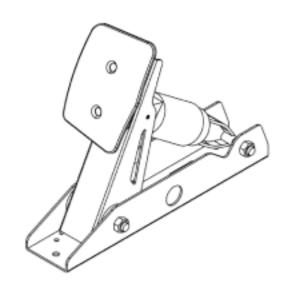
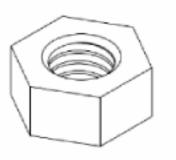
Hardware



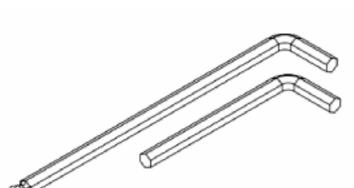
Logitech Pedal Aceel, Brake, Cluth Anything



M3 Heatset Insert Voron Size M3xD5xL4 10pcs



M5 Hex Nut 2pcs

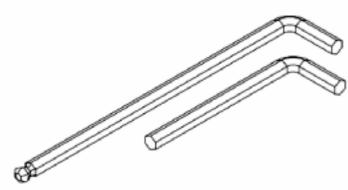




M3 FHCS 10mm 10~20mm 10pcs



M5 SHCS 30mm 2pcs



Ball End Wrench Long Ball End Wrench or Short Hex Wrench

2mm (M3 FHSC) 2.5mm (M4 BHSC) 3mm (M4 SHSC) 4mm (M5 SHSC)

