

# Esplora Joystick

Read the values from the joystick, which will be displayed as a colour on the RGB LED.

```
#include <Esplora.h>
```

```
void setup() {}
```

```
void loop()
```

```
{
```

```
// read the sensors into variables:
```

```
int xAxis = Esplora.readJoystickX();
```

```
int yAxis = Esplora.readJoystickY();
```

```
int slider = Esplora.readSlider();
```

```
// convert the sensor readings to light levels:
```

```
byte red = map(xAxis, -512, 512, 0, 255);
```

```
byte green = map(yAxis, -512, 512, 0, 255);
```

```
byte blue = slider/4;
```

```
Esplora.writeRGB((red, green, blue);
```

```
delay(10);
```

```
}
```

The joystick has two axes, X and Y.

Each axis controls a colour of the RGB LED: **Red** with the X-axis, and **Green** with the Y-axis.

The brightness of the **Blue** element will be controlled by the position of the linear potentiometer.

- Write the xAxis, yAxis and slider values to the Console with **Serial.println()**

