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[arduino-bootcamp](#) / [Wii_Pan_Tilt](#) / [ArduinoNunchukDemo](#) / [ArduinoNunchukDemo.ino](#)**leeassam** Modified nunchuk demo 1 contributor

59 lines (50 sloc) | 1.19 KB

...

```
1  /*
2      Arduino Bootcamp
3
4      - Pan Tilt Assembly Control - Demo of taking readings from the Wii Nunchuk
5
6      * ArduinoNunchukDemo.ino
7      *
8      * Copyright 2011-2013 Gabriel Bianconi, http://www.gabrielbianconi.com/
9      *
10     * Project URL: http://www.gabrielbianconi.com/projects/arduinonunchuk/
11     *
12     * modified 10/30/2016
13     * by: Lee Assam
14     *
15     */
16
17     #include <Wire.h>
18     #include <ArduinoNunchuk.h>
19
20     #define BAUDRATE 19200
21
22     ArduinoNunchuk nunchuk = ArduinoNunchuk();
23
24     // SCL is connected to A5
25     // SDA is connected to A4
26     // +3.3V connected to +
27     // GND connected to -
28
29     void setup()
30     {
31         Serial.begin(BAUDRATE);
32         nunchuk.init();
```

```
33 }
34
35 void loop()
36 {
37     nunchuk.update();
38
39     Serial.print("X: ");
40     Serial.print(nunchuk.analogX, DEC);
41     Serial.print(' ');
42     Serial.print("Y: ");
43     Serial.print(nunchuk.analogY, DEC);
44     Serial.print(' ');
45     Serial.print("Acc X: ");
46     Serial.print(nunchuk.accelX, DEC);
47     Serial.print(' ');
48     Serial.print("Acc Y: ");
49     Serial.print(nunchuk.accelY, DEC);
50     Serial.print(' ');
51     Serial.print("Acc Z: ");
52     Serial.print(nunchuk.accelZ, DEC);
53     Serial.print(' ');
54     Serial.print("Z btn: ");
55     Serial.print(nunchuk.zButton, DEC);
56     Serial.print(' ');
57     Serial.print("C btn: ");
58     Serial.println(nunchuk.cButton, DEC);
59 }
```