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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 (knock-off) PlayStation 3 or Xbox 360 controller will do the trick. The controller requires to have the *front right shoulder button marked R1* be pressed when controlling Willy with the left analogue stick. This

component uses the default settings for *teleop* twist joy package, which may require a bit practice to maneuver through the building.