**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()



