

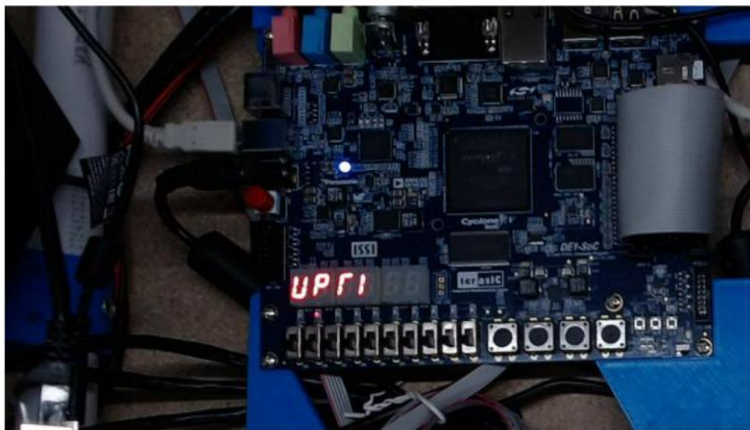
Joystick Tutorial

Introduction

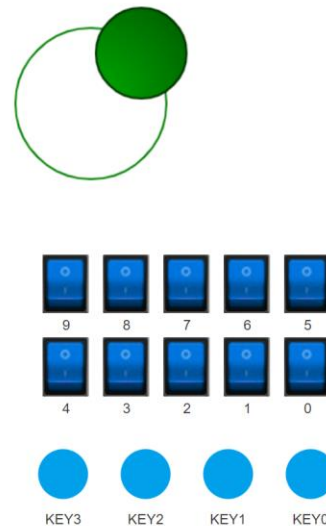
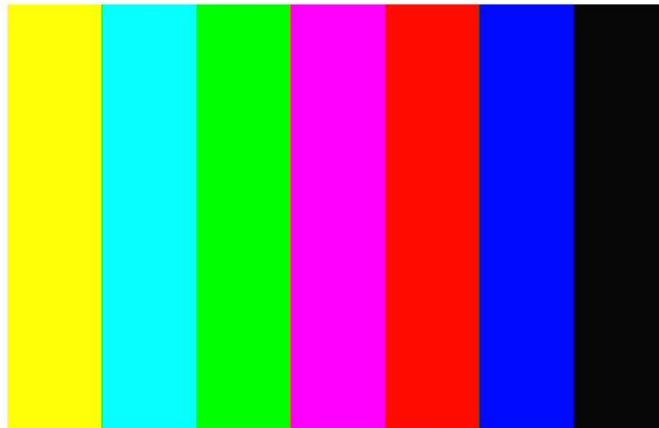
This tutorial provides a method for using a green, 360-degree virtual joystick input on LabsLand.

Web Interface

You must select the “Full experience with Joystick” user interface, which also includes VGA output and audio input/output. The “Configure” button will allow you to upload audio files if you intend to use the audio features of this interface.



You are using: uw-cluster3-de1_soc_9411. Experiencing any problem with this device? [Let us know](#)



The joystick is manipulated by clicking the solid green circle and then dragging your mouse in the direction that you want it to go. In the image above, the joystick is currently being dragged to the far upper-right.

Using the Joystick

Provided code

- ***serial_driver.sv*** – A generic serial driver for communicating with the LabsLand FPGA management system (a Raspberry Pico).
- ***joystick_driver.sv*** – The driver that converts the serialized data from `serial_driver` to the joystick interface (*i.e.*, x- and y-position of the joystick).
- ***joystick_example.sv*** – Example code that uses `joystick_driver` to read the position inputs and then shows the current quadrant (up-left, up-right, down-left, down-right) on the DE1-SoC outputs. Intended to be a starting point for your own project.

Driver ports

```
module joystick_driver (  
    input clk,  
    input data_in,      // connect to V_GPIO[28]  
    output reg latch,   // connect to V_GPIO[26]  
    output reg pulse,   // connect to V_GPIO[27]  
    output reg [7:0] positionX,  
    output reg [7:0] positionY  
);
```

The positions are represented as 8-bit numbers in Two's Complement signed notation (which can represent the values -128 to +127), though note that the type `reg` is unsigned by default.

Tutorial developed by Justin Hsia. Code supplied by LabsLand.