Joystick Module

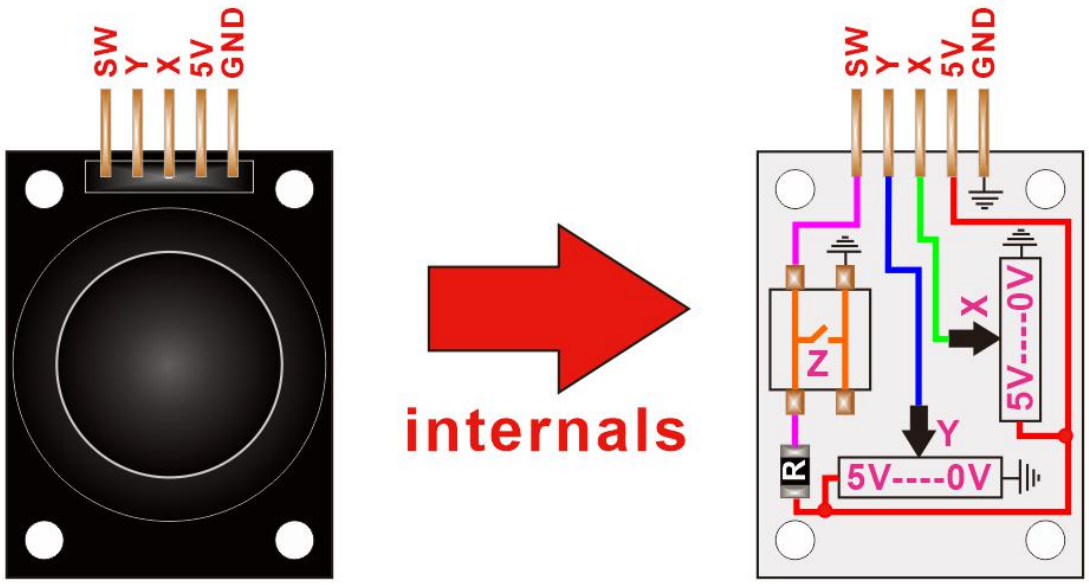
1.Overview:

This PS2 game dual axis joystick module is made of high quality metal PS2 joystick potentiometer, with (X, Y) 2 axis analog output, (Z) 1 button digital output.

2.Product parameters:

Interface type: analog, digital value
Three axes (X, Y, Z (buttons))
Interface: 2.54mm pin header
Size: 34x26x32mm

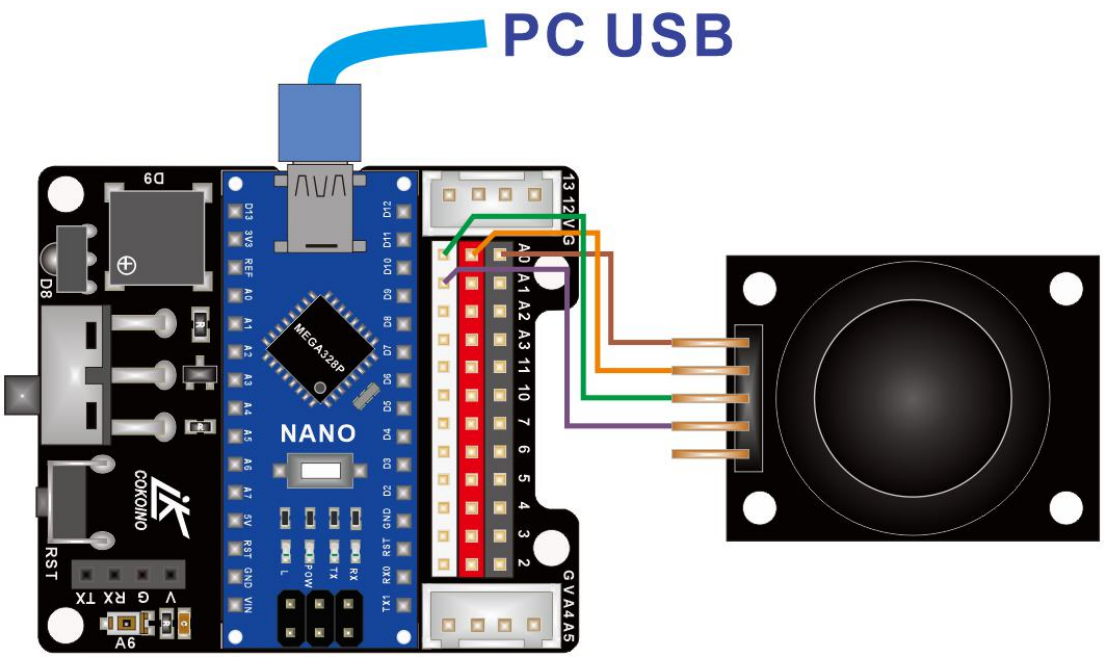
3.Pin and internal structure:



