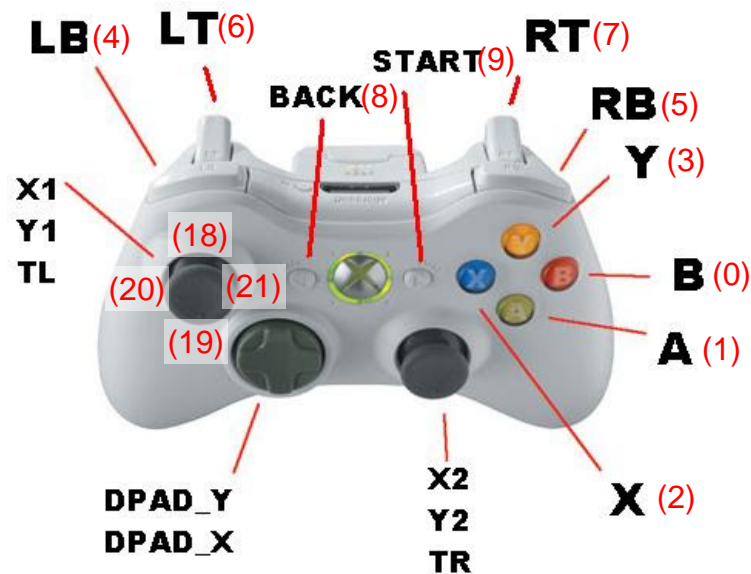


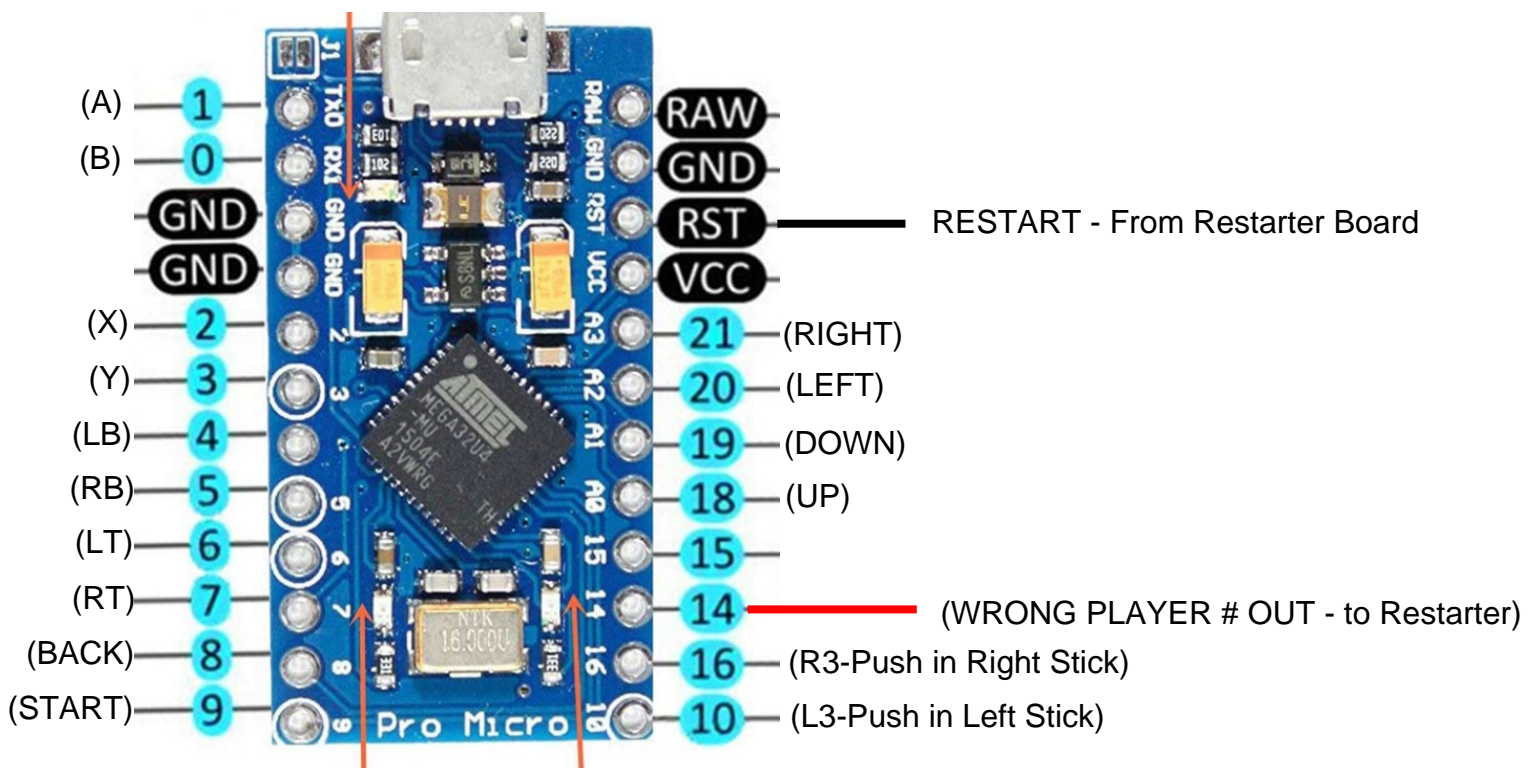
XInput - Digital to Analog + Automatic Player Order Fix (1 Arduino per player + 1 Arduino for Restarting)

