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1. Joystick

The joystick is a node to process the raw joystick input signal to the direct input topic.

1.1. Repository

Windesheim-Willy/joystick

1.2. Prerequisites

The Laptop requires the device **/dev/input/js0** to be connected to the host. In most cases a knockoff PS3 controller or Xbox controller wil do the trick. The controller requires to have *select* button to be pressed when controlling Willy with the right analog stick. This component uses the default settings for teleop twist joy package, which may require a bit practice to maneuver through the building.