GND: Connect to the negative pole of the power supply
5V: connected to the positive pole of the power supply
X: X axis analog value output
Y: Y-axis analog value output
SW: Z-axis output (button)
The joystick is made up of two passive potentio-meters (variable resistors) and a push button, it is made by mounting two potentiometers at a 90 degrees angle. The potentiometers are connected to a short stick centered by springs. This module produces an output of around 2.5V from X and Y when it is in resting position. Moving the joystick will cause the output to vary from 0v to 5V depending on its direction. This joystick also has a select button that is actuated when the joystick is pressed down.

4.How to Use Joystick?

Wiring Diagram



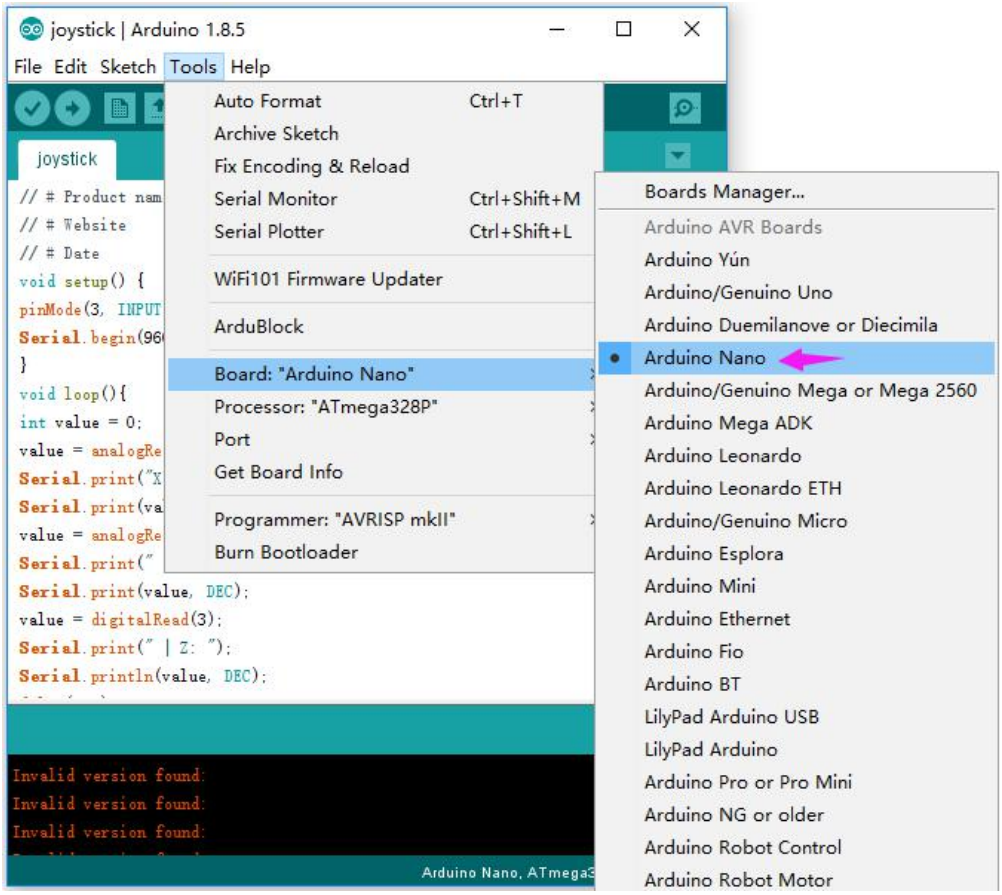
Note: The Z-axis function is not used in the robot arm, so the joystick is not equipped with Z-axis function, you do not need to connect the sw pin.

