Arduino + Usb Shield + Xbox 360 Wireless Controller

vj01   **févr. '14 #1**

Hi

I have just brought a Arduino Usb Shield and i have used the sketch that was given as an
example to connect to a wireless xbox 360 controller to the arduino

which is :

```
#include
// Satisfy IDE, which only needs to see the include statment in the ino.
#ifdef dobogusinclude
#include
#endif

USB Usb;
XBOXRECV Xbox(&Usb);

void setup() {
  Serial.begin(115200);
  while (!Serial); // Wait for serial port to connect - used on Leonardo, Tee
  if (Usb.Init() == -1) {
    Serial.print(F("\r\nOSC did not start"));
    while (1); //halt
  }
  Serial.print(F("\r\nXbox Wireless Receiver Library Started"));
}
void loop() {
  Usb.Task();
  if (Xbox.XboxReceiverConnected) {
    for (uint8_t i = 0; i < 4; i++) {
      if (Xbox.Xbox360Connected[i]) {
        if (Xbox.getButtonPress(L2, i) || Xbox.getButtonPress(R2, i)) {
          Serial.print("L2: ");
          Serial.print(Xbox.getButtonPress(L2, i));
          Serial.print("\tR2: ");
          Serial.println(Xbox.getButtonPress(R2, i));
          Xbox.setRumbleOn(Xbox.getButtonPress(L2, i), Xbox.getButtonPress(R2
        }

        if (Xbox.getAnalogHat(LeftHatX, i) > 7500 || Xbox.getAnalogHat(LeftHa
          if (Xbox.getAnalogHat(LeftHatX, i) > 7500 || Xbox.getAnalogHat(Left
            Serial.print(F("LeftHatX: "));
            Serial.print(Xbox.getAnalogHat(LeftHatX, i));
            Serial.print("\t");
          }
          if (Xbox.getAnalogHat(LeftHatY, i) > 7500 || Xbox.getAnalogHat(Left
            Serial.print(F("LeftHatY: "));
            Serial.print(Xbox.getAnalogHat(LeftHatY, i));
            Serial.print("\t");
          }
          if (Xbox.getAnalogHat(RightHatX, i) > 7500 || Xbox.getAnalogHat(Rig
            Serial.print(F("RightHatX: "));
            Serial.print(Xbox.getAnalogHat(RightHatX, i));
            Serial.print("\t");
          }
          if (Xbox.getAnalogHat(RightHatY, i) > 7500 || Xbox.getAnalogHat(Rig
            Serial.print(F("RightHatY: "));
            Serial.print(Xbox.getAnalogHat(RightHatY, i));
          }
          Serial.println();
        }

        if (Xbox.getButtonClick(UP, i)) {
          Xbox.setLedOn(LED1, i);
          Serial.println(F("Up"));
        }
```

```
          if (Xbox.getButtonClick(DOWN, i)) {
            Xbox.setLedOn(LED4, i);
            Serial.println(F("Down"));
          }
          if (Xbox.getButtonClick(LEFT, i)) {
            Xbox.setLedOn(LED3, i);
            Serial.println(F("Left"));
          }
          if (Xbox.getButtonClick(RIGHT, i)) {
            Xbox.setLedOn(LED2, i);
            Serial.println(F("Right"));
          }

          if (Xbox.getButtonClick(START, i)) {
            Xbox.setLedMode(ALTERNATING, i);
            Serial.println(F("Start"));
          }
          if (Xbox.getButtonClick(BACK, i)) {
            Xbox.setLedBlink(ALL, i);
            Serial.println(F("Back"));
          }
          if (Xbox.getButtonClick(L3, i))
            Serial.println(F("L3"));
          if (Xbox.getButtonClick(R3, i))
            Serial.println(F("R3"));

          if (Xbox.getButtonClick(L1, i))
            Serial.println(F("L1"));
          if (Xbox.getButtonClick(R1, i))
            Serial.println(F("R1"));
          if (Xbox.getButtonClick(XBOX, i)) {
            Xbox.setLedMode(ROTATING, i);
            Serial.print(F("Xbox (Battery: "));
            Serial.print(Xbox.getBatteryLevel(i)); // The battery level in the
            Serial.println(F(")"));
          }
          if (Xbox.getButtonClick(SYNC, i)) {
            Serial.println(F("Sync"));
            Xbox.disconnect(i);
          }

          if (Xbox.getButtonClick(A, i))
            Serial.println(F("A"));
          if (Xbox.getButtonClick(B, i))
            Serial.println(F("B"));
          if (Xbox.getButtonClick(X, i))
            Serial.println(F("X"));
          if (Xbox.getButtonClick(Y, i))
            Serial.println(F("Y"));
        }
      }
    }
  }
```

and it works fine the serial outputs all the information i need, However i am working with a certain controller (main controller) which accepts the wired commands of a xbox 360 controller. The problem i'm having is that plugging in the wireless adapter to the main controller wont work as it needs a driver, so i was thinking of connecting the wireless xbox 360 controller to the arduino and then connecting the arduino to the main controller. I need help in configuring the output from the arduino as the same values of a wired controller, so the main controller would think that a wired one is connected to it. i have tried writing the hex commands to the serial but that doesn't seem to work

if anyone can help that would be great i have been scratching my head for a month now any help would be great

thank you

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system 🛡️   **avr. '15 #2**

I am trying to do the same thing; but what library did you use? The one i found was having trouble.

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