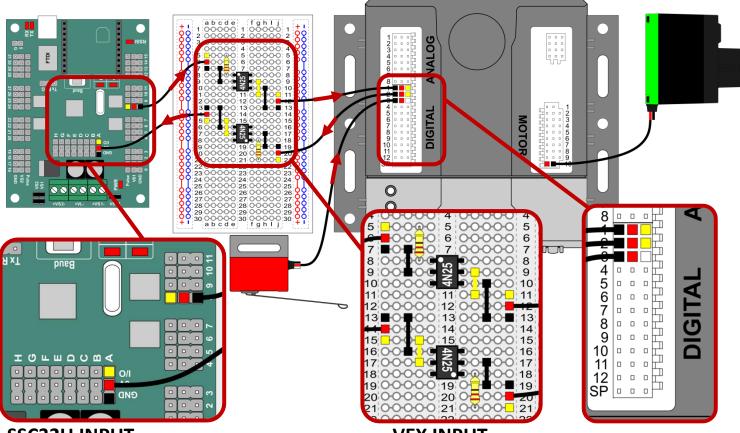


USB SSC32U VEX to Lynx and Lynx to VEX Handshaking Layout



SSC32U INPUT

Input ports A-D on the SSC32U can be used to RECEIVE signals into a FlowArm program

Input A: Rewinds and starts a program from the beginning

Input B: Restarts a program from a pause

Input C: Restarts a program from a pause

Input D: Stops a program

SSC32U OUTPUT

Output ports 8-15 can be used to SEND signals from the SSC32U

To record an output in the FlowARM software, click on the output toggle that matches the output port your PWM cable is attached to. Once the output is toggled the frame should be recorded. The signal will continue to be sent for the duration of the frame.

Note: An output signal may not be set as the last step in a

program



VEX INPUT

An input can be received from the optical isolator on the Cortex as a TOUCH on any input from dgtl1 – dgtl12

An Until Touch can easily be used to receive a signal

VEX OUTPUT

Low voltage outputs can be sent from the VEX Cortex by assigning one of the input ports dgtl1 – dgtl12 as a digital output. The digital outputs can be used to SEND signals from the VEX CORTEX

Note: DO NOT use a motor port to send the output from the VEX Cortex.

To send a digital signal you can use the following command SensorValue[ToYours]=1

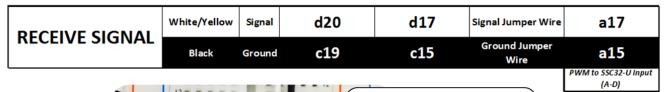
EXAMPLE:



Example Setup

PWM from Cortex Digital Out

SEND SIGNAL	Black	Ground	j23	h23	Ground Jumper Wire	h20
	White/Yellow	Signal	j25	g25	Resistor Jumper	g21





abcde

Note: RECEIVED Signal from VEX Cortex to Lynxmotion SSC32-U



Note: Install male header pins to adapt PWM cables

