

Quick Setup Guide

Wiring

There are four high-power channels on the GH v3 (see image below). The following LED connections are recommended for the respective LED setups:

- RGB LED:

- Channel 1: Red
- Channel 2: Green
- Channel 3: Blue
- Channel 4: Switch/Chamber/Accent LEDs

- RGBW LED:

- Channel 1: Red
- Channel 2: Green
- Channel 3: Blue
- Channel 4: White

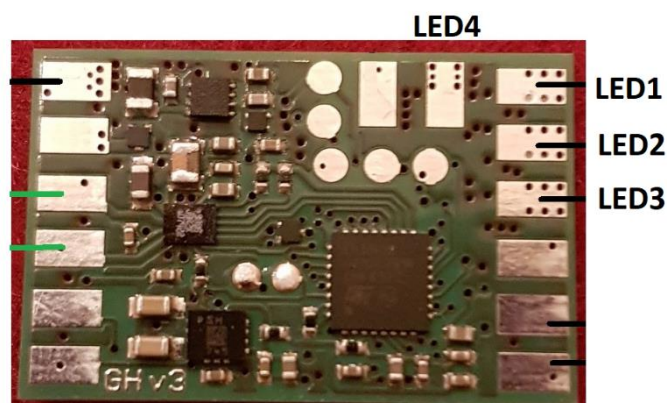
- Single color blade LEDs with separate clash LED:

- Channel 1: Blade LEDs wired in parallel
- Channel 2: Clash LED
- Channel 3: Switch/Chamber/Accent LEDs
- Channel 4: Switch/Chamber/Accent LEDs

- Neopixel:

- Channel 1: Power (negative)*
- Channel 2: Power (negative)*
- Channel 3: Power (negative)*
- Channel 4: Switch/Chamber/Accent LEDs

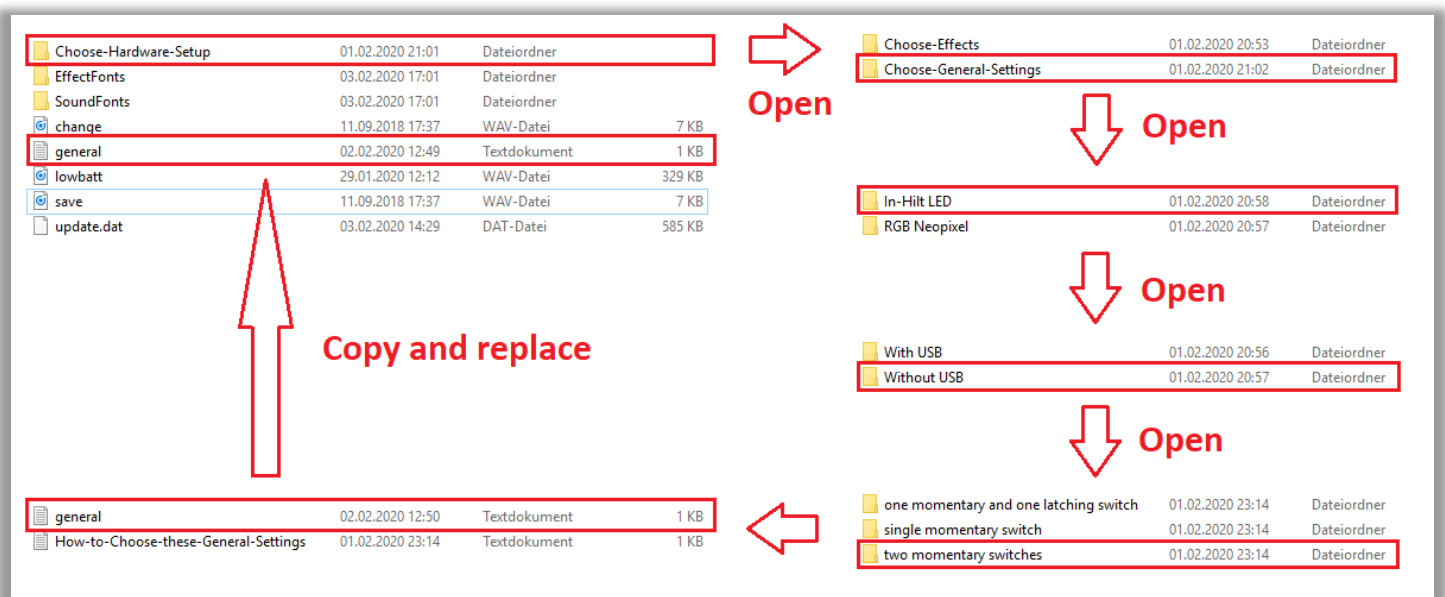
* Alternatively, you can also only use channel 1 and channel 2 to power the Neopixel. Using also channel 3 increases brightness slightly.



