



Asetek UGT Controller Manager User Guide

[Home](#) » [ASETEK](#) » Asetek UGT Controller Manager User Guide 



UGT Controller Manager Guide

Contents

1 UGT Controller Manager Guide

2 Analog Settings

3 Calibrate Analogs

4 Encoders

5 Funky Switches

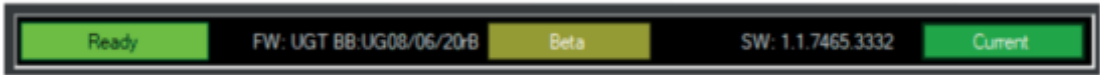
6 Launch Control

7 Input Test

8 Documents / Resources

9 Related Posts

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

Reset To Factory Defaults

Save Settings

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

The screenshot displays the 'Analog Settings' window with a 'Calibrate Analogs' button in the top right. It lists 12 analog channels, each with a dropdown menu for mode selection and a corresponding slider for configuration.

Channel	Mode	Value/Resolution
1. X Axis	Analog	
2. Y Axis	Analog	
3. Z Axis	Analog	
4. RX	BBM	12
5. RY	MBB	12
6. RZ	Analog	
7. Dial	MBB	12
8. Slider	Analog	
9. P2 X	Digital	0
10. P2 Y	Analog	
11. P2 Z	Analog	
12. P2 RX	Digital	0

At the bottom, there are two additional settings:

- Rotary Switch Mode:** A toggle switch currently set to 'Latched'.
- Analog Sensitivity (lower is more sensitive):** A slider set to 100.

Calibrate Analogs

How to calibrate:
 Note: Make sure the input is set to Analog mode on the main config page. Turn off Launch Control if you are calibrating one of the Launch Control inputs.

- 1) Click "Start" next to the input you want to calibrate then move the input through the full range.
- 2) Click "Step 2" and move the input through the full range again.
- 3) Click "Confirm" and you can now test your new settings.

Note: You must click on "Save" on the main config form to make this calibration permanent.

1. X	64067		64067	<input type="button" value="Start"/>
2. Y	64272		64272	<input type="button" value="Start"/>
3. Z	62027		62027	<input type="button" value="Start"/>
4. Rot X	62454		62454	<input type="button" value="Start"/>
5. Rot Y	63724		63724	<input type="button" value="Start"/>
6. Rot Z	63746		63746	<input type="button" value="Start"/>
7. Slider0	63793		63930	<input type="button" value="Start"/>
8. Slider1	63793		63930	<input type="button" value="Start"/>
9. 2-X	63380		63380	<input type="button" value="Start"/>
10. 2-Y	63463		63463	<input type="button" value="Start"/>
11. 2-Z	63281		63281	<input type="button" value="Start"/>
12. 2-Rot	63322		63322	<input type="button" value="Start"/>

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

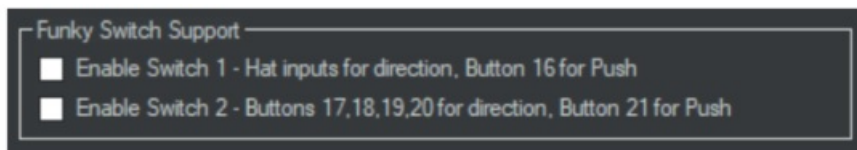
Encoder pulse type can be selected with the following options:

- 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



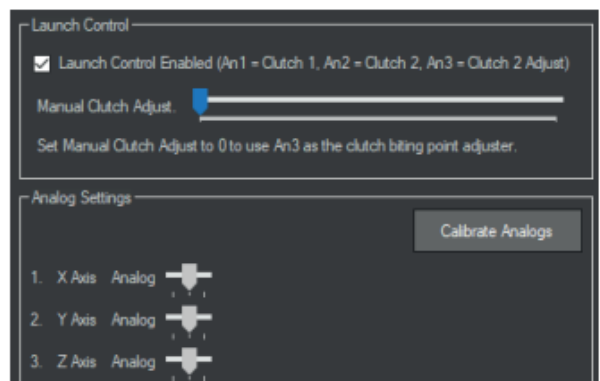
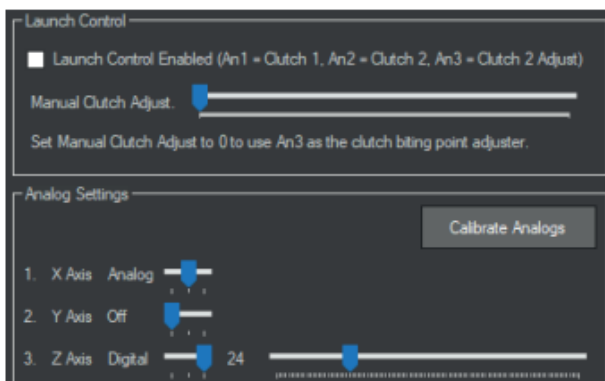
Turning on Funky Switches Support cancels the directional movement you would normally see from these switches on push.

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.