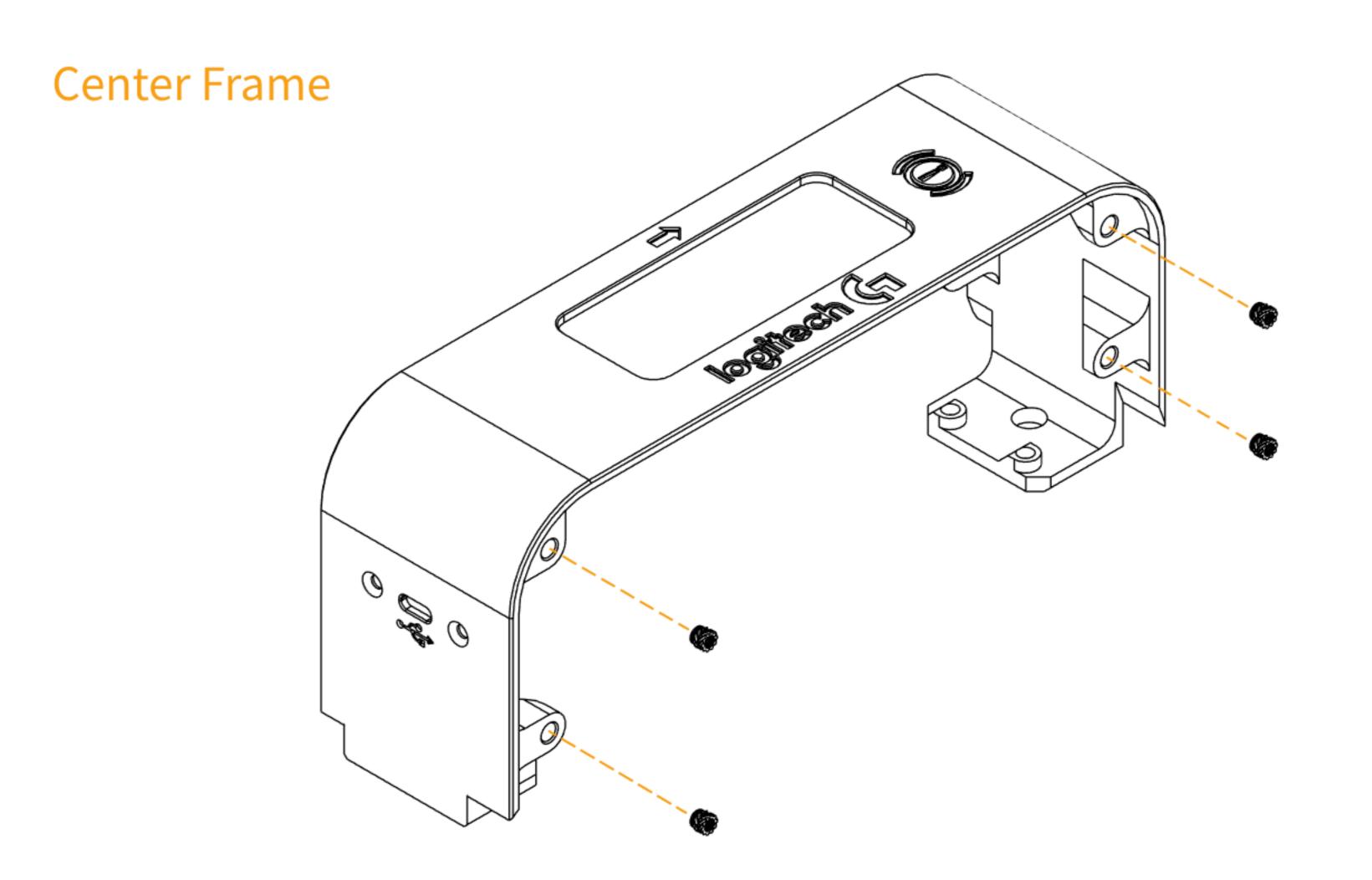


M4 BHSC 8mm 8mm only 4pcs

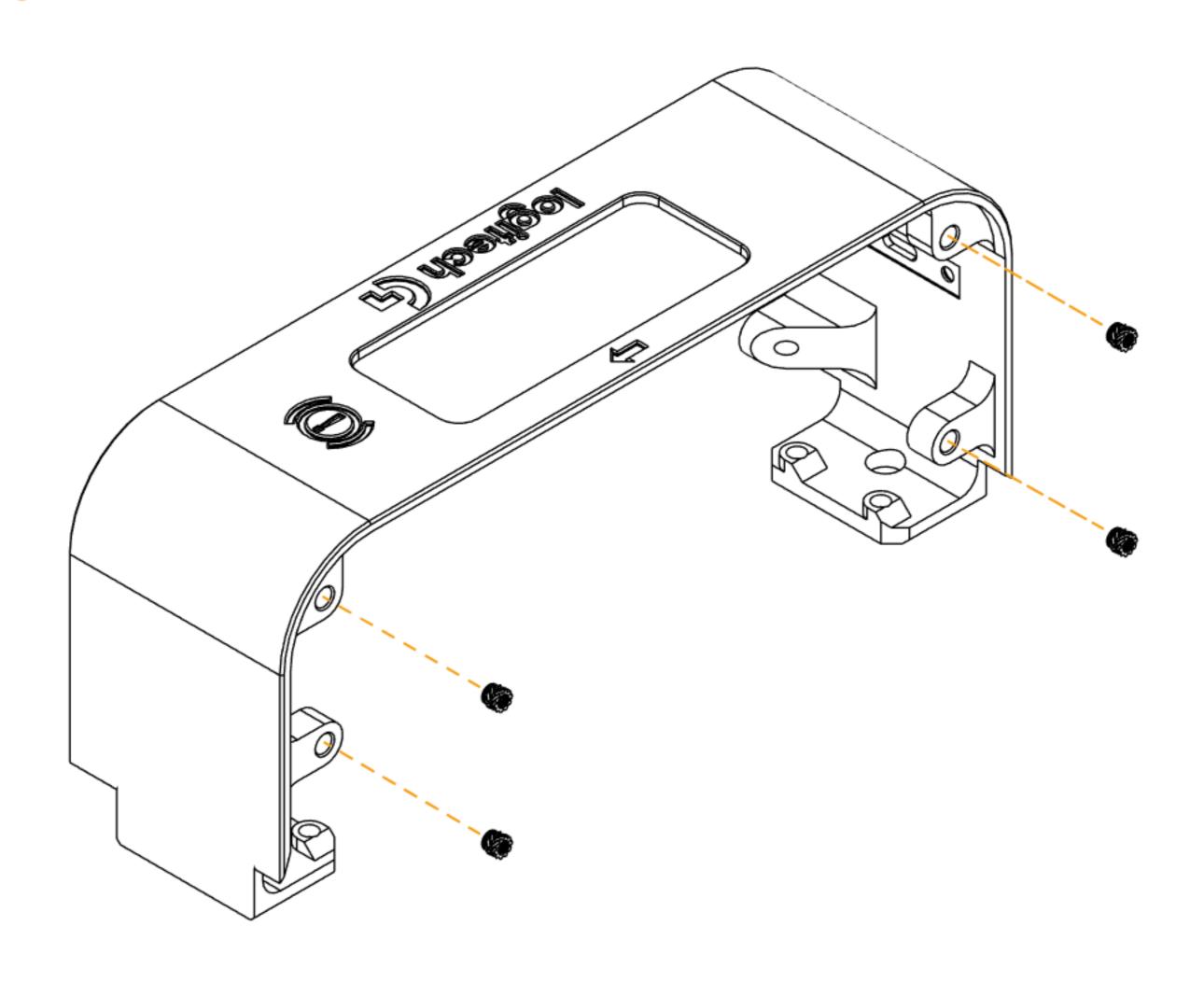


M4 SHCS 10mm,20mm

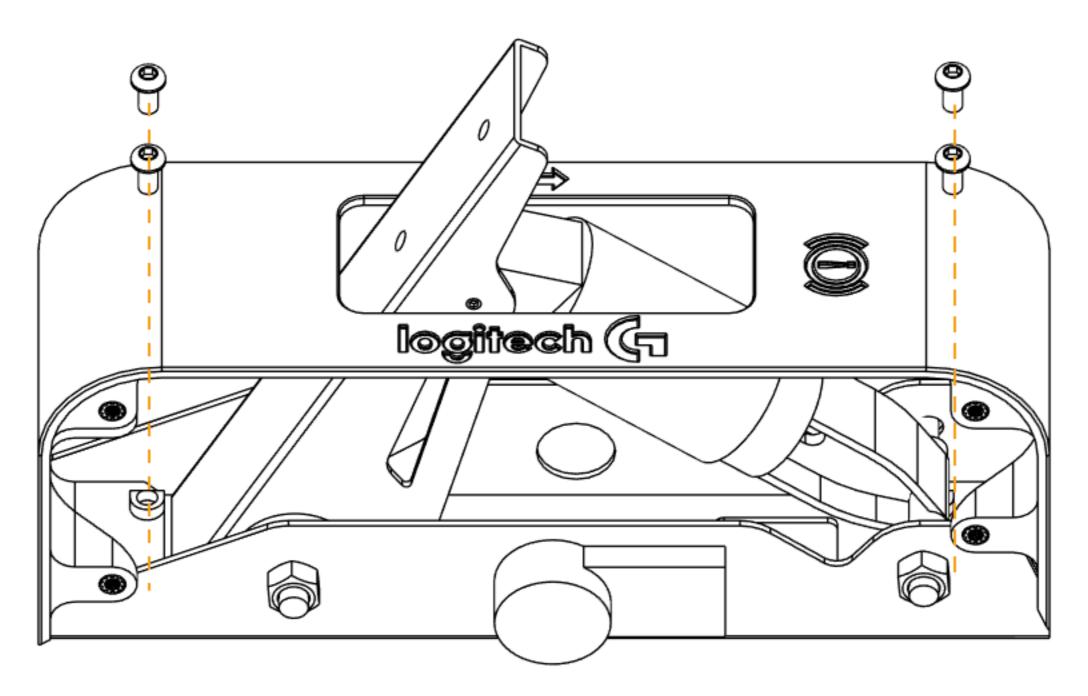
10mm 1pcs 20mm 1pcs



Center Frame

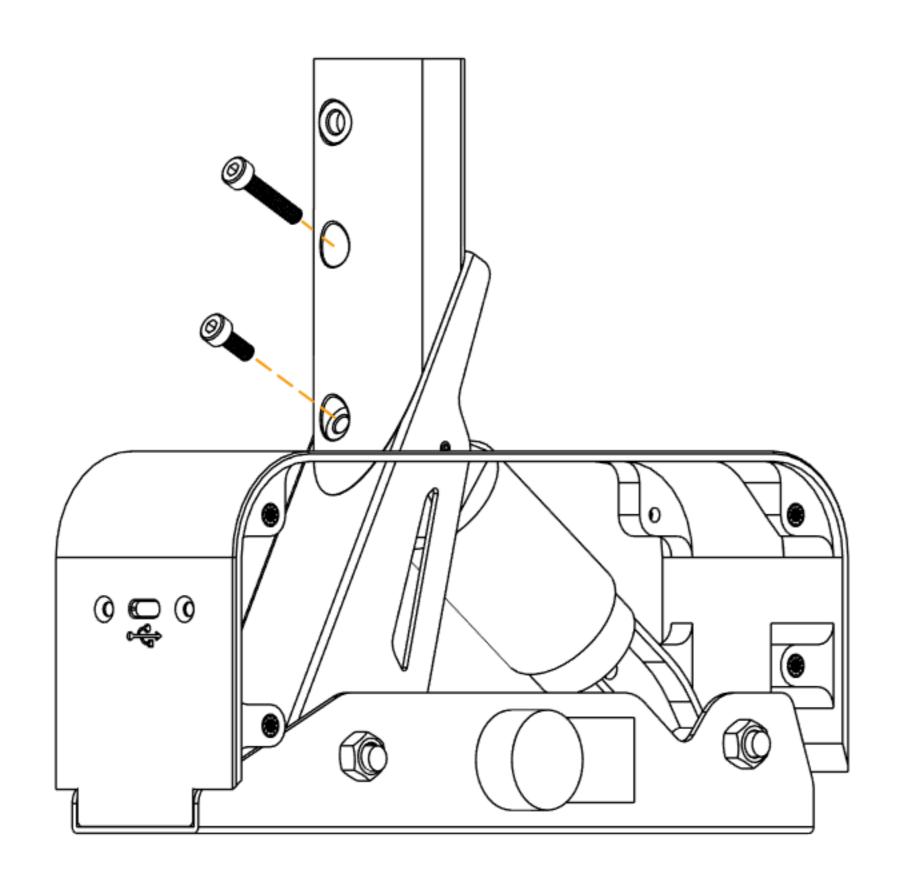


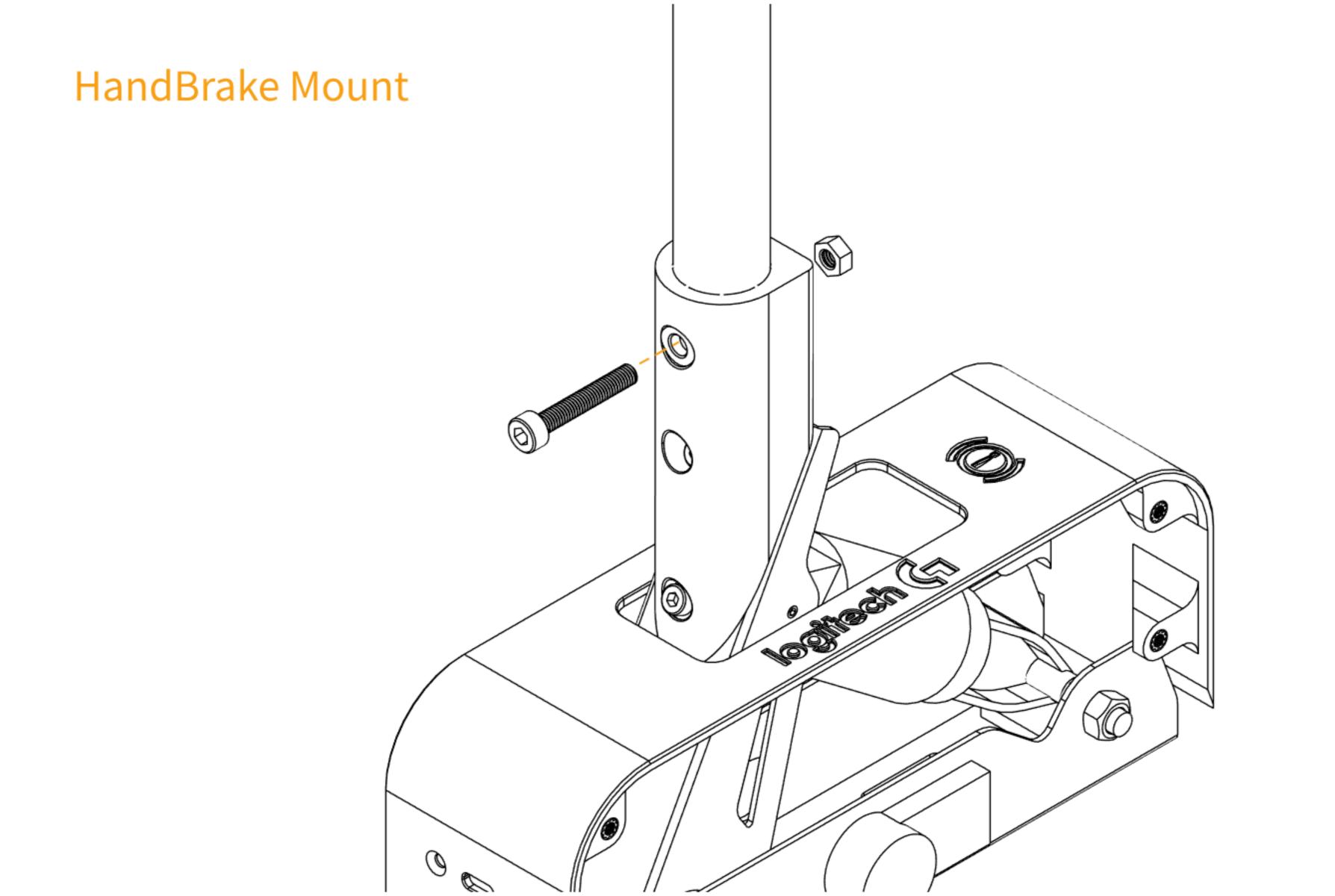
Center Frame



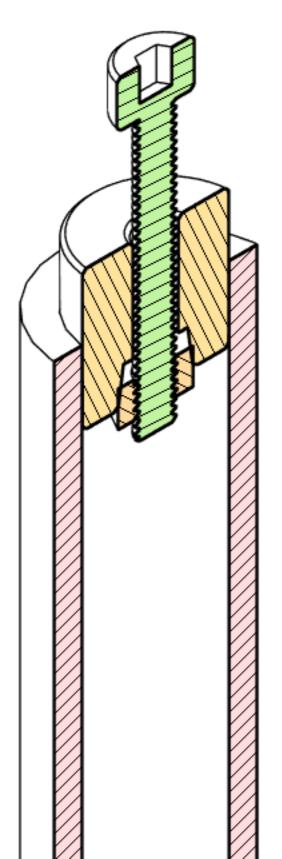
