Perfect controller for any slot racer and type of slot car. We have used only the best components to achieve the quality of a perfect product. This guide will show and explain the features which the controller has and how to use them to achieve the best long lasting performance on the track.

Controller base

Controller "chips" The controller has a wide range of chips, from slow to fast.

There are 10 different chips which have been marked with number

from 1 to 10 and with the resistance value, from high to low.

0

number resistance value The number "1" represents the chips which is suitable for faster cars like Eurosport 1/24 and number "10" for much slower cars with softer motors like Formula 1/32. R - stands for resistance, % shows the percentage of the resistance being in use.

Controller settings Blast relay

An 150 amp mosfet transistor relay is used. To trigger the relay a toggle switch has to be turned "on" and the controller trigger has to be on full power. The blast relay releases the controller's full power.



The red led diode indicates if the relay is "on" and controller performs full power.



Brake

As a brake resistor a 3 ohm ceramic resistor is used.



On the "Hard" setting the car will stop fast when the trigger is

released. If the brake resistor is turned close to "10" the braking effort will be smaller, but when the brake resistor is turned to the end on "Soft" no brake will be applied and the car will go with no brakes.



Brake adjustment switch

With brake adjustment switch is possible to add 2,2 ohm resistance when the switch have been set on "Soft". The 2,2 ohms will be added to normal 3 ohm resistor in total 5,2 ohm.

This can be useful when the normal 3 ohm resistor is too low. When the driver cannot decide either to turn the regular brake resistor to the end and drive with no brakes or leave it on the last position. Extra 2,2 ohm's can help to solve this dilemma.



Anti-brake

The Anti-brake feature is most useful with Open12, PR24 and small motor F1-32 cars with a lot of brakes, even if the brake setting on controller is set on zero (no brakes) "10 -Soft" the car stops too quickly.

The Anti-brake feature helps to get the car through the corner much smoother. Then you use Anti-brake to help the car spin a bit more. Anti-brake has good amplitude of adjustment.

Usage

Brake setting is set on "10 -Soft"
Anti-brake switch is set on "On"
Adjust the Anti-brake setting
"High" – a lot of spin
"Low" – low spin



Resistor

Resistor is the sensitivity or attack of your controller. For greater attack the potentiometer should be adjusted closer to "Fast" which is also represented as "0". But for less attack the resistor can be adjusted closer to "Slow – 10". When the driver is in chip selection process the Resistor should be placed on "5".



Traction Control

Controller has 30 static value pins; using the traction control the driver can adjust the last resistor.

With the gray colour is represented the brake position, yellow are the chip's fixed pin values, but the red is full power.



The Traction Control is a 10 ohm resistor which controls the last pin before the full power, represented with green.

As all pins have been connected in series connection, by adjusting the Traction Control the power raises or drops in the middle pins as well. If the Traction Control has been turn from "Regular" to "Slow" the car becomes much more driveable in the corners.







There are two type controller choke differed within controller version (electronic / wire).

Choke (electronic)

The controller has electronic Choke which is based on the controllers' transistor.

If the car goes too fast the Choke can be applied, but the Blast relay should be turn off in the first place. By adjusting the Choke from "Fast" to "Slow" the controllers attack and the cars maximum speed will drop. To maintain the same attack the Resistor must be adjusted.



Choke (wire)

The controller has wire Choke which is based on the resistors adjustable choke form 0 to 42 foot. The chock position is changed using 16 position rotary switch, power cricked is switched using mosfet transistors. The voltage drop is shown in the graphic below.



The graphic is set up using 13V input (7A/90W) load.

If the car goes too fast the Choke can be applied. By adjusting the Choke from "By pass" to "Slow" the cars maximum speed will drop.

Controller plugs

THE CONTROLLER IS NOT PROTECTED FROM WRONG HOOK UP.

To get the best performance in racing the controller is designed with lowest resistance on full power 0,04 V.

The controller plugs have been marked with colour Red, White and Black.

- Red →Brake and negative track power;
- White → 13 volt positive power from power supply;
- Black → controller power to the track.