Press to access shifted functions. Double click for shift lock</i>
22	Ground		<i>Ground pin. Recommend a daisy chain ground harness is used for wiring controls.</i>