The shaft bolts of the rear piston can be released to fit The space is too tight

HandBrake Mount





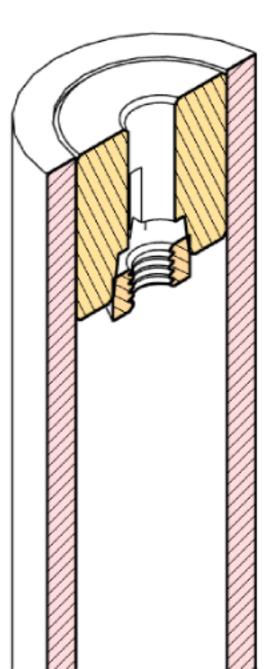
KNOB



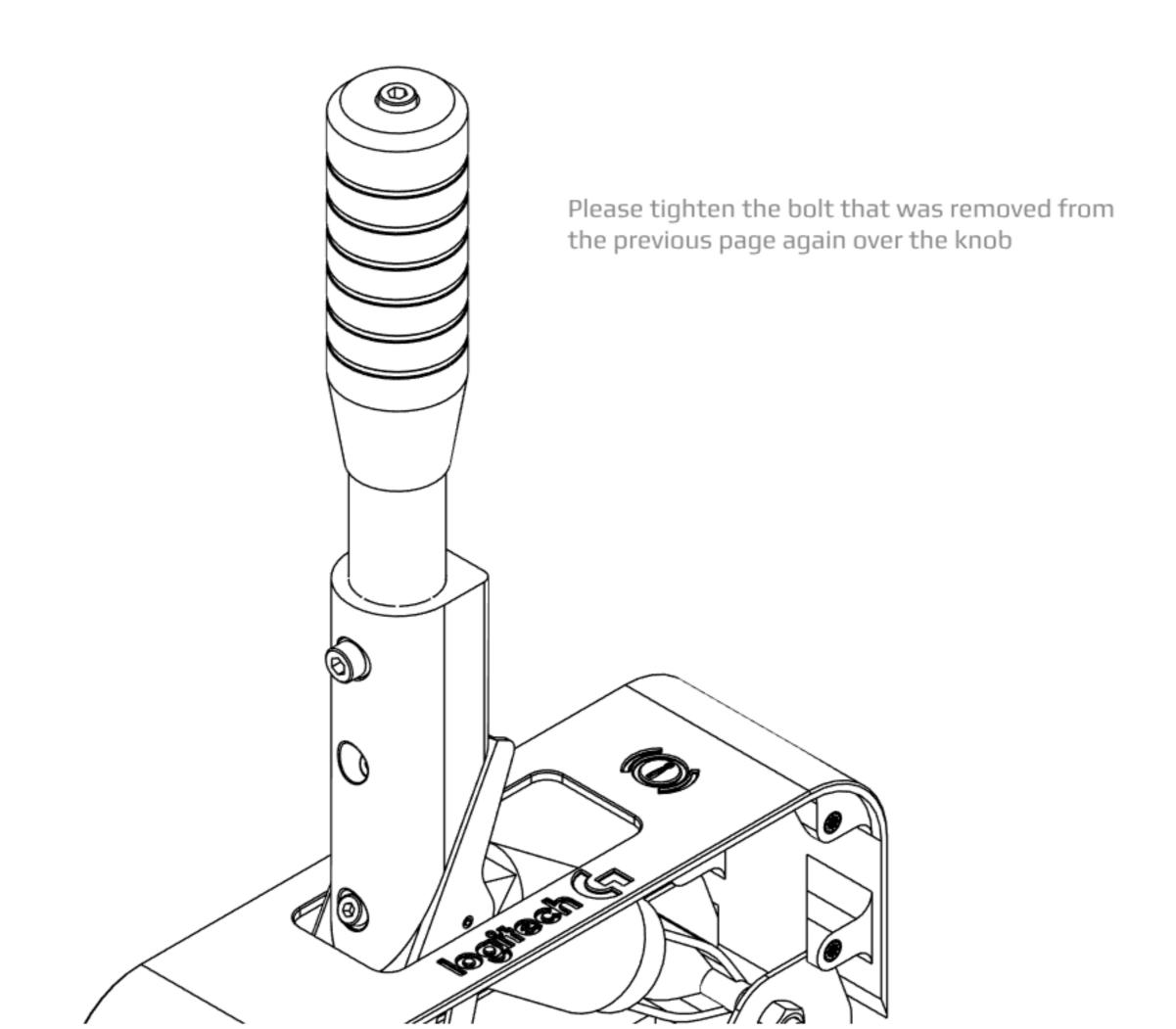
Knob Holder

The knob holder applies pressure in all directions when the bolt is tightened from above Tighten the bolts and nuts lightly

