# PWA-Encoder Manual for Pokeys

I.

Three **fast** encoders input pairs are available only on selected input pins (**pins 1-2 as encoder 1, pins 5-6 as encoder 2, pins 15-16 as encoder 3**) and can handle quadrature signal frequencies to about 100 kHz. When activated, fast encoders logically replace the 'normal' encoders 1, 2 and 3. But also works with normal encoders.

II.

Define in Pokeys Configurator Pin 1, 2, 5, 6, 15, 16 as shown above. Pin 1, 2 is encoder 1. Pin 5, 6 is encoder 2 and so on. I.e. Pin 1 for Channel A, Pin 2 for Channel B.
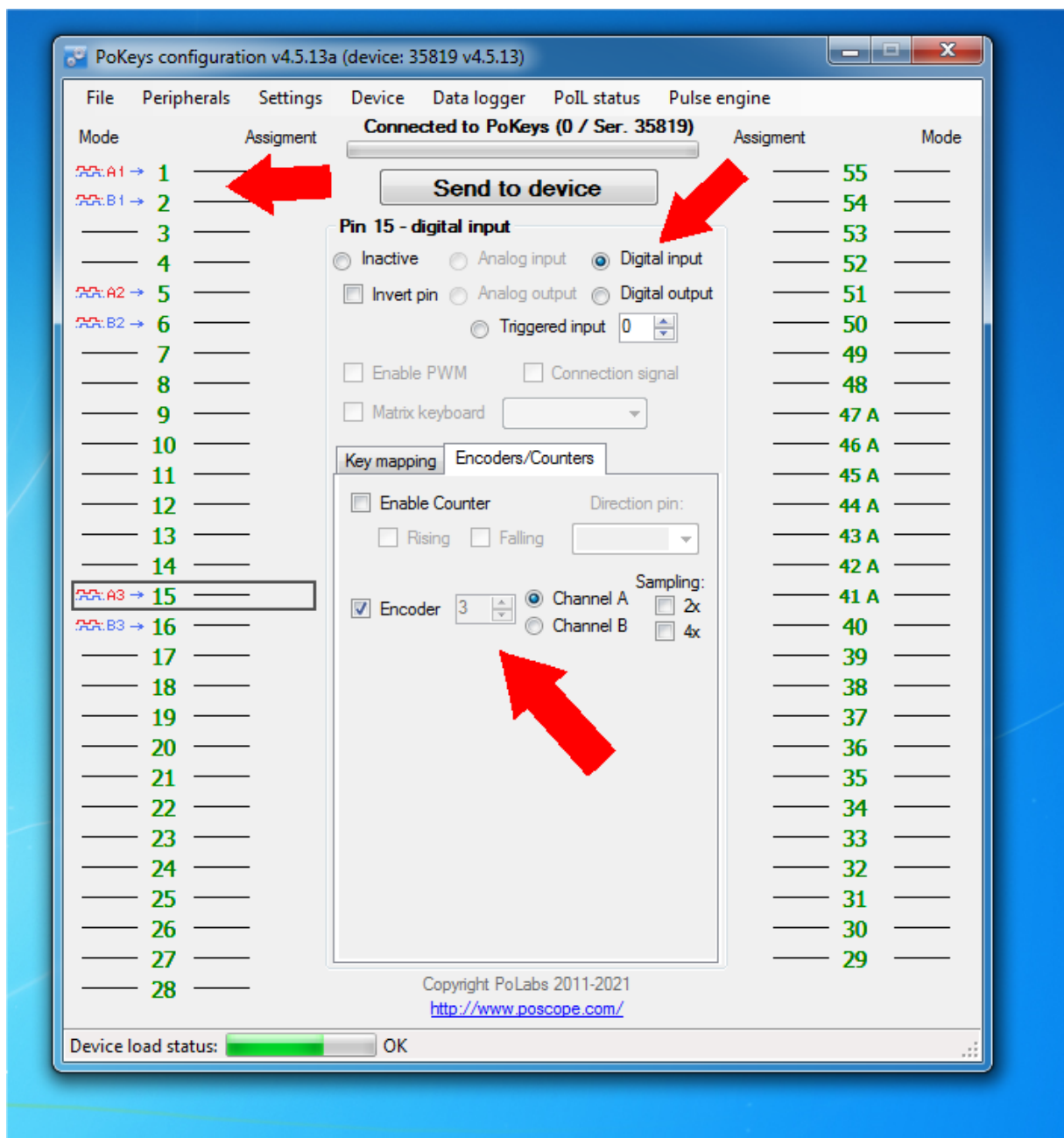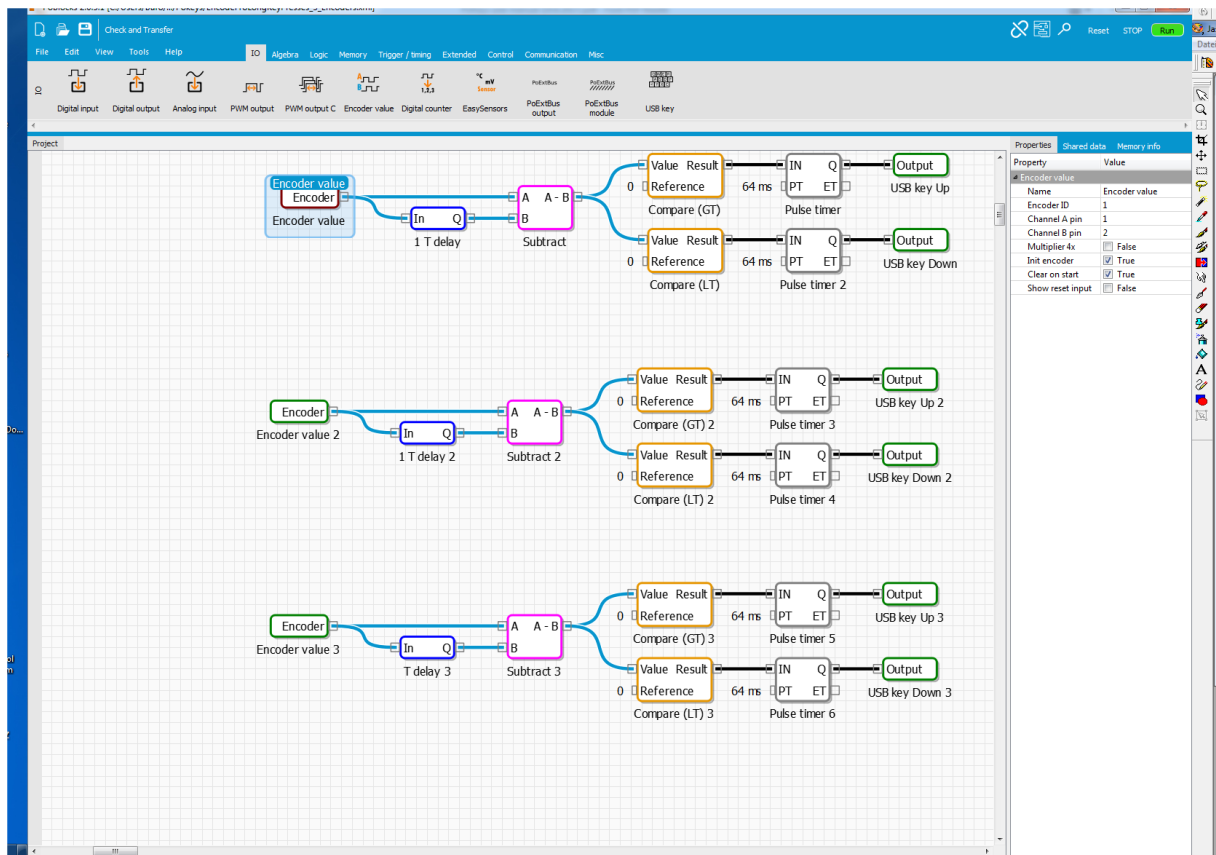
<u>Don´t define a character in keymapping. Leave it blank! Characters will be created by Poblocks (see below!).</u>

After this: **Send to Device!**

III.