Code：

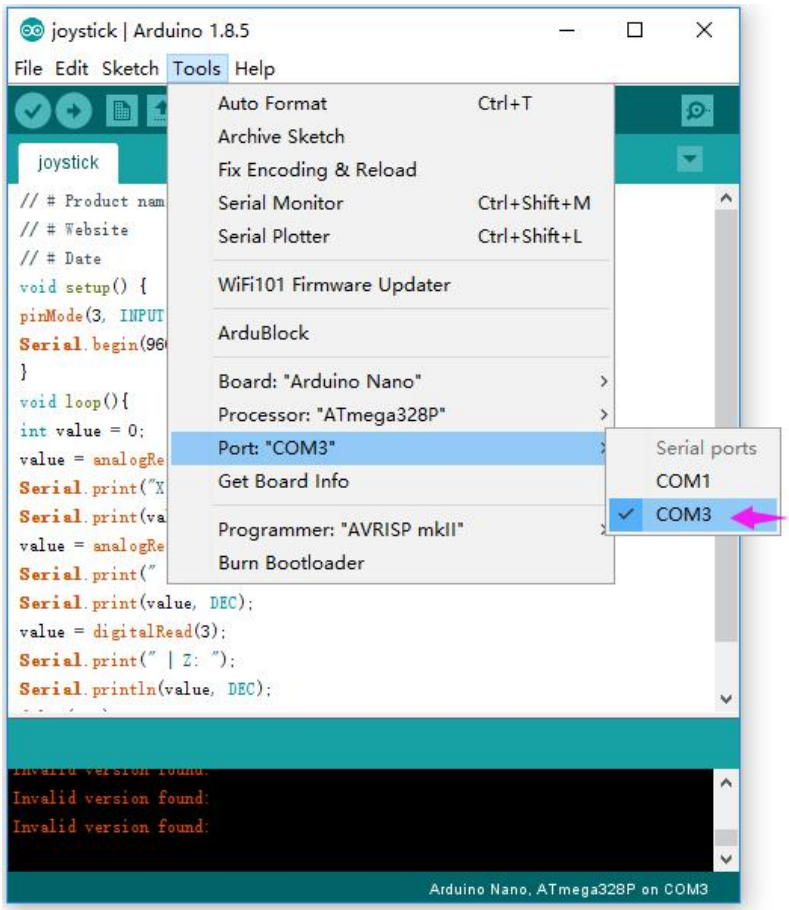
```
// # Product name: Joystick Module
// # Website        :https://github.com/Cokoino/
// # Date           : 2019-11-22
void setup() {
pinMode(3, INPUT);
Serial.begin(9600);
}
void loop(){
int value = 0;
value = analogRead(A0);
Serial.print("X:");
Serial.print(value, DEC);
value = analogRead(A1);
Serial.print(" | Y:");
Serial.print(value, DEC);
value = digitalRead(3);
Serial.print(" | Z: ");
Serial.println(value, DEC);
delay(100);
}
```

