

10.4 | Joystick & Operator Input Issues

Issue	Possible Cause	Recommended Action
Raise/lower commands reversed	Incorrect joystick polarity or mapping	Verify joystick direction mapping and polarity configuration within COMMAND Settings > Valve Configs
Auxiliary joystick buttons not functioning	Incorrect button mapping	Verify auxiliary button assignments within COMMAND Settings > Valve Configs
Engage switch not detected	Incorrect engage switch wiring	Verify engage switch wiring and connector installation
Automatic Control will not Engage	Joystick not returning to neutral	Verify joystick neutral position and calibration
Automatic Control disengages unexpectedly	Engage switch issue	Verify engage switch operation and stability
Automatic Control disengages unexpectedly	Unintended joystick movement detected	Verify joystick mounting and operator input stability
Automatic Control disengages unexpectedly	Joystick calibration incorrect	Recheck joystick calibration within COMMAND Settings > Valve Configs
Joystick input intermittently lost	Loose connector or damaged harness	Inspect joystick harnessing and connectors
Joystick input intermittently lost	CANBUS termination or communication issue	Verify CANBUS network integrity and termination
Analog joystick calibration fails	Input voltage outside expected range	Verify joystick signal voltage and wiring
J1939 joystick not communicating	Incorrect CANBUS network selected	Verify joystick is connected to the intended tractor CANBUS
J1939 joystick not communicating	Unsupported joystick configuration	Verify joystick compatibility and configuration requirements
J1939 joystick buttons operate incorrectly	Incorrect button assignment configuration	Verify configured joystick button mappings within COMMAND Settings > Valve Configs
Operator input behaves inconsistently	Multiple input devices configured incorrectly	Verify only intended joystick/input devices are enabled
Operator input behaves inconsistently	Incorrect software configuration loaded	Verify the correct machine and joystick profile is selected