Start Polabs.

Load Script "EncoderToLongKeyPresses_3_Encoders.xml"

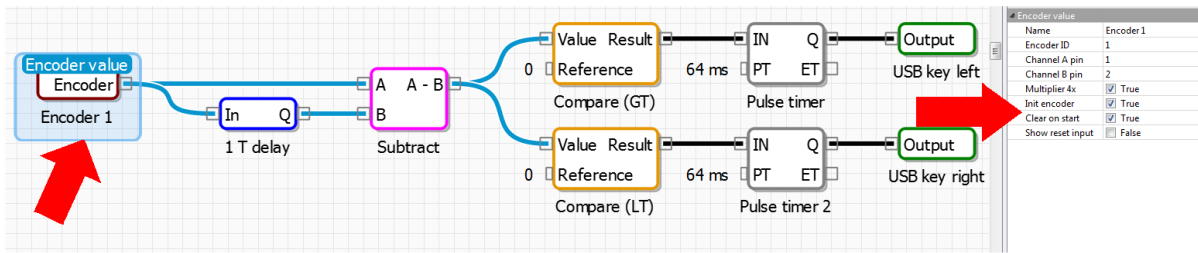For changes set encoder ID (i.e. 1) and chancel number equivant to your Pokeys-settings (see above).
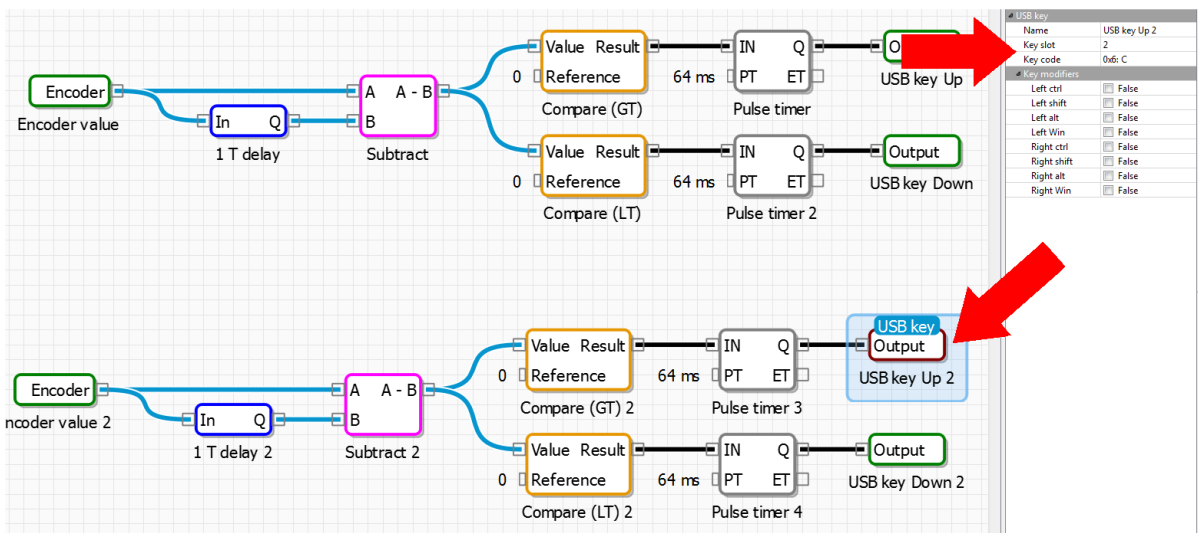
Set "multiplier 4x" on true.

Set "init encoder" on true.

Set "clear on start" on true.

Define every Output-block: Set key slot with an own number continuously in relation to the other Output-blocks (first on "0", second on "1", third on "2",…..).

Set in the next line the character you need in flightsimulator (i.a. "ALT Shift A").

IV.

Set in project properties Auto Start on true.

Compile ("check and transfer") and run!

In the case of changes: STOP PoBlocks/Compile(Check and Transfer)/RUN

Be happy ;-) !