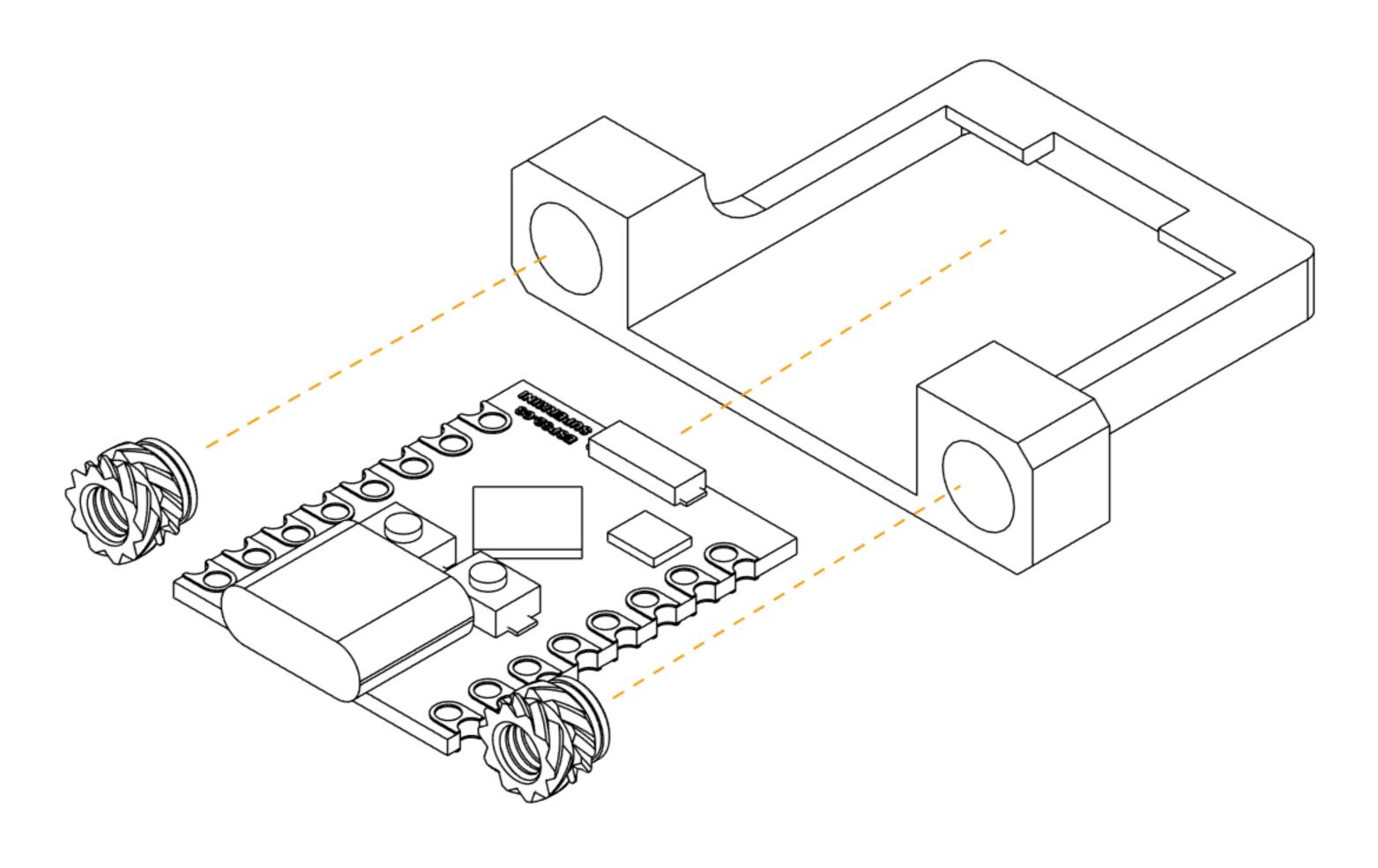
Only tighten the pipe to the extent that it is not loose inside and press it by hand to insert it And after tightening, remove the bolt, as in the image on the right

