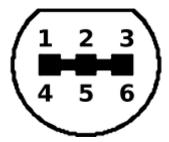
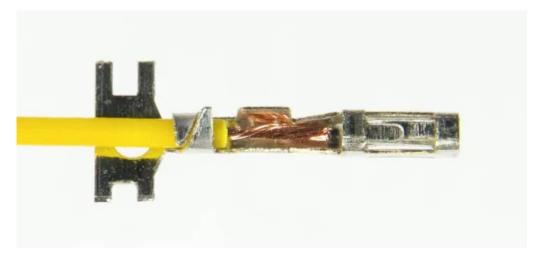
NGC cable assembly

- 1. If recycling a cable from a broken controller, or if using an extension cable, cut the cable 10-40cm from the plug.
- 2. Strip 3-5 cm of the outer insulation sleeving from the cable
- 3. Isolate the inner wires from the cable and strip 5mm from the 5V, GND and Data wires, which are yellow [Pin 1], red [Pin 2] and green [Pin 3] respectively on OEM hardware. Cut down the remaining wires and terminate them with insulated tape
- 4. Crimp each wire with a female Dupont crimp in line with the crimping guide
- 5. Repeat steps 1 to 4 for a second, third and fourth cable



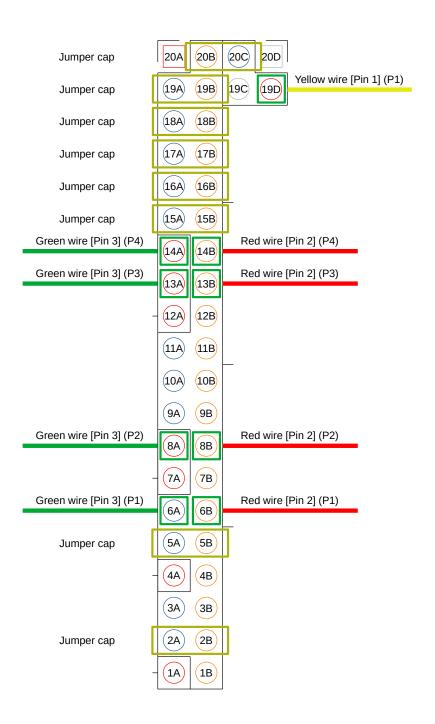
Crimping

- 1. Place the wire in a female Dupont crimp
- 2. Fold the pull relief around the wire



- 3. Use a crimping tool to shrink the connector around the wire ends
- 4. Slide the connector housing onto the crimp until it mounts, making sure the orientation is correct

NGC 4 Player connection diagram



NGC 4 Player connection guide

- 1. Place the jumper caps on rows 2, 5, 15, 16, 17, 18, 19 and 20
- 2. On row 20, place the jumper cap across the two central pins (20B & 20C) of the row
- 3. Connect the red wire [Pin 2] of the Player 1 cable to pin 6B
- 4. Connect the green wire [Pin 3] of the Player 1 cable to pin 6A
- 5. Connect the yellow wire [Pin 1] of the Player 1 cable to pin 19D
- 6. Connect the red wire [Pin 2] of the Player 2 cable to pin 8B
- 7. Connect the green wire [Pin 3] of the Player 2 cable to pin 8A
- 8. Connect the yellow wire [Pin 1] of the Player 2 cable to pin 19C or leave disconnected
- 9. Connect the red wire [Pin 2] of the Player 3 cable to pin 13B
- 10. Connect the green wire [Pin 3] of the Player 3 cable to pin 13A
- 11. Connect the yellow wire [Pin 1] of the Player 3 cable to pin 20D
- 12. Connect the red wire [Pin 2] of the Player 4 cable to pin 14B
- 13. Connect the green wire [Pin 3] of the Player 4 cable to pin 14A
- 14. Leave the yellow wire [Pin 1] of the Player 4 cable disconnected
- 15. Connections should now resemble the diagram