

A joystick controller that can control objects in unity, not only objects but also blendshapes. Kind of like an Avatar Controller.

A hand is holding a small black ultrasonic sensor module. In the background, a breadboard circuit is visible, featuring a USB cable connected to a small electronic board, likely an Arduino, and various jumper wires. A black power supply unit is also present. The setup is on a wooden surface.

```
Final.ino
1 /*//////////////////////////////////////////////////////////////////////////////////////////////////////////////////
2 ////////////////////////////////////////////////////////////////////////////////////////////////////////////////////PinaV//
3 ////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
4
5 const int buttonPin_1    = 20;
6 const unsigned long SEND_INTERVAL = 75; // ms
7 unsigned long lastSendTime = 0;
8
9 #define VRX_PIN 4
10 #define VRY_PIN 5
11
12 int actualCenterX;
13 int actualCenterY;
14 const int ANALOG_DEADZONE_RADIUS = 40; // tune this
15
16 char messageBuffer[32];
17 |
18 void setup() {
19     pinMode(buttonPin_1, INPUT_PULLUP);
20     Serial.begin(9600);
21
22     // Calibrate joystick center (do NOT touch it!)
23     delay(500);
24 }
25
26 Output
27 Writing at 0x0003e92e... (63 %)
28 Writing at 0x0004420b... (72 %)
29 Writing at 0x00049bde... (81 %)
30 Writing at 0x00054991... (90 %)
31 Writing at 0x0005a98e... (100 %)
32 Wrote 312848 bytes (168292 compressed) at 0x00010000 in 2.8 seconds (effective 904.0 kbit/s)...
33 Hash of data verified.
34
35 Leaving...
36 Hard resetting via RTS pin...
```