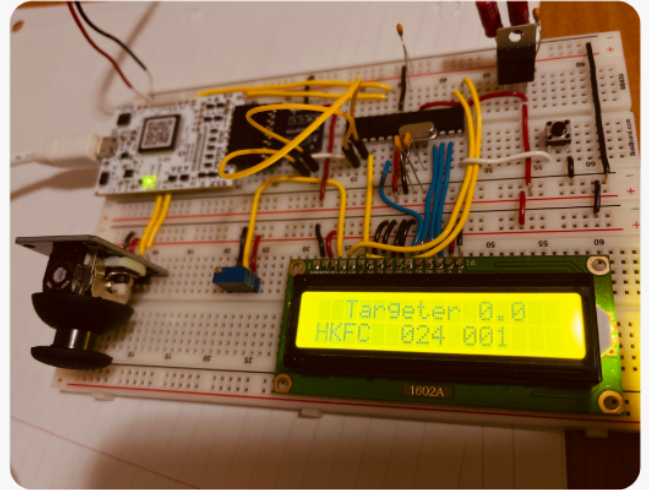


Game Controller

The most powerful we've ever made



The Game Controller is used to interact with a simple game (provided with it). This unit consists of LCD display, PS2 Analog Joystick Controller, Push-button, and Processing circuit. The controller communicates to the game via a USB connection. Player/game stats will be displayed on a 16x2 LCD Display.



Operating Instructions

see figure 1 for reference

1. connect the controller via the USB provided
2. Plug in the 12 V adapter into a wall outlet
3. Run the the provided game files on your laptop/PC (i.e on windows: "targeter_win64" and "ser2tcpip_Win64")
4. Copy the IP Address from "ser2tcpip_Win" window to the game settings
5. in the serial communication section, choose the USB connection, from the drop menu and press "Open Serial Port"
6. Press the push-button and start gaming!

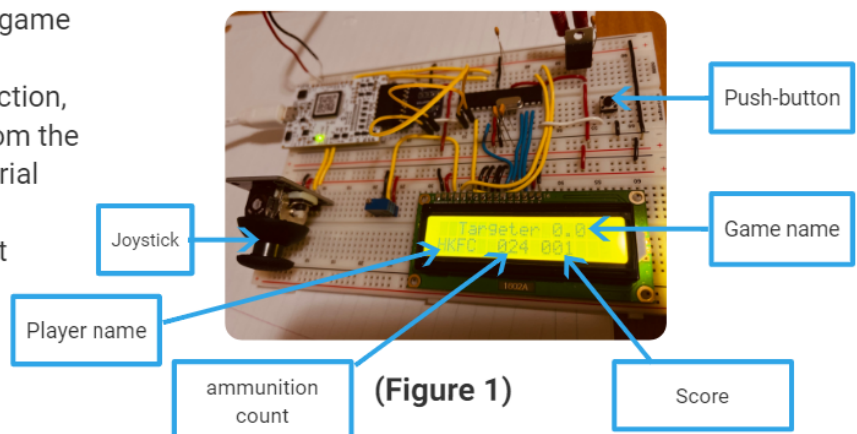
The Game will restart after 5 minutes and the score will be reset.



Warning

To avoid any harm or damage to the device, keep it away from any liquids.

If the game is not responding, on the serial communication section of the "ser2tcpip_Win", press "refresh list" and open then "Open serial Port" buttons to refresh the serial communication.



Specifications & Characteristics

Response time	0 Sec	Operating Voltage	1.8 - 5.5 Volts
Maximum Operating Voltage	6 Volts	Operating Temperature	-55 °C to 125 °C
Dimensions	11 x 16 x 3cm	Weight	115 grams

Trouble Shooting

- If the Game Controller is not working properly, toggle the power and repeat the operation instructions.

Technical Details

This prototype uses the UART serial communication features of the ATmega328P to communicate to the game. The ATmega's ADC is used to convert the analog voltage input (from the Joystick) to a digital value. The LCD is interfaced with the ATmega328P in order to display the game stats. using the Serial to TCP/IP Bridge's Log/Messages window, one can observe the data communication made between the client and the server.