Mar 9, 2021
Lee Maskell



Connect all buttons to corresponding pin on one side, and common/ground on the other

PLAYER 1/2/3/4 ENCODER

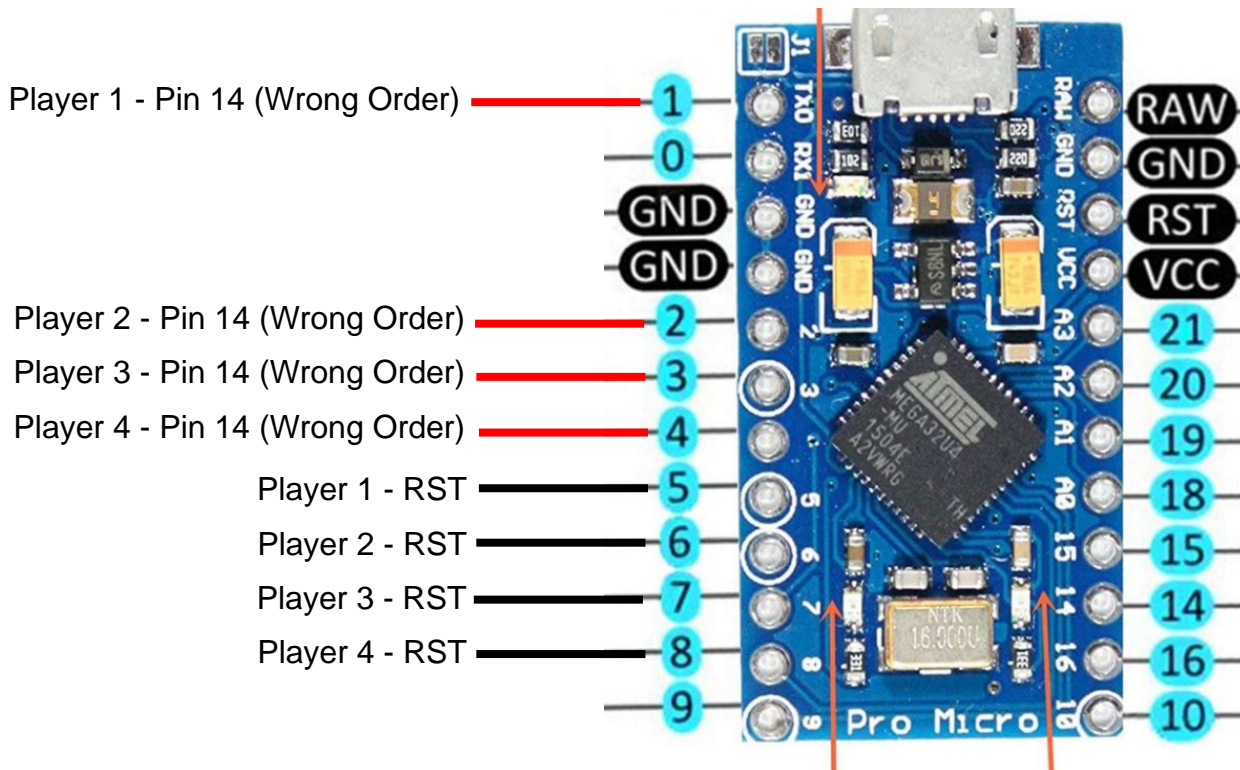


XInput - Digital to Analog + Automatic Player Order Fix (1 Arduino per player + 1 Arduino for Restarting)

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This is a Teensy 3.6, but the code for order restarting board could be run on almost any Arduino (no USB functions required)

Restarter Boarding Wiring



Pin 14 on player encoder boards is programmed to output HIGH if it is reporting wrong player number (as reported by windows). players 1, 2, 3, 4 need to be programmed with respective code to alarm on the correct player numbers.

If pins 1-4 receive a HIGH signal from the player 1, 2, 3, or 4 encoders, it will make outputs 5-8 go low, then go high after 5 seconds 1 at a time with 3 seconds in between.

When connected to RST on the other boards, they will be shutdown while receiving low signal, and start up again once receiving high signal.