

Analog 2-axis Thumb Joystick with Select Button + Breakout Board

PRODUCT ID: 512

\$5.95

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1

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QTY DISCOUNT

1-9 \$5.95

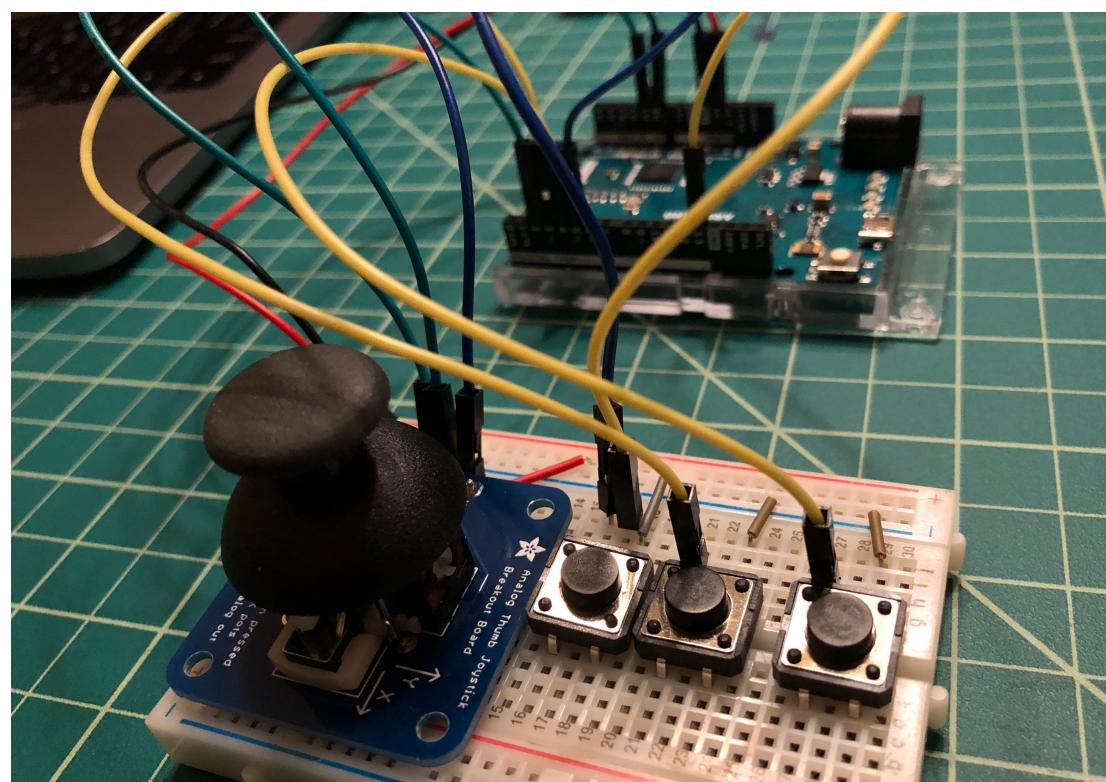
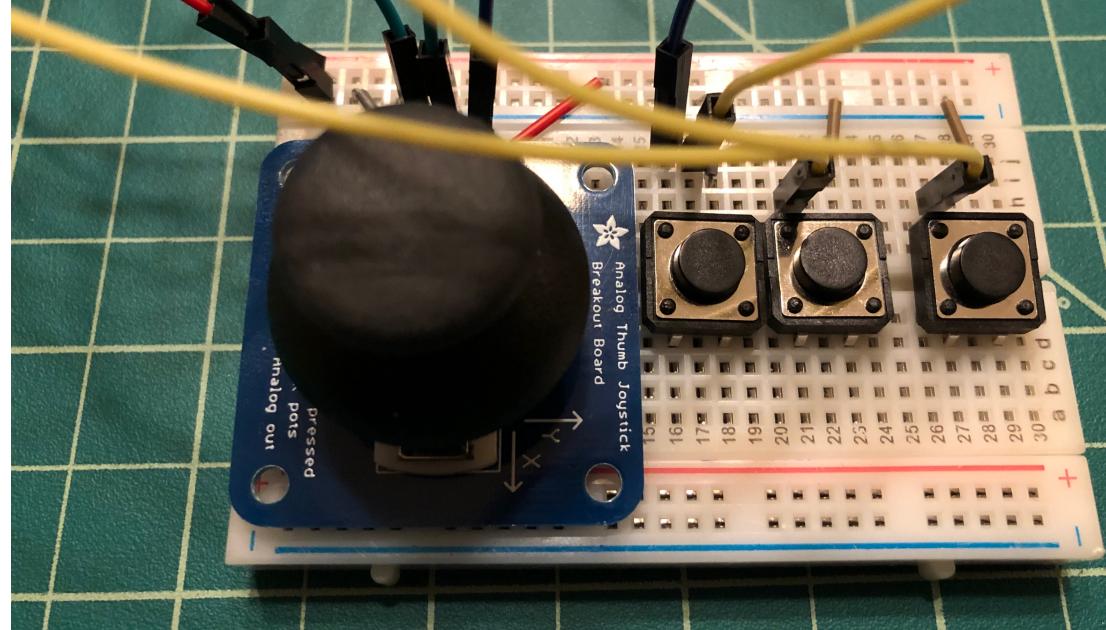
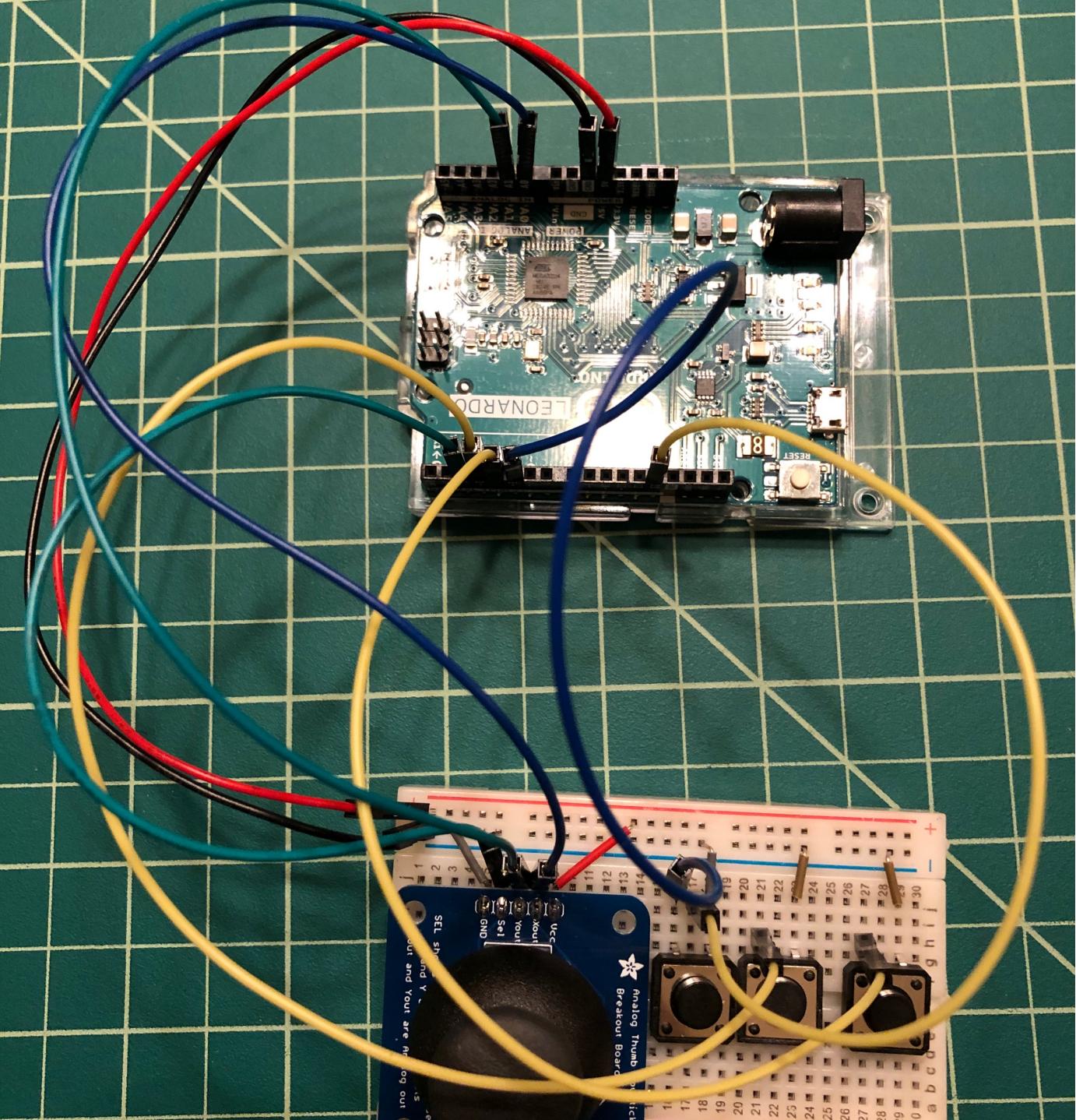
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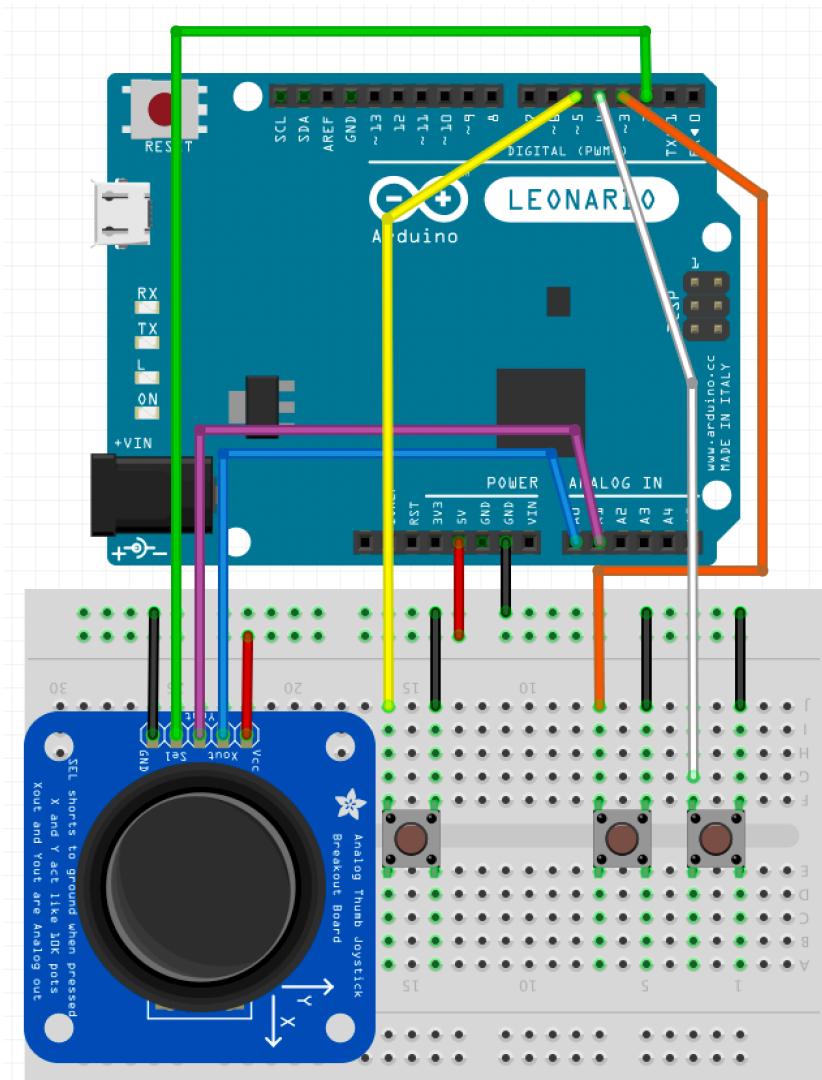
[DESCRIPTION](#)

