**Heli Task – Code for Joystick**

% <https://adared.ch/mat_joy-matlab-interface-for-joysticks/>

% position – list of joystick position in X, Y and Z axis,

% buttons – list of 16 joystick button states (missing buttons are always zeros)

[joystick\_pos, joystick\_but] = mat\_joy(0);

% determine new position per button press

if joystick\_pos(1) < 0 && abs(joystick\_pos(1)) > Z.joystick\_threshold

x\_bucket = x\_bucket - pixelsPerPress\*exp(abs(joystick\_pos(1)));

elseif joystick\_pos(1) > 0 && abs(joystick\_pos(1)) > Z.joystick\_threshold

x\_bucket = x\_bucket + pixelsPerPress\*exp(abs(joystick\_pos(1)));

**Heli Task – old Code for Keyboard**

[keyIsDown, secs, keyCode] = KbCheck; % check whether a keyboard response is made

%

if keyIsDown

resp = secs;

if keyCode(leftKey)

x\_bucket = x\_bucket - pixelsPerPress;

elseif keyCode(rightKey)

x\_bucket = x\_bucket + pixelsPerPress;

elseif keyCode(spaceKey)