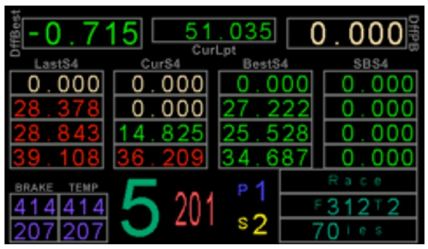


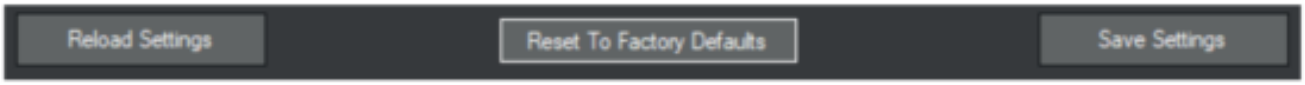
Asetek UGT Controller Manager User Guide

UGT
Controller Manager
Guide

Contents

UGT Controller Manager Guide

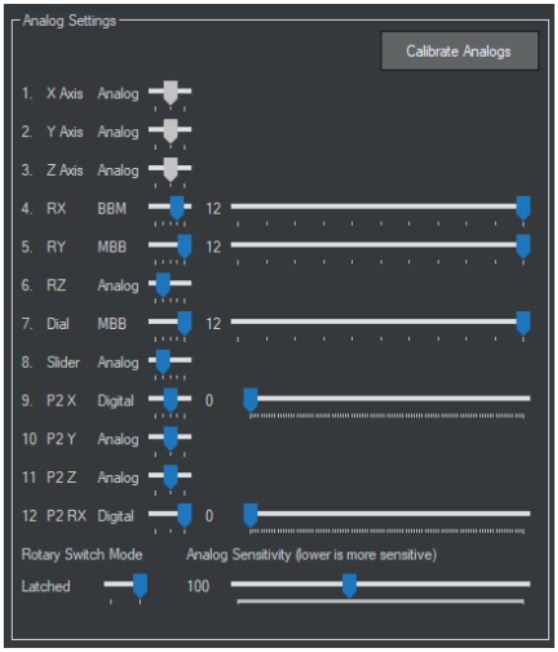
Device Status
Ready: device is detected
Not Detected if the device is not detected, in this mode, you will be unable to use UGT Controller Manager
Firmware: This shows the current firmware version. Click on the button to the right of the firmware version to check for firmware updates and display information about the current firmware.
Software: Shows the current software version. Click on the button to the right of the software version to check for updates and display software information.



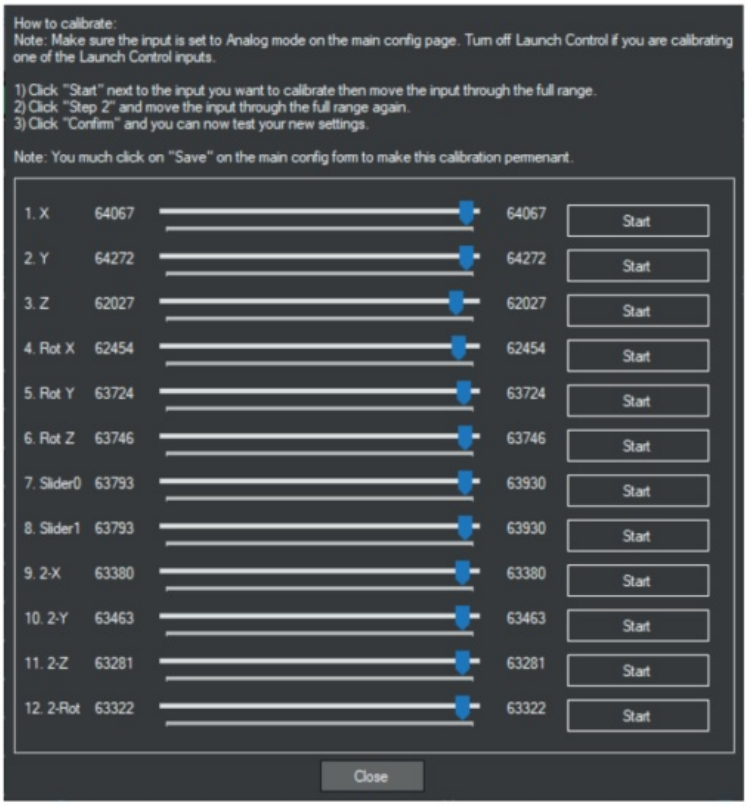
Reload Settings: Reloads the last saved settings
Reset to Factory: Set all options back to factory settings
Save Settings: Saves the current config. Until you click save, none of the changes you have made on the main page or the analog calibration will save

Analog Settings

Analogs 1-3: Analog/Digital/off (note, these are also used for launch control)
Analogs 4-9 Analog/Digital/off/BBM/MBB Analogs 10-12: Analog/Digital/off Configure the analog as required.
If used as a rotary, select BBM (break before make) or MBB (Break Before Make). Set the number of rotary positions using the slider to the right.
Where digital is selected you can adjust the resolution with the slider on the right.
Change your rotary switch mode from latched to pulsed and change overall analog sensitivity using the slider at the bottom.g