[TECHNICAL DETAILS](#)



ARDUINO AS KEYBOARD/MOUSE

ADAFRUIT 2-AXIS JOYSTICK CIRCUIT + CODE



```
2Button2AxisJoystick | Arduino 1.8.10

2Button2AxisJoystick
// Digital in pins
const int BUTTON_JOYSTICK_SEL_PIN = 2;
const int BUTTON_1_PIN = 3;
const int BUTTON_2_PIN = 4;
const int BUTTON_MOUSE_TOGGLE_PIN = 5;

// Analog in pins
const int JOYSTICK_XOUT_PIN = A0;
const int JOYSTICK_YOUT_PIN = A1;

// The joysticks orientation with respect to the user
// We need this because sometimes we have to place a joystick
// upside down, etc. in our designs
enum JoystickYDirection {
    UP,
    RIGHT,
    DOWN,
    LEFT
};

enum JoystickYDirection joystickDir = RIGHT;

// The joystick can be off or can control the mouse or keyboard
// For the keyboard, the UP movement on the joystick is mapped to the
// UP ARROW on keyboard, the RIGHT movement on the joystick is mapped
// to the RIGHT ARROW on the keyboard, etc.
enum JoystickMode{
    OFF,
    MOUSE,
    KEYBOARD
};

enum JoystickMode joystickMode = OFF;

const int MAX_ANALOG_VAL = 1023;
const int JOYSTICK_CENTER_VALUE = int(MAX_ANALOG_VAL / 2);
const int JOYSTICK_MOVEMENT_THRESHOLD = 10;

// Sets the overall mouse sensitivity based on joystick movement
// a higher value will move the mouse more with joystick movement
const int MAX_MOUSE_MOVE_VAL = 30.
```

<https://github.com/jonfroehlich/arduino/tree/master/GameController/2Button2AxisJoystick>