Ready to use modules with: KeyWarrior28, MouseWarrior28, JoyWarrior28, SpinWarrior28



**Code Mercenaries** 

#### 1. Features

xWarrior28-MOD are ready to use PCB modules with the KeyWarrior28, MouseWarrior28H8L, JoyWarrior28GP32, JoyWarrior28A12L, JoyWarrior28A12-32, JoyWarrior28A12-16, SpinWarrior28A3, SpinWarrior28R4, or SpinWarrior28R6 chips on them.

The modules have a full speed USB interface and all basic components for the operation of the chips. Only the electromechanical components like keys, buttons, and joystick mechanics need to be connected.

#### 2. Variants

### 2.1 KeyWarrior28-MOD

Based on the KeyWarrior28 this module is a keyboard controller for up to 64 keys in a 8x8 matrix.

- Custom keyboard layout programmable via USB
- Each key can be a modifier plus a typing key
- Mouse function with cursor control via keys
- 32 media control and application keys supported
- Two function shift keys (FN) to switch to a second and third key table
- Up to 19 macros with up to 31 keys each
- Macros can be static, typing, or cell phone like
- Security features prevent overwriting keyboard layout by users
- Unique serial number for definite identification
- 16 bytes of programmable customer data for version tracking and other purposes
- Support for Caps lock, Num lock and Scroll lock LEDs
- FN functions can be activated by the lock LEDs

#### 2.2 MouseWarrior28H8L-MOD

This hybrid joystick and mouse controller uses the MouseWarrior28H8L and offers 4 analog inputs with 8 bit resolution.

- Runtime switching between mouse and joystick
- Compatible with hall sensors etc.
- Up to six buttons connected direct
- Autocalibration and autocentering pin selectable
- Dynamic recentering for drift compensation pin selectable
- 4 auxiliary outputs i.e. to control LEDs, supporting flashing modes

## 2.3 JoyWarrior28GP32-MOD

Digital joysticks or gamepads are supported by the JoyWarrior28GP32. Directions are controlled by four switch inputs.

- Supports up to 32 buttons, arranged in a 8x4 matrix, or up to 12 buttons connected direct
- Enable output to signal suspend mode to external circuitry
- Mouse emulation mode pin selectable at run time

### 2.4 JoyWarrior28A12L-MOD

This JoyWarrior28A12L based module offers four analog axes with 12 bit resolution each.

- Supports 8 direct connected buttons or 16 buttons in a 4x4 matrix (pin selectable)
- 4 auxiliary outputs i.e. to control LEDs, supporting flashing modes
- Enable output to signal suspend mode to external circuitry

### 2.5 JoyWarrior28A12-32-MOD

This JoyWarrior28A12-32 based module offers four analog axes with 12 bit resolution each.

- Supports 12 direct connected buttons or 32 buttons in a 4x8 matrix (pin selectable)
- Enable output to signal suspend mode to external circuitry

# 2.6 JoyWarrior28A12-16-MOD

This JoyWarrior28A12-16 based module offers eight analog axes with 12 bit resolution each.

- Supports 8 direct connected buttons or 16 buttons in a 4x4 matrix (pin selectable)
- Enable output to signal suspend mode to external circuitry

# 2.7 SpinWarrior28A3-MOD

Module with the incremental encoder controller SpinWarrior28A3.

- 3 encoders plus 6 digital inputs
- 16 bit absolute position tracking
- Index inputs for reset of position
- max. 60 kHz encoder signal frequency for ca. 250,000 steps per second

### 2.8 SpinWarrior28R4-MOD

Module with the incremental encoder controller SpinWarrior28R4.

- 4 encoders plus 7 switches
- 8 bit relative position tracking
- Up to 25 kHz encoder signal frequency for up to 100,000 steps per second

### 2.9 SpinWarrior28R6-MOD

Module with the incremental encoder controller SpinWarrior28R6.