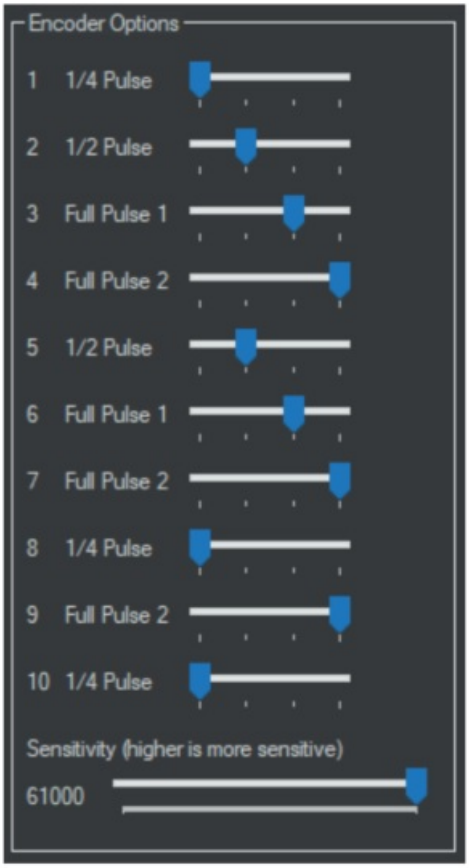
Calibrate Analogs



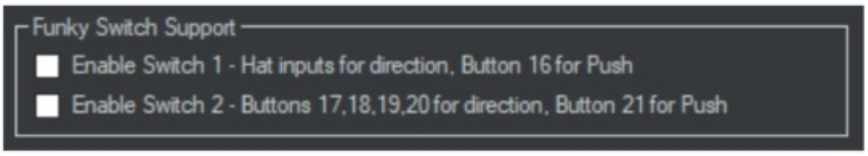
Make Sure an input is set to analog mode on the main config page. Turn off launch control if calibrating one of these inputs. Click start and move the input through the full range
Click Step 2 and move the input through the full range again
Click confirm and you can now test your calibrated analog.
The new calibration is not saved until you click Save in the main window.

Encoders

Encoder pulse type can be selected with the following options:
– 1/4 Pulse
– 1/2 Pulse
– Full Pulse 1
– Full Pulse 2
Sensitivity can also be calibrated using the slider at the bottom.

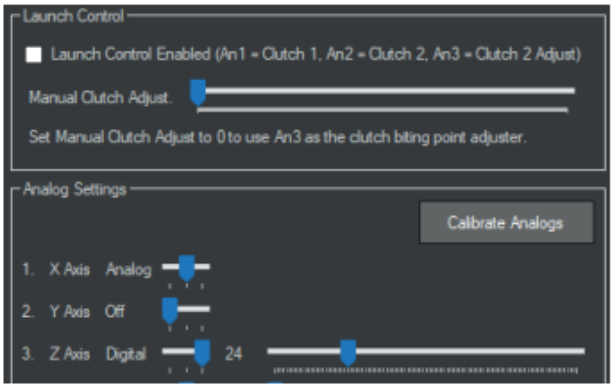


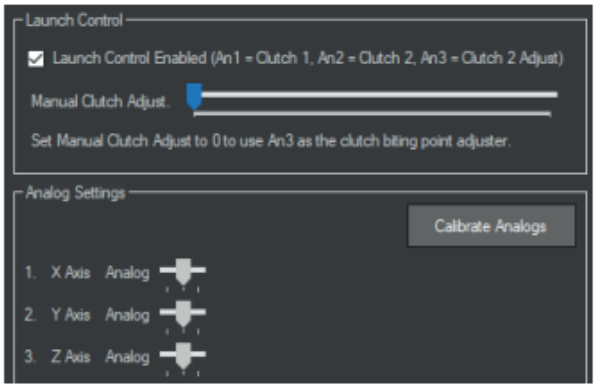
Funky Switches



Turning on Funky Switches Support cancels the directional movement you would normally see from these switches on push.
Funky switches can be wired into any digital encoder input
Switch 1: Must be wired into Hat switch plus button 16 for push
Switch 2: Wire directional into 17, 18, 19, 20 plus button 21 for push

Launch Control



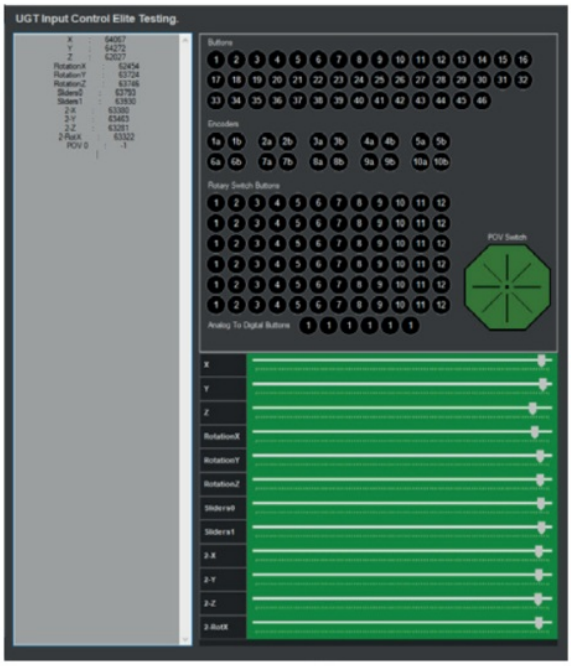


Launch Control uses Analogs 1 (clutch1), 2 (clutch2) and 3 (clutch adjustment). Manual clutch adjustment must be set to 0 to use analog 3 to adjust the biting point.
If you do not have analog 3 connected, you can use the manual clutch slider to set the biting point.
Note that when you set launch control to enabled it sets Analogs 1-3 to Analog.

1 clutch gets to the biting point, the other clutch moves the full movement, adjust moves the biting point.

Input Test

buttons light up green when pressed.
Sliders move as you move the physical input The hat switch shows directional movement in red



Documents / Resources

UGT Controller Manager Guide	**Asetek UGT Controller Manager** [pdf] User Guide UGT Controller Manager, UGT, Controller Manager