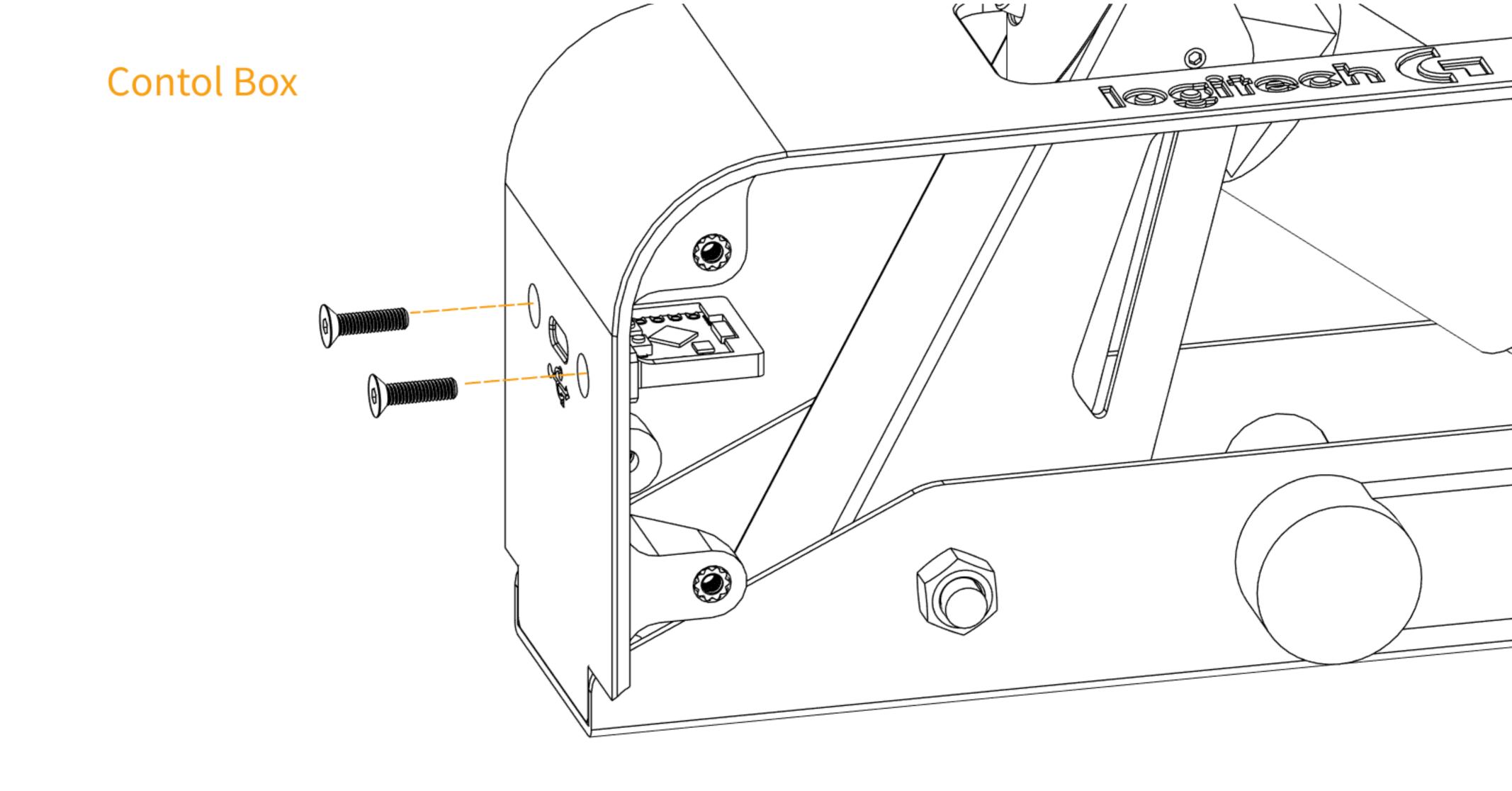


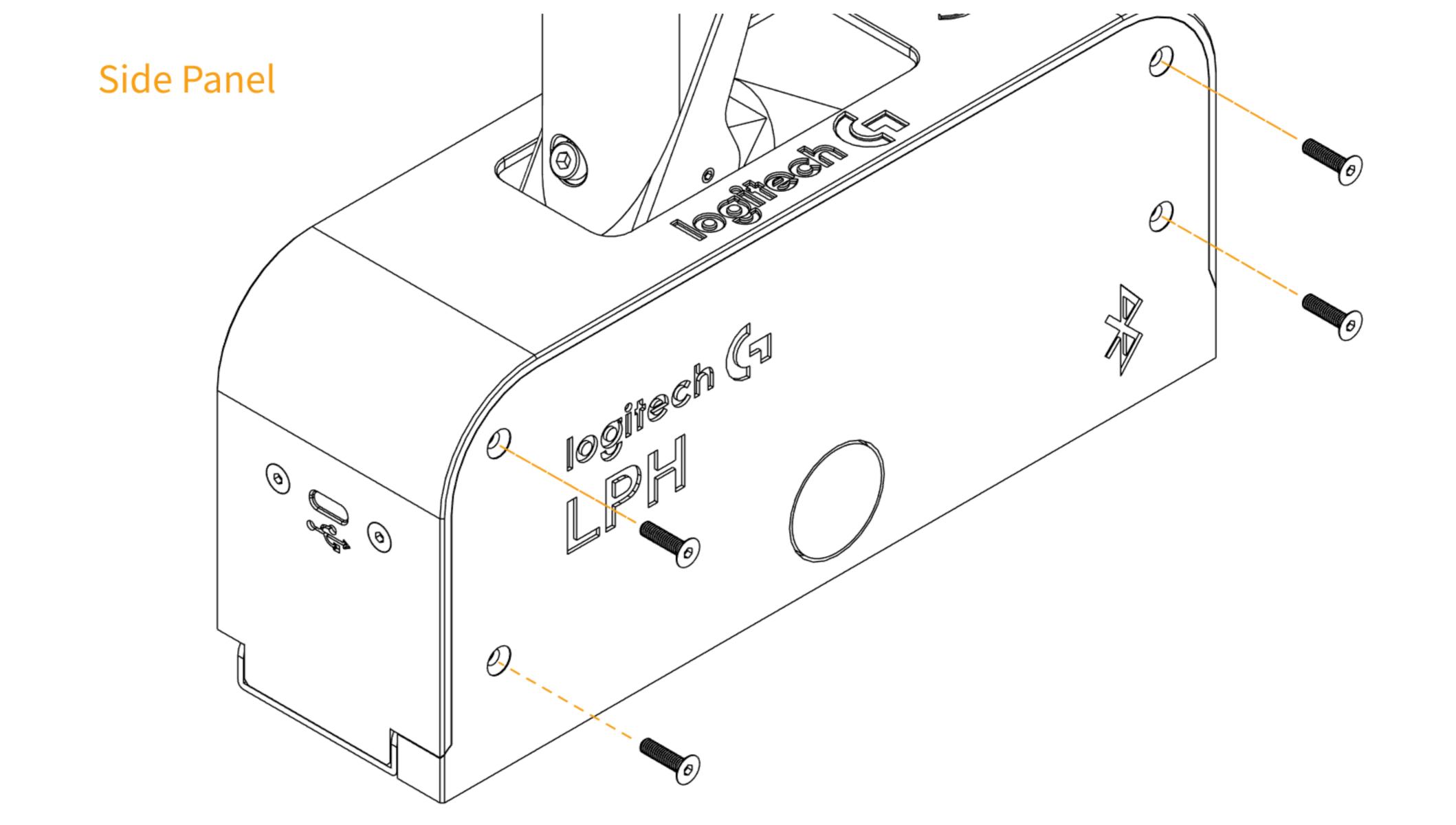
KNOB



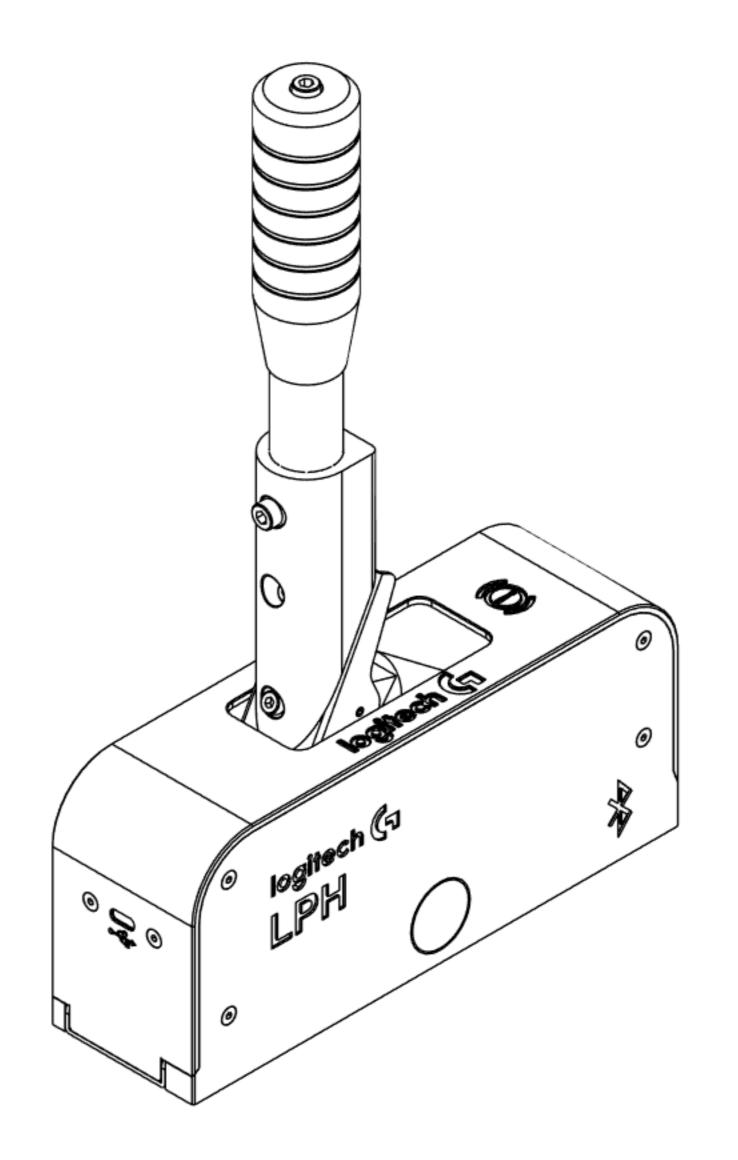
Contol Box



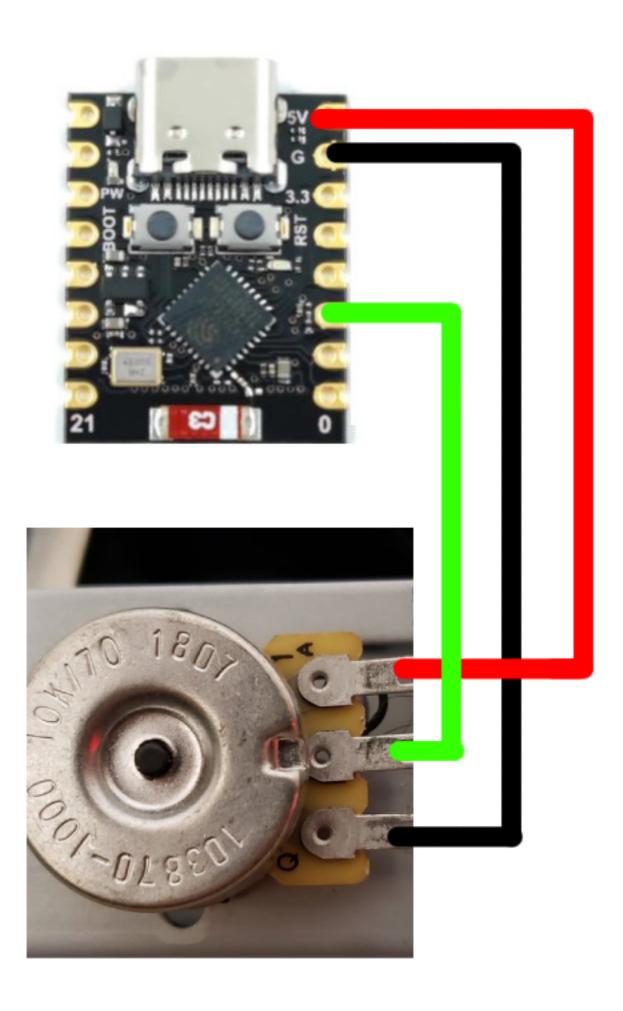




END

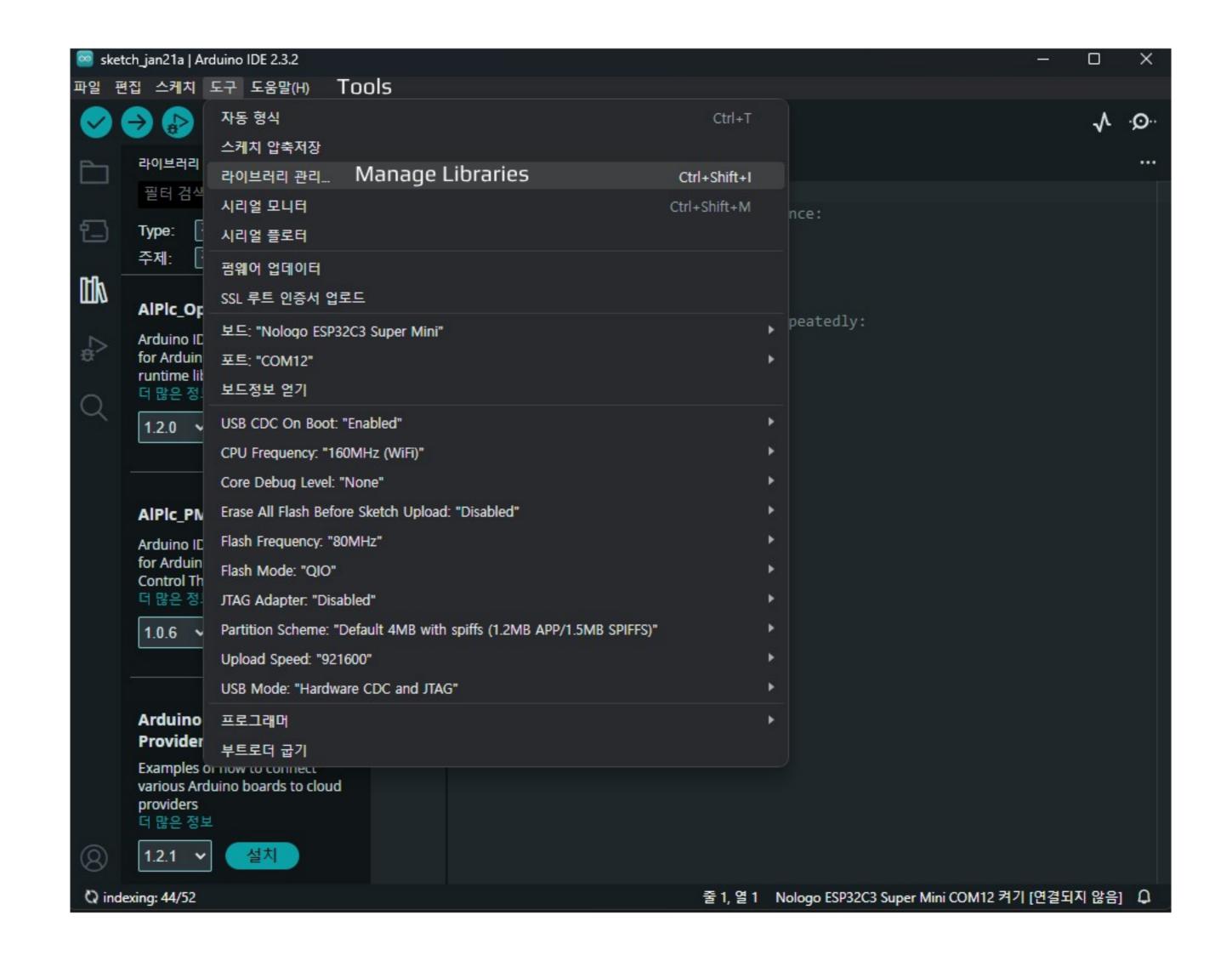


Wiring

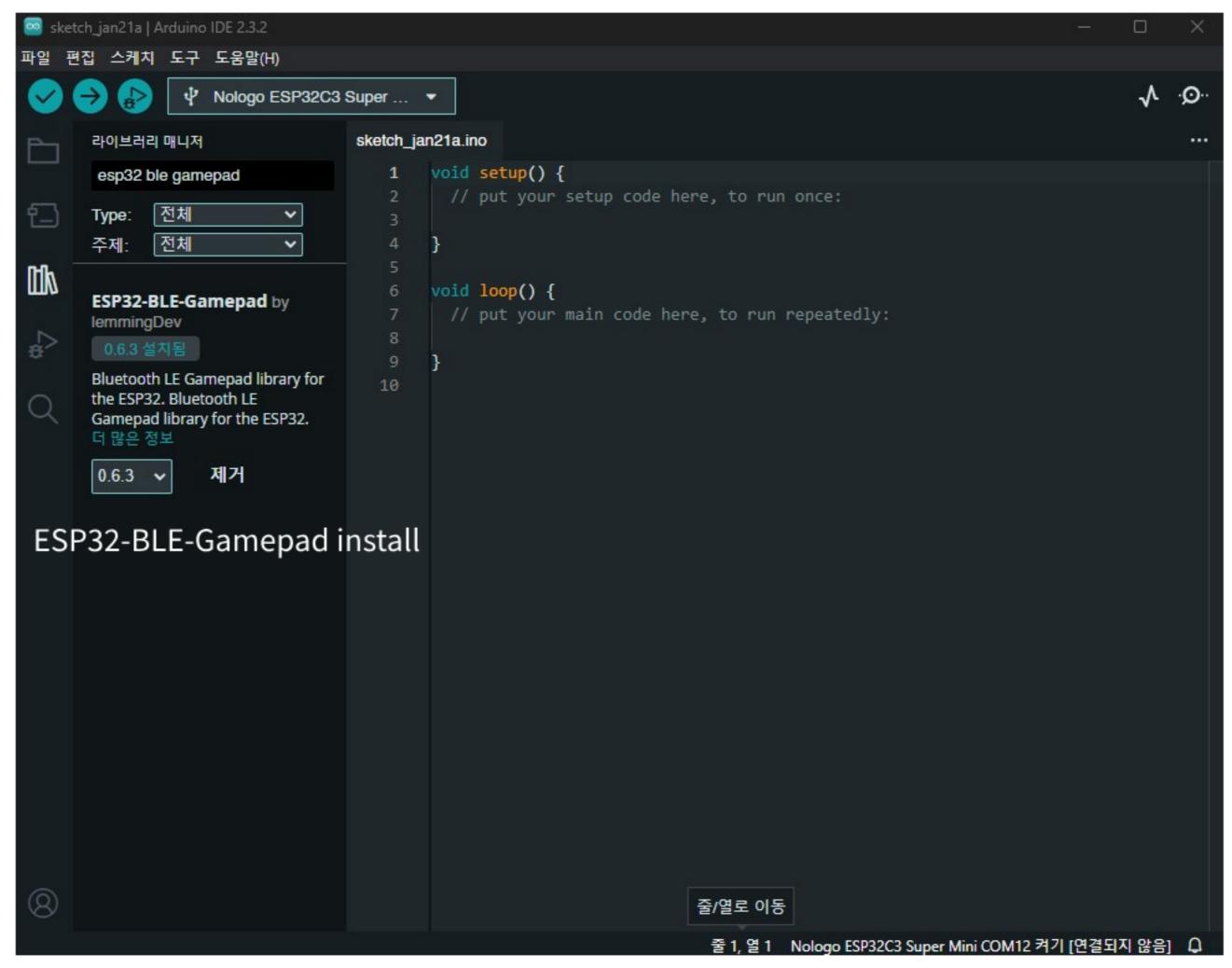


Firmware

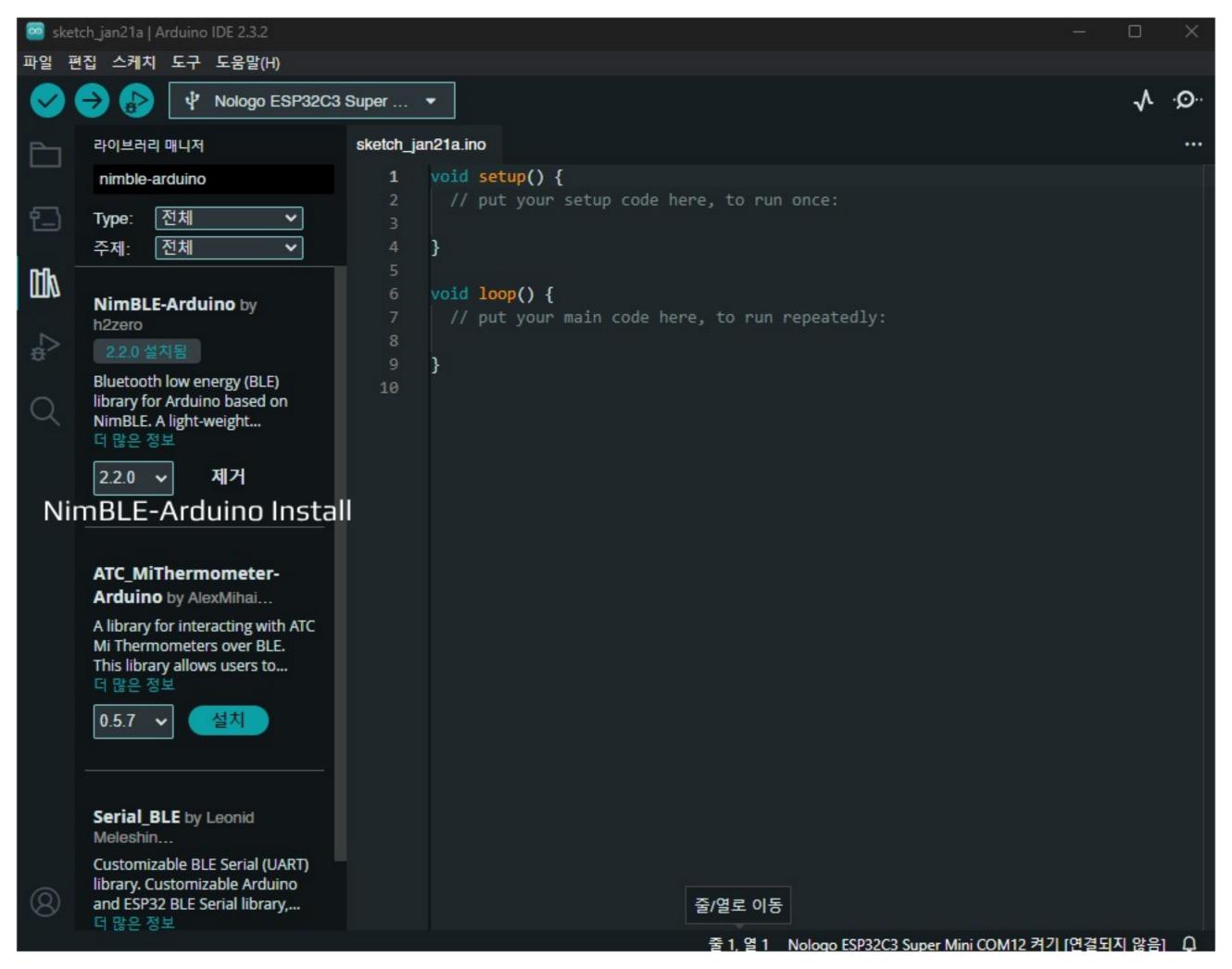
Use Arduino IDE



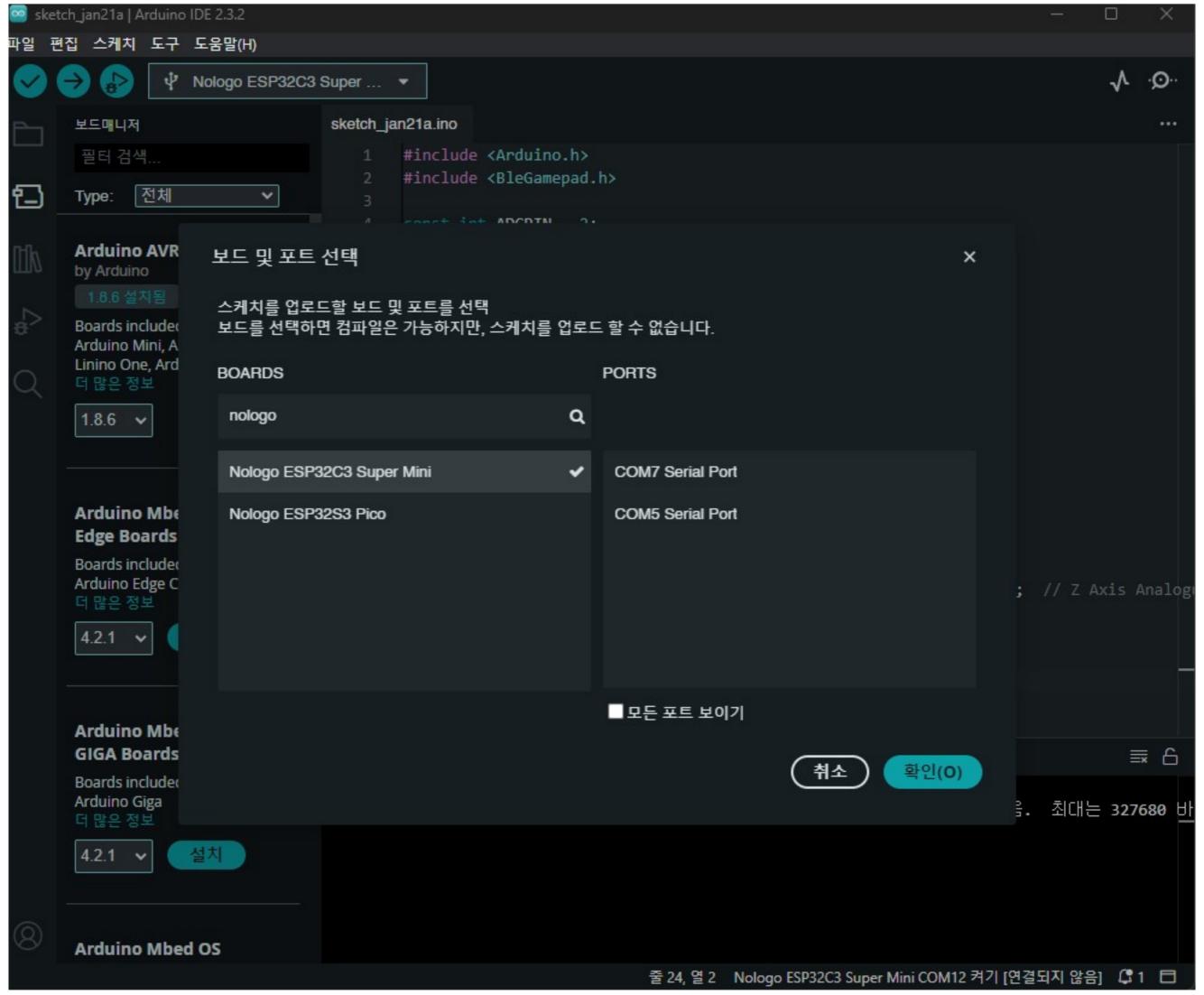
Firmware Use Arduino IDE



Firmware Use Arduino IDE



Firmware Use Arduino IDE



Firmware