Choosing Your Hardware Setup

The Golden Harvest board comes with **default general settings** (which define the hardware setup) that are preset to **Neopixel and two momentary switches**. If you want to use a different hardware setup, just open the folder "Choose-Hardware-Setup" on your microSD card and open the folder "Choose-General-Settings" afterwards. Now, choose your hardware setup by clicking through the folders until you reach a "general.txt" file. To choose the corresponding hardware setup, copy the file "general.txt" and save it directly on the microSD card below the "SoundFonts" folders (replace the old file there).

In the image below, you see how to choose an In-Hilt RGB LED setup without using our optional USB module and two momentary switches for example.



Choosing Your Light Effects

The Golden Harvest board comes with **default light effects** that are preset to **In-Hilt RGB LED with Colored Clash**. If you want to use different light effects (for example if you want to use Neopixel), just open the folder "Choose-Hardware-Setup" on your microSD card and open the folder "Choose-Effects" afterwards. Now, choose your LED setup by clicking through the folders until you reach a "EffectFonts" folder. This folder contains all default presets of the corresponding LED setup. To choose them, copy the folder "EffectFonts" and save it directly on the microSD card above the "SoundFonts" folder (delete the old "EffectFonts" folder there first).

In the image below, you see how to choose an In-Hilt RGB LED with White Clash for example.

| | | | |
|-----------------------|------------------|--------------|--------|
| Choose-Hardware-Setup | 01.02.2020 21:01 | Dateiordner | |
| EffectFonts | 03.02.2020 17:01 | Dateiordner | |
| SoundFonts | 03.02.2020 17:01 | Dateiordner | |
| change | 11.09.2018 17:37 | WAV-Datei | 7 KB |
| general | 02.02.2020 12:49 | Textdokument | 1 KB |
| lowbatt | 29.01.2020 12:12 | WAV-Datei | 329 KB |
| save | 11.09.2018 17:37 | WAV-Datei | 7 KB |
| update.dat | 03.02.2020 14:29 | DAT-Datei | 585 KB |

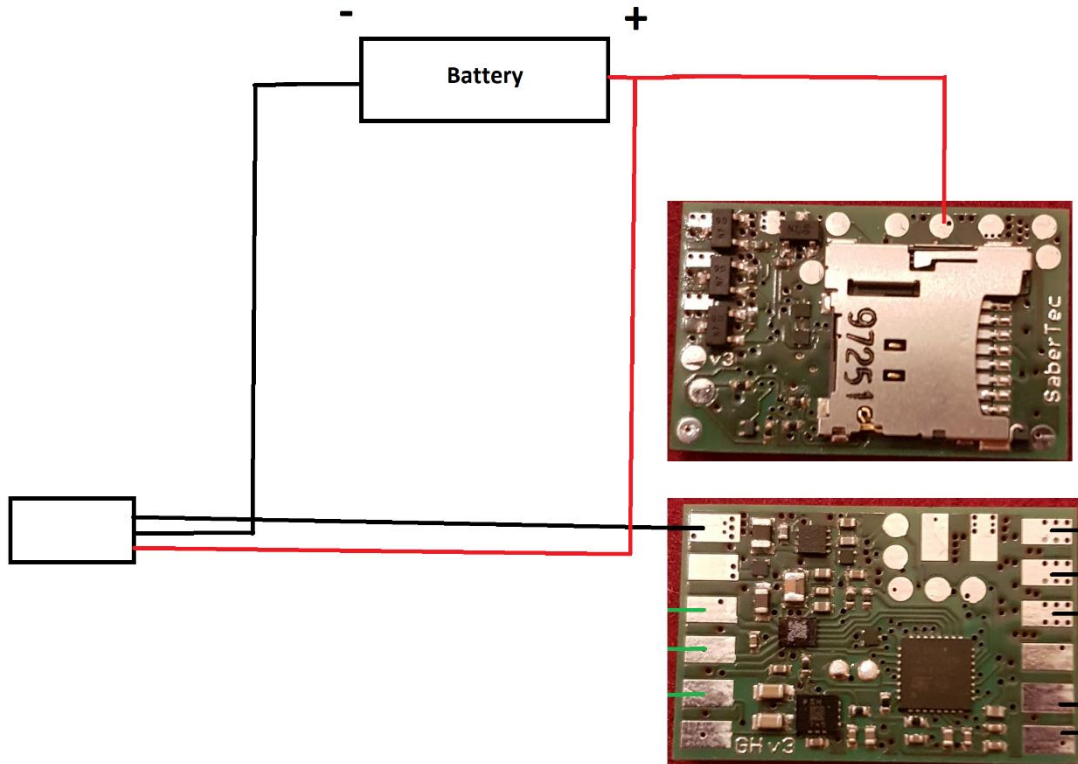
Replace the old EffectFonts folder above by the new one below (delete the old one first)

