To use dabble gamepad

1. Install ESP32 board library. Go to “*Tools*” 🡪 “*Board*” 🡪“*Boards Manager…*”

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1. Search “ESP32” and install ESP32 board newest version. (

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1. Please, go to menu “*Tools*” 🡪 “*Manage Libraries*” 🡪 search for “*DabbleESP32*”

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1. Try below code or download from

#define CUSTOM\_SETTINGS

#define INCLUDE\_GAMEPAD\_MODULE

#include <DabbleESP32.h>

void setup() {

// put your setup code here, to run once:

Serial.begin(115200); // make sure your Serial Monitor is also set at this baud rate.

Dabble.begin("00MyEsp32-danai"); //set bluetooth name of your device

pinMode(47,OUTPUT);

pinMode(48,OUTPUT);

digitalWrite(47,HIGH);

digitalWrite(48,HIGH);

delay(750);

digitalWrite(47,LOW);

digitalWrite(48,LOW);

}

void loop() {

Dabble.processInput(); //this function is used to refresh data obtained from smartphone.Hence calling this function is mandatory in order to get data properly from your mobile.

Serial.print("KeyPressed: ");

if (GamePad.isUpPressed())

{

Serial.print("Up");

digitalWrite(47,HIGH);

digitalWrite(48,HIGH);

}

if (GamePad.isDownPressed())

{

Serial.print("Down");

digitalWrite(47,LOW);

digitalWrite(48,LOW);

}

if (GamePad.isLeftPressed())

{

Serial.print("Left");

digitalWrite(47,HIGH);

digitalWrite(48,LOW);

}

if (GamePad.isRightPressed())

{

Serial.print("Right");

digitalWrite(47,LOW);

digitalWrite(48,HIGH);

}

if (GamePad.isSquarePressed())

{

Serial.print("Square");

}

if (GamePad.isCirclePressed())

{

Serial.print("Circle");

}

if (GamePad.isCrossPressed())

{

Serial.print("Cross");

}

if (GamePad.isTrianglePressed())

{

Serial.print("Triangle");

}

if (GamePad.isStartPressed())

{

Serial.print("Start");

}

if (GamePad.isSelectPressed())

{

Serial.print("Select");

}

Serial.print('\t');

int a = GamePad.getAngle();

Serial.print("Angle: ");

Serial.print(a);

Serial.print('\t');

int b = GamePad.getRadius();

Serial.print("Radius: ");

Serial.print(b);

Serial.print('\t');

float c = GamePad.getXaxisData();

Serial.print("x\_axis: ");

Serial.print(c);

Serial.print('\t');

float d = GamePad.getYaxisData();

Serial.print("y\_axis: ");

Serial.println(d);

Serial.println();

}