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arduino-bootcamp / Wii_Pan_Tilt / Nunchuck_Pan_Tilt / Nunchuck_Pan_Tilt.ino

Lee Assam First commit

0 contributors

61 lines (44 sloc) | 1.31 KB

```
/*
  Arduino Bootcamp

  - Pan Tilt Servo Nunchuk

  This project demonstrates how a Wii Nunchuk can be used to control a pan-tilt assembly

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  modified 10/30/2016
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*/

#include <Servo.h>
#include <Wire.h>
#include <ArduinoNunchuk.h>

#define BAUDRATE 19200

//Create servo objects
Servo myservo1;
Servo myservo2;

//Define Nunchuck
// SCL is connected to A5
// SDA is connected to A4
// +3.3V connected to +
// GND connected to -
ArduinoNunchuk nunchuk = ArduinoNunchuk();
int pos1 = 90;    // variable to store the servo position
int pos2 = 90;

```

```
33  void setup() {
34    myservo1.attach(9);  // attaches the servo on pin 9 to the servo object
35    myservo2.attach(10);  // attaches the servo on pin 10 to the servo object
36    Serial.begin(BAUDRATE);
37    nunchuk.init();
38    //center servos
39      myservo1.write(pos1);
40      myservo2.write(pos2);
41      delay(15);
42  }
43
44  void loop() {
45
46    nunchuk.update();
47
48    //x 24- left to 212- right
49    //y 220-up to 38-down
50
51    pos1 = map (nunchuk.analogX, 212, 24, 0, 180);
52    pos2 = map (nunchuk.analogY, 38, 220, 0, 180);
53
54    myservo1.write(pos1);  // tell servo to go to position in variable 'pos'
55      delay(15);                       // waits 15ms for the servo to reach the position
56    myservo2.write(pos2);  // tell servo to go to position in variable 'pos'
57      delay(15);
58
59
60  }
61
```