| | | | |
|------------------------------|------------------|--------------|------|
| EffectFonts | 01.02.2020 23:05 | Dateiordner | |
| How-to-Choose-this-LED-Setup | 01.02.2020 23:10 | Textdokument | 1 KB |

| | | |
|--------------------------------------|------------------|-------------|
| Choose-Effects | 01.02.2020 20:53 | Dateiordner |
| Choose-General-Settings | 01.02.2020 21:02 | Dateiordner |
| In-Hilt LED | 24.11.2019 21:41 | Dateiordner |
| RGB Neopixel | 01.02.2020 23:11 | Dateiordner |
| Dedicated Color | 02.02.2020 19:03 | Dateiordner |
| Dedicated Color plus Clash LED | 01.02.2020 23:09 | Dateiordner |
| RGB LED with Colored Clash (default) | 01.02.2020 23:05 | Dateiordner |
| RGB LED with White Clash | 01.02.2020 23:09 | Dateiordner |
| RGBA | 02.02.2020 16:15 | Dateiordner |
| RGBW | 02.02.2020 16:15 | Dateiordner |

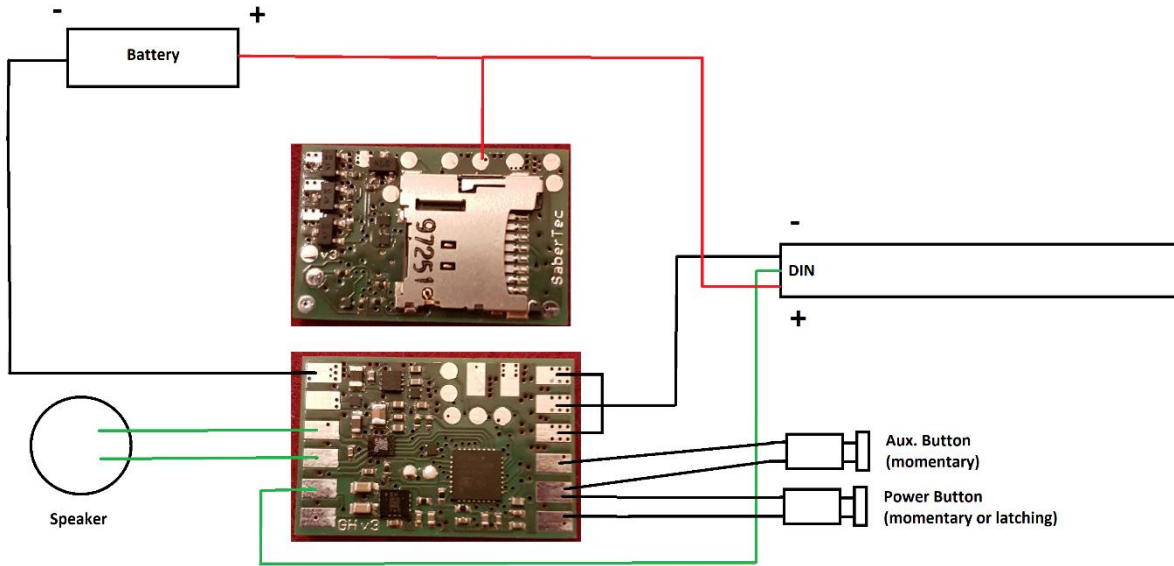
Recharge Port

The wiring of a recharge port is shown below. It is the same for any LED setup. The recharge port has to be connected such that it connects „Batt. –“ and the negative of the battery if the kill key is pulled out.



