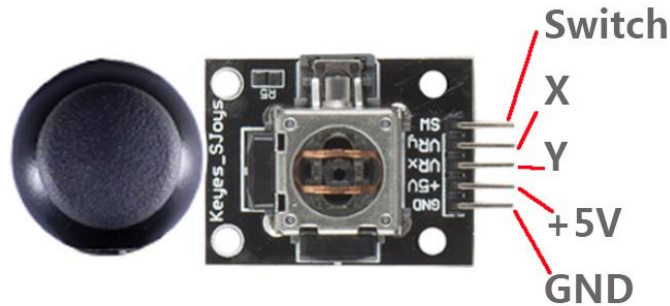


Lesson 29 Joystick PS2

Introduction

In this lesson, we will learn how to use joystick PS2.



Components

- 1*SUNFOUNDER UNO board (or SUNFOUNDER MEGA2560 board)
- 1*USB data cable
- 1*Joystick PS2 module
- Several jumper wires

Experimental Principle

This module has two analog outputs (corresponding to X , Y biaxial offsets) and one digital output representing whether it is pressed on Z axis. The module integrates power indicator and can display operation condition.

Experimental Procedures

Step 1: Connect the circuit according to the following method

Joystick PS2 module	SUNFOUNDER UNO
SW -----	Digital 8
VRx -----	A0
VRy -----	A1
+5V -----	5V
GND -----	GND

Step 2: Program (Please refer to example code in CD provided by us)

Step 3: Compile the program

Step 4: Burn the program into SUNFOUNDER UNO board

Now, if you shake the rocker the value of X, Y displayed on the screen will change accordingly; if you press the button, the value of Z=0 will display on the screen.