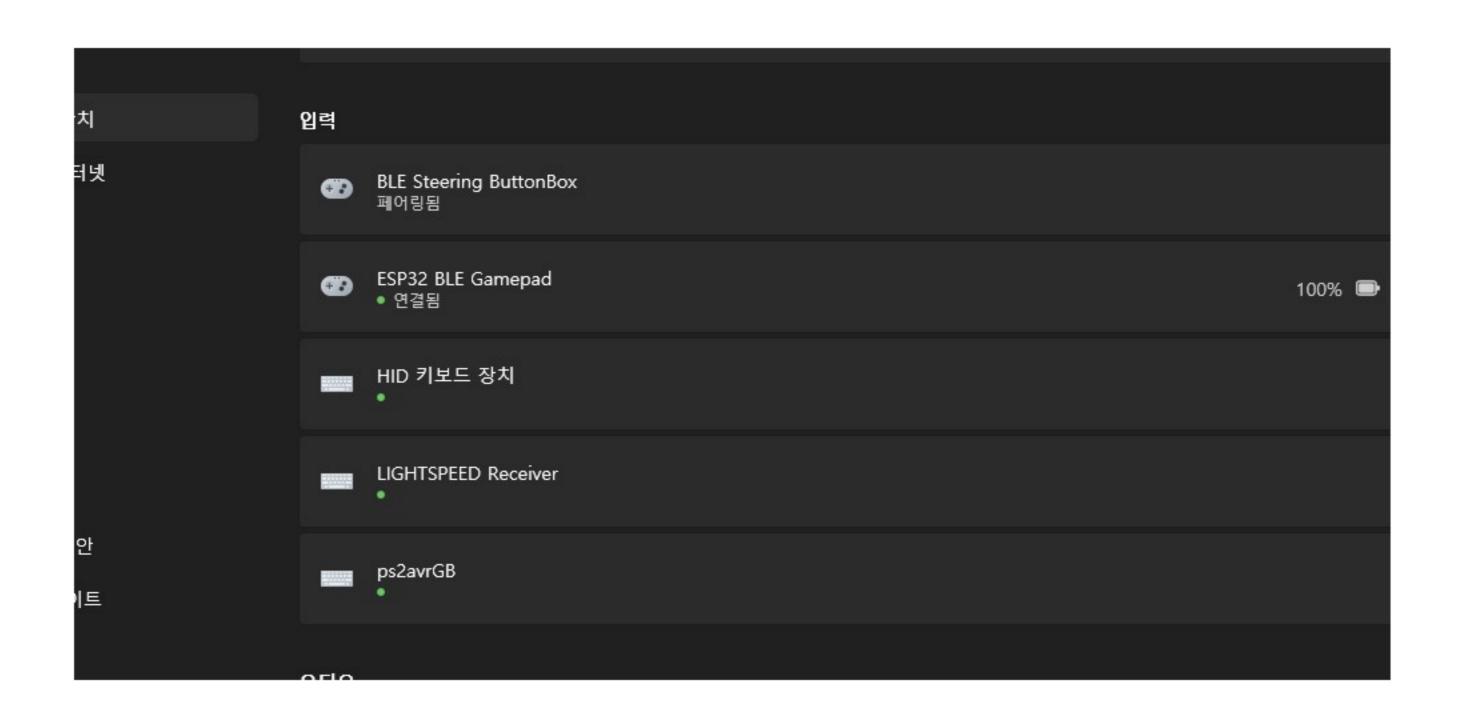
Use Arduino IDE Compile And Upload

```
sketch_jan21a | Arduino IDE 2.3.2
파일 편집 스케치 도구 도움말(H)

♣ Nologo ESP32C3 Super ... ▼

      sketch_jan21a.ino
             #include <Arduino.h>
             #include <BleGamepad.h>
            const int ADCPIN = 2;
            BleGamepad bleGamepad;
            void setup()
                Serial.begin(115200);
                Serial.println("Starting BLE LPH");
                bleGamepad.begin();
       11
        12
                pinMode(ADCPIN, INPUT);
        13 }
        14
        15
            void loop()
                if (bleGamepad.isConnected())
        17
       18
                  int analogValue = analogRead(ADCPIN);
        19
                  float mappedValue = map(analogValue, 0, 4095, 32767, -32767); // Z Axis Analogue Value Mapping
                  bleGamepad.setZ(mappedValue); // ADCPIN to set Z Axis
        21
       22
                  delay(10);
        23
        24
        25
     출력
                                                                                                                 ≡ 6
       스케치는 프로그램 저장 공간 494294 바이트(37%)를 사용. 최대 1310720 바이트.
       전역 변수는 동적 메모리 19572바이트(5%)를 사용, 308108바이트의 지역변수가 남음. 최대는 327680 바이트.
                                                                 줄 24, 열 2 Nologo ESP32C3 Super Mini COM12 켜기 [연결되지 않음] 🚨 1 🗖
```

Firmware Pairing BLE



Firmware

Calibration Controller

Windows USB Game Controller Setting

Press Apply after calibration