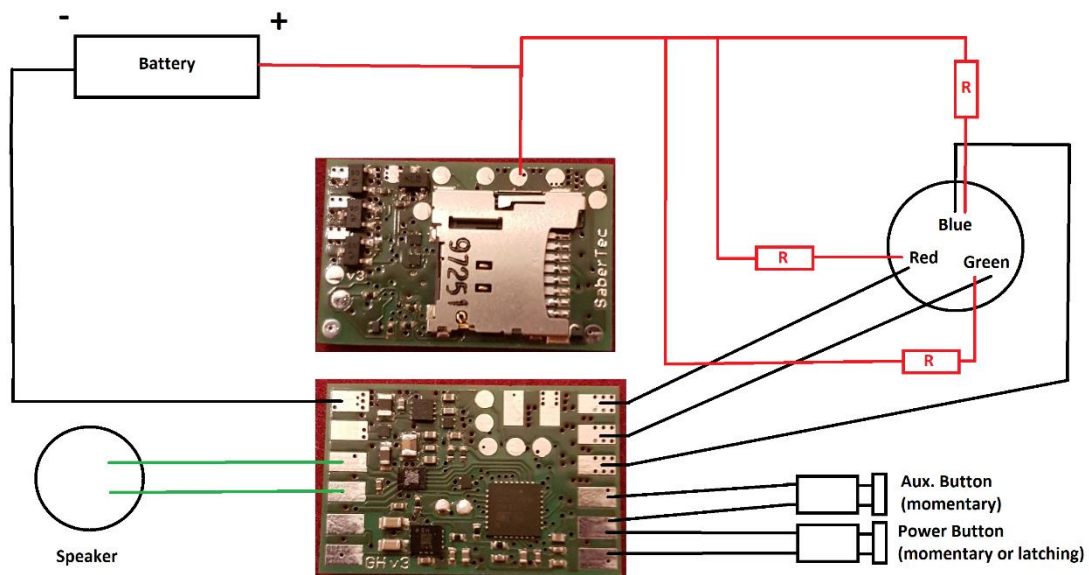
Neopixel

The wiring of Neopixel is shown below. If you want to use Neopixel accents, just wire them in series to the blade and set the parameter "number_of_neopixel_accents" in your "general.txt" file tot he number of Neopixel accents you are using. The maximum possible number is 8.



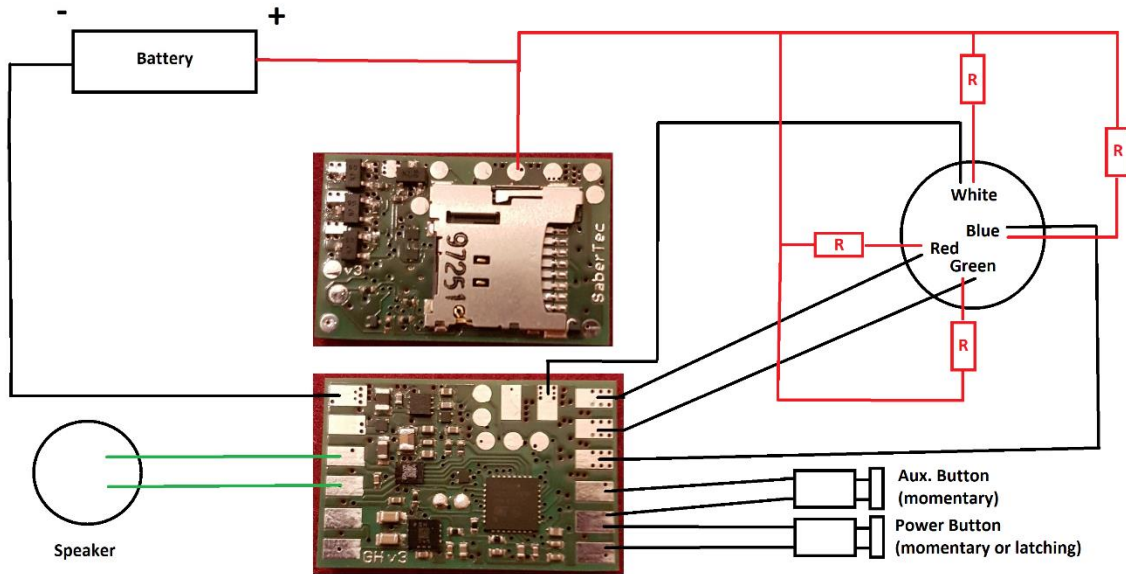
RGB

The wiring of an In-Hilt RGB LED is shown below. If you want to use additional accent LEDs, please use LED channel 4. More LED channels will be available to drive accent LEDs after future firmware updates.