- 6 encoders plus 3 switches
- 8 bit relative position tracking
- Up to 25 kHz encoder signal frequency for up to 100,000 steps per second

### 3. Using the xW28-MOD

To use a xW28-MOD you have to solder connections to the mechanical parts and a USB cable to the module.

A detailed description of the pins and the function of the individual controller can be found in the respective data sheets:

JoyWarrior28A12xx
JoyWarrior28GP32
MouseWarrior28H8L
KeyWarrior28
SoinWarrior28xx
- JoyWarrior28 Datasheet
- JoyWarrior28 Datasheet
- KeyWarrior28 Datasheet
- SpinWarrior28 Datasheet

#### 3.1 Pinout

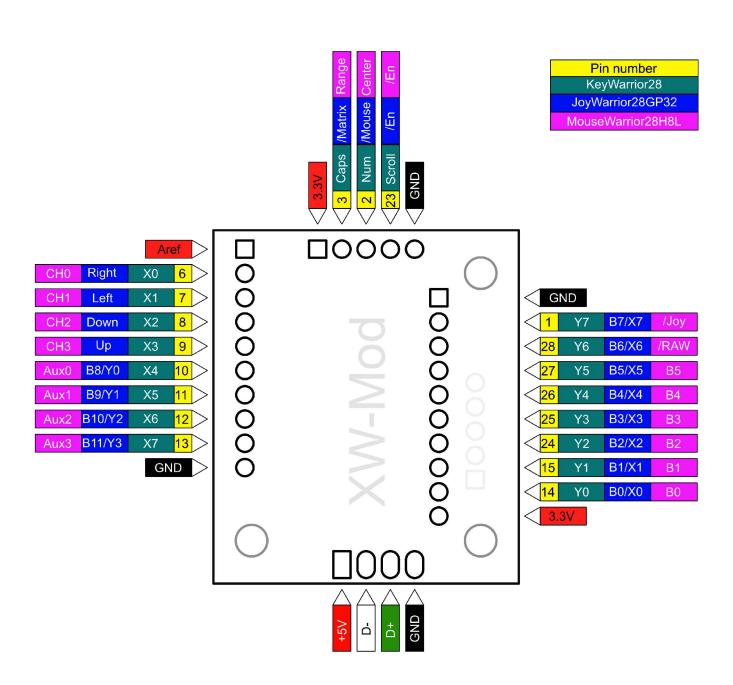
See the diagrams on the following pages for the pin assignment.

The USB connections are labeled with their signal names on the board.

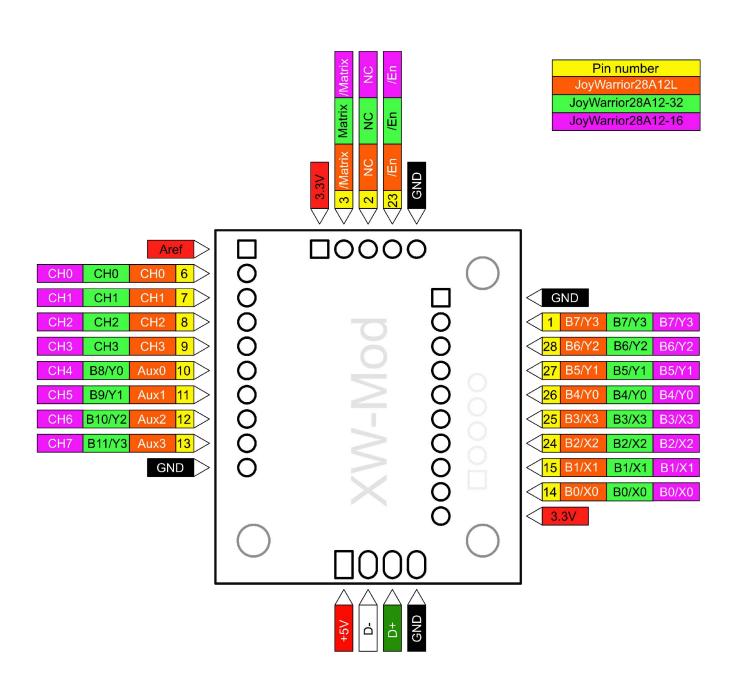
When using a standard compliant USB cable the wire colors are as follows:

Red +5 V White D-Green D+ Black Gnd

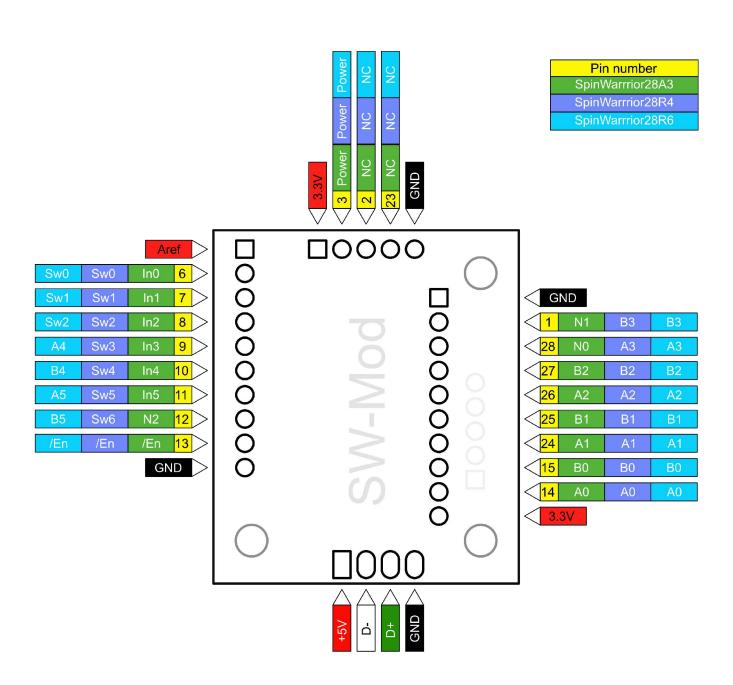
3.2 Pinout for KW28-MOD, JW28GP32-MOD, MW28H8L-MOD



3.3 Pinout for JW28A12L-MOD, JW28A12-32-MOD, JW28A12-16-MOD



3.4 Pinout for SW28A3-MOD, SW28R4-MOD, SW28R6-MOD



## 4. Troubleshooting

There are very few things that can go wrong with a xW28-MOD.

The most common faults are due to switched wires for the USB cable.

A device showing up that can not be initialized can be a result of D+/D- being swapped.

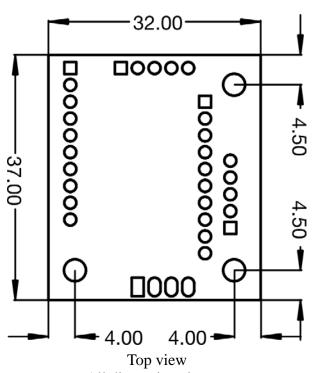
If all connections are correct but the xW28-MOD does not show up on the USB try a different host computer.

### 4.1 MouseWarrior28H8L-MOD does not start

MouseWarrior28H8L has a self calibration function that can cause a problem when not all axes are used.

Unless all four axes are in a value range of about  $\pm 40\%$  of the center position, the controller will not calibrate and not send data. So any unused axis should be tied to a 50% position by using two identical resistors as a voltage divider between Aref and Gnd.

### 5. Mechanical dimensions



All dimensions in mm Mounting holes: 3.2 mm diameter for M3 screws

# 6. Absolute maximum ratings

Storage Temperature	65°C to $+150$ °C
Ambient Temperature with power applied	$40^{\circ}$ C to $+85^{\circ}$ C
Supply voltage on +5V relative to GND	0.3 V to +6.5 V
DC input voltage into any pin	0.3 V to +4 V
Maximum current into all ports	80 mA
Power Dissipation	max. 170 mW
Static discharge voltage	
Latch-up current	

These values must not be exceeded, or the device may be damaged.

## 7. RoHS compatibility

xWarrior28-MOD conforms to the requirements that are necessary to use it in a RoHS compliant device.

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