



Removal and Installation of the Plateless Model 3 & OSCAR Pro

Before you attempt to disassemble the spinner, please take note of the location of the optics with respect to the encoder wheel. This will help you re-align the optics after final assembly into your control panel.

Removal

1. Remove the spinner knob. This will require a 5/64" Allen wrench. With the spinner knob removed, the shaft/flywheel assembly will be kept from sliding out through the bearing by the optics.
2. Loosen the screw holding the optic board to the bracket. It may be necessary to completely remove the optic board to remove the shaft/flywheel assembly.

Installation

1. Locate a suitable place on your control panel with adequate clearance for the spinner assembly.
2. Drill a 3/8" hole in the control panel for the bearing/bracket assembly. If using a handheld drill, keep the drill perpendicular to the control panel surface for proper bearing installation. The bearing assembly will press firmly into the 3/8" hole and give a nice fit.
3. Insert the shaft/flywheel assembly through the bearing from the underside of the control panel. Replace the white spacer and knob on the shaft and tighten set screw on the knob. If the spinner doesn't spin freely, then the knob is on too tight. Loosen the knob, lift it slightly, and then re-tighten the set screw.
4. Install/tighten the optic board to the bracket. Be sure to properly align the optics with the encoder wheel.
5. Connect the spinner to the interface/PC to test its performance. The cursor should move smoothly across your screen. If it doesn't, then you may have to "tweak" the optics until it does. The encoder wheel should be centered between the optics.

Connecting the Spinner – Opti-Pac/Hagstrom Electronics

The spinner optic board has 4 pins labeled **+5V**, **GND**, **S1**, & **S2**. The +5V and GND pins correspond to the similarly labeled connections on the encoder interface. The spinner's signal wires, S1 & S2, connect to the signal inputs on the encoder. These are labeled X1 & X2 on the Opti-PAC, and A3 & B3 on the Hagstrom ME4. The signal wires may be reversed to change the spinner's directional control.

A red 4-pin connector is supplied with the spinner to assist in making the wire connections. Simply insert the wire into the connector and push it down with a small flat head screwdriver. Then snap the white strain relief cover over the connector to secure the wires in place. A picture of a properly wired connector is shown on the spinner product page at www.oscarcontrols.com.

Connecting the Spinner - USB (Windows 98 or higher required)

Connecting the OSCAR spinners to the USB mouse interface with the supplied wiring harness:

1. One end of the wiring harness has a red 4-pin connector. The 4-pin connector end attaches to the 4-pin header on the spinner optic board, with the red wire corresponding to the pin labeled **+5V**.
2. The other end of the wiring harness has (2) reddish-brown 3-pin connectors. One of the connectors has a single black wire (GND) connected to it. Attach this connector to the single pin header in the top-center of the USB mouse board. The other 3-pin connector will attach to either of the (2) 3-pin headers on the USB mouse board; one is for the x- and the other is for the y-axis. The red wire will correspond to the middle pin of the 3 pin headers. The 3-pin connector may be rotated 180 degrees to reverse the axis direction.

IMPORTANT! – *Always disconnect your USB mouse board from the PC before moving or attaching the 3-pin connector! The red wire is the +5V, and you may damage your spinner and/or PC if it is not connected properly while the USB mouse interface is connected to your PC.*

3. Connect the USB mouse interface to an available USB port with your computer turned on. Windows will detect the spinner as a generic USB mouse.