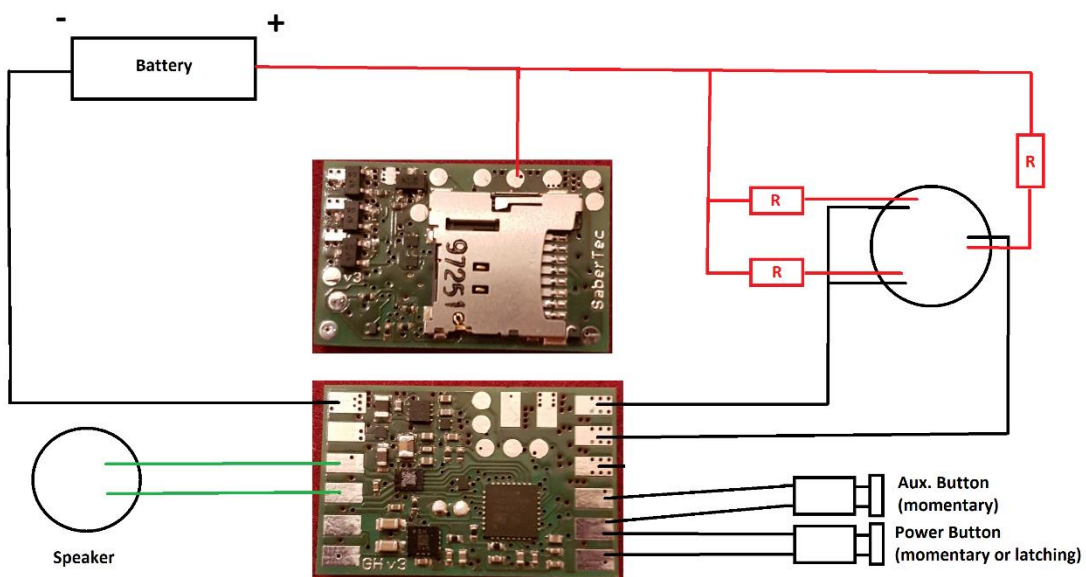
RGBW

The wiring of an In-Hilt RGBW LED is shown below.



Single color blade with separate clash

The wiring of an In-Hilt LED as single color blade with separate clash is shown below. If you want to use additional accent LEDs, please use LED channel 3 or LED channel 4. More LED channels will be available to drive accent LEDs after future firmware updates.



Navigation using two momentary switches

The two switches are referred to as control and power switch according to the wiring example above.

| FUNCTION | TRIGGERING WITH TWO SWITCHES |
|--------------------------|---|
| POWER ON | Short press on power switch |
| CHANGE ON TOP EFFECT | Short press on power switch |
| CHANGE BACKGROUND EFFECT | Two fast presses on power switch (a double click) |
| CHANGE SOUND FONT | Short press on control switch before the blade is ignited |
| LOCKUP | Holding control switch |
| BLASTER BLOCK | Short press on control switch |
| FORCE PUSH | Two fast presses on control switch (a double click) |
| MUTE | Holding control switch during power on |
| POWER OFF | Long Press on power switch |

Navigation using only one momentary switch

As mentioned above, all of the features of our board are accessible even with using only one momentary switch.

| FUNCTION | TRIGGERING WITH ONE MOMENTARY SWITCH |
|----------------------------|---|
| POWER ON | Press for „button_on_time“ (default: 10 ms) |
| ENTER EFFECT MENU | Long press, followed by short press |
| └ CHANGE ON TOP EFFECT | └ Short press |
| └ CHANGE BACKGROUND EFFECT | └ Two fast short presses (a double click) |
| SAVE AND LEAVE EFFECT MENU | Long press |
| CHANGE SOUND FONT | Long press before igniting the blade |
| LOCKUP | Short press, followed by holding the switch |
| BLASTER BLOCK | Short press |
| FORCE PUSH | Two fast short presses (a double click) |
| MUTE | Holding the switch during pulling of the kill key |
| POWER OFF | Press for „button_off_time“ (default: 1500 ms) |

Navigation using one momentary and one latching switch

Alternatively to using only one momentary switch, you can also use one momentary and one latching switch. Here, the momentary switch has to be used as the "Aux. Switch" and both short press and long press refer to it.

| FUNCTION | TRIGGERING WITH ONE MOMENTARY SWITCH |
|----------------------------|---|
| POWER ON | Turn on latching switch |
| ENTER EFFECT MENU | Long press, followed by short press |
| └ CHANGE ON TOP EFFECT | └ Short press |
| └ CHANGE BACKGROUND EFFECT | └ Two fast short presses (a double click) |
| SAVE AND LEAVE EFFECT MENU | Long press |
| CHANGE SOUND FONT | Long press before igniting the blade |
| LOCKUP | Short press, followed by holding the momentary switch |
| BLASTER BLOCK | Short press |
| FORCE PUSH | Two fast short presses (like a double click) |
| MUTE | Holding the switch during pulling of the kill key |
| POWER OFF | Turn off latching switch |