Setting up the arduino IDE

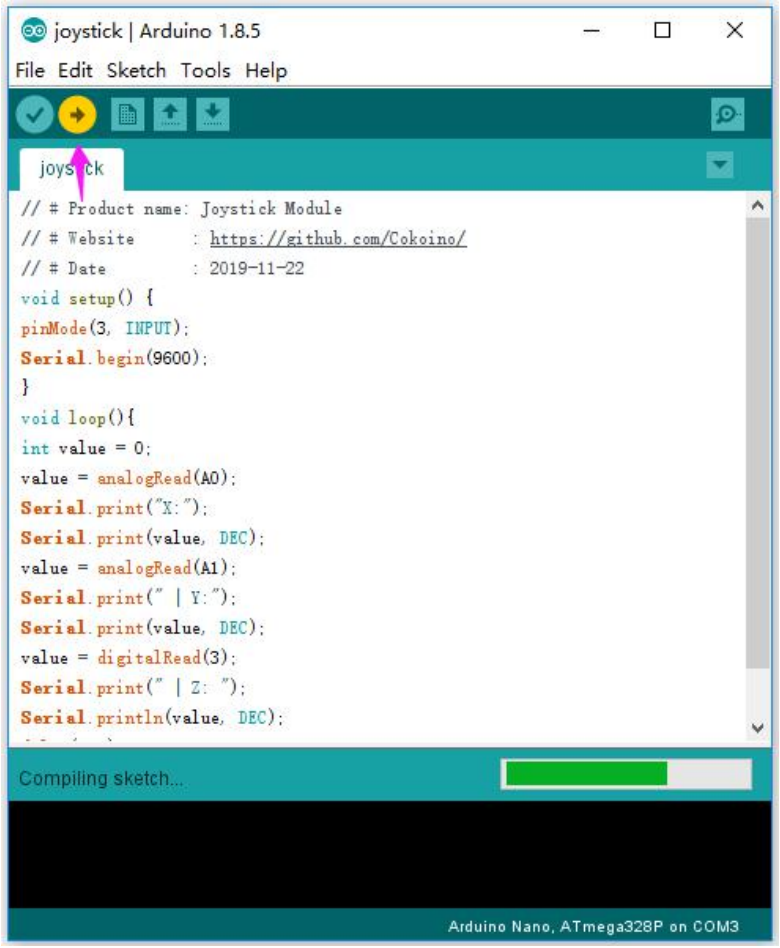
Select board



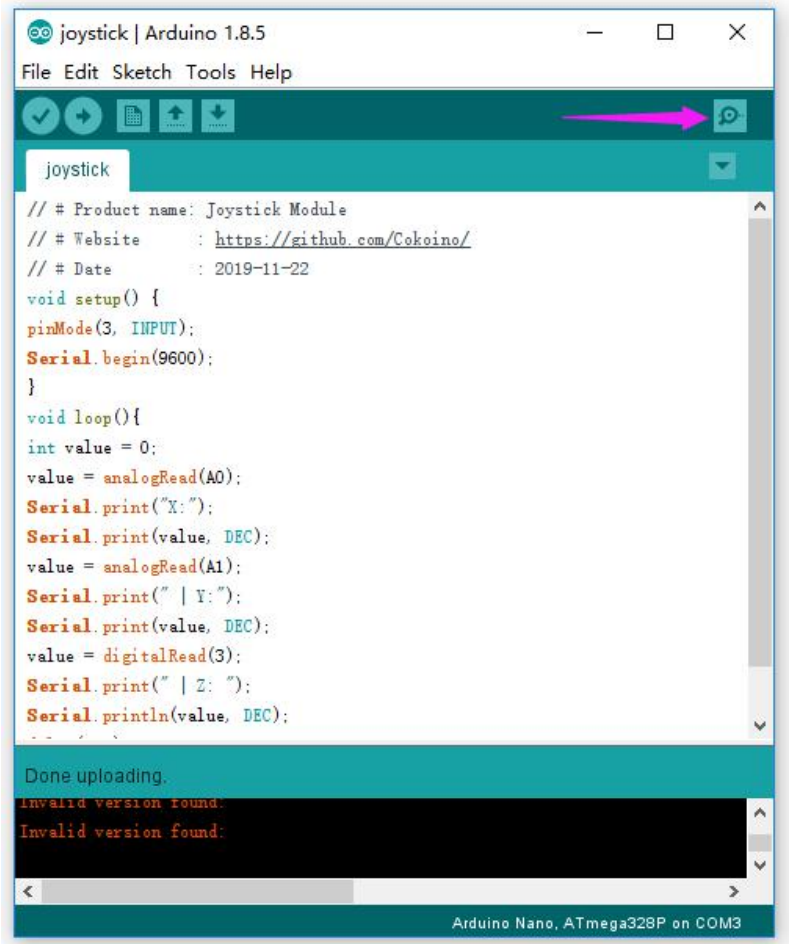
Select port



Upload the code



Open the serial monitor



The serial display can reflect the x, y, z 3D data of the joystick module in real time to the Serial Monitor window, as shown below: