



WIRELESS GAMEPAD

SBC-WLGamepad

1. GENERAL INFORMATION

Dear customer,
thank you very much for choosing our product.
In the following, we will introduce you to what to observe while starting up and using this product.
Should you encounter any unexpected problems during use, please do not hesitate to contact us.

This controller pad works with 2.4 GHz and has a range of up to 8 meters. The radio receiver has led out cables to control microcontrollers such as the Arduino. Here it is suitable, among other things, to control self-built robots.

2. THE GAMEPAD



On/Off switch: Turns the gamepad ON or OFF.



Power Indicator LED: Indicates if the gamepad is powered.

Mode LED: Indicates whether data can be sent or not.

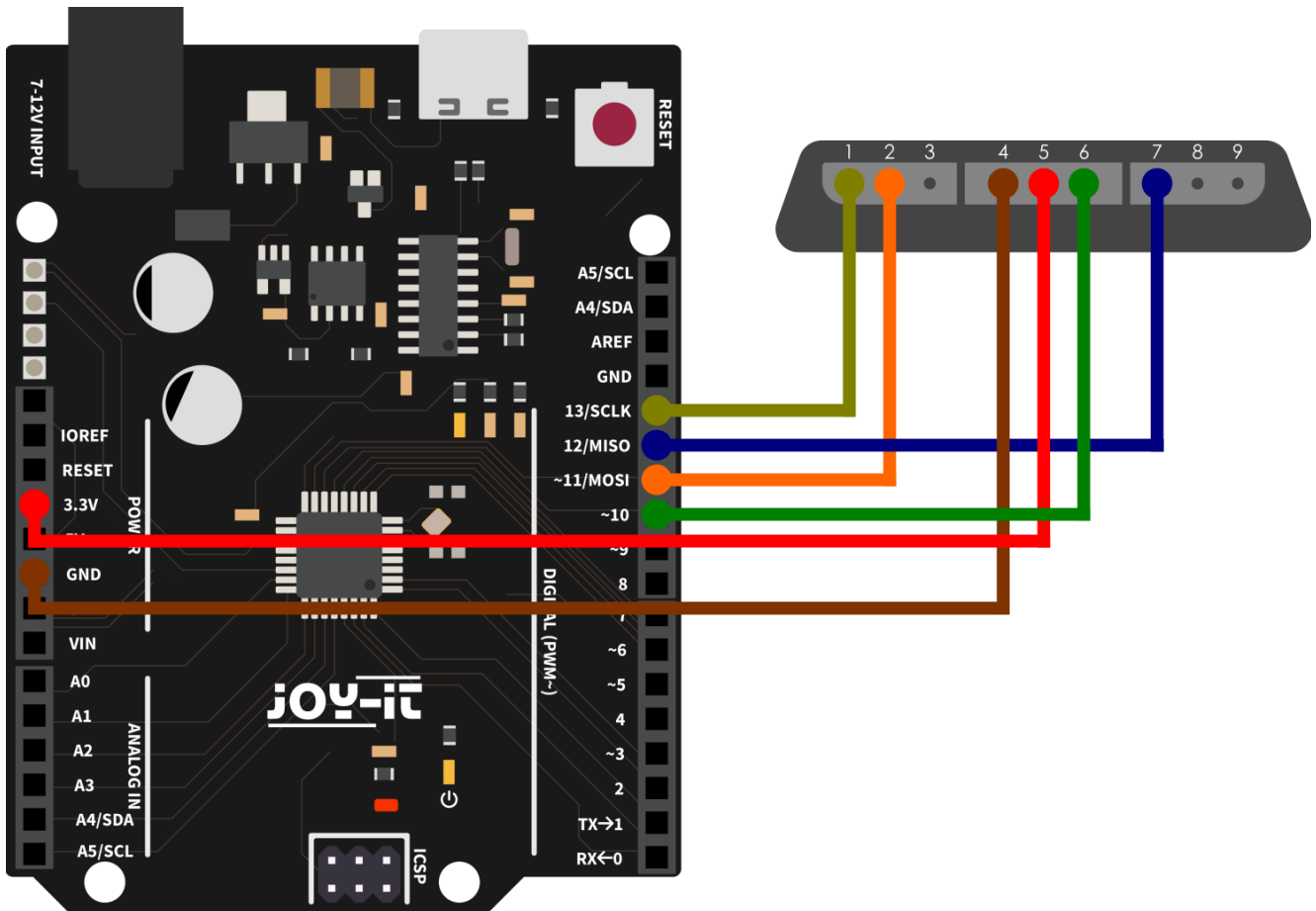
Note:

After some time without use, the gamepad automatically switches to standby mode. You can see this when the two indicator-LEDs flash 4 times in a row. The gamepad can be reactivated by pressing the "Start" button.

3. USE WITH THE ARDUINO

3.1 connection

First connect the receiver to your Arduino as follows.



Arduino	Gamepad
3.3 V	5 (Power)
GND	4 (GND)
Pin 10	6 (Attention)
Pin 11	2 (Command)
Pin 12	7 (Clock)
Pin 13	1 (Data)

3.2 Code example

Below you will find a code example to test your gamepad. For this we use the following library, which you can download [here](#). More information about this library can be found [here](#), this library is released under the [GNU General Public License](#).

Now download the library and copy the subfolder **PS2X_lib** into your Arduino library folder. For this you have to store your library under the following path **C:\User\[name of user]\Documents\Arduino\libraries** in the last folder and then restart your Arduino IDE.

Now you can load the example code into your IDE by going to **File** → **Examples** → **PS2X_lib** → **PS2X_Example**. Now connect your Arduino and select it under **Tools** → **Board:** → **Arduino AVR Boards** and under **Tools** → **Port**. The last thing you need to do is insert 2 AAA batteries into the gamepad.

To activate the vibration function and/or the pressure sensitive keys you have to set **rumble/pressures** in the code by changing the comment ("**//**") from false to true. When you press and hold "**X**", the vibration motor is activated and starts vibrating.

Before the change of commenting out:

```
/*
 * select modes of PS2 controller:
 *   - pressures = analog reading of push-buttttons
 *   - rumble    = motor rumbling
 * uncomment 1 of the lines for each mode selection
 */
//#define pressures true
#define pressures false
//#define rumble true
#define rumble false
```

After the change of commenting out:

```
/*
 * select modes of PS2 controller:
 *   - pressures = analog reading of push-buttttons
 *   - rumble    = motor rumbling
 * uncomment 1 of the lines for each mode selection
 */
#define pressures true
//#define pressures false
#define rumble true
//#define rumble false
```

Now you can upload the code sample to your Arduino by clicking **Upload**. Open the serial monitor to see the serial output of the program. You open the serial monitor under **Tools** → **Serial Monitor**. There you have to set the **baud rate** to **57600** to be able to see the serial outputs.

You can now see in the serial monitor which buttons you are pressing. The X button, when held, triggers the vibration motor and the arrow keys indicate the strength of the pressure. Holding down L1 and R1 will output the position of the joysticks.

Note:

If your gamepad is not recognized, press the "Mode" button so that the Mode LED lights up and reset the Arduino.

4. ADDITIONAL INFORMATION

Our information and take-back obligations according to the Electrical and Electronic Equipment Act (ElektroG)

Symbol on electrical and electronic equipment:



This crossed-out dustbin means that electrical and electronic appliances do not belong in the household waste. You must return the old appliances to a collection point.

Before handing over waste batteries and accumulators that are not enclosed by waste equipment must be separated from it.

Return options:

As an end user, you can return your old device (which essentially fulfills the same function as the new device purchased from us) free of charge for disposal when you purchase a new device.

Small appliances with no external dimensions greater than 25 cm can be disposed of in normal household quantities independently of the purchase of a new appliance.

Possibility of return at our company location during opening hours:

SIMAC Electronics GmbH, Pascalstr. 8, D-47506 Neukirchen-Vluyn, Germany

Possibility of return in your area:

We will send you a parcel stamp with which you can return the device to us free of charge. Please contact us by email at Service@joy-it.net or by telephone.

Information on packaging:

If you do not have suitable packaging material or do not wish to use your own, please contact us and we will send you suitable packaging.

5. SUPPORT

If there are still any issues pending or problems arising after your purchase, we will support you by e-mail, telephone and with our ticket support system.

Email: service@joy-it.net

Ticket system: <http://support.joy-it.net>

Telephone: +49 (0)2845 9360-50 (10-17 o'clock)

For further information please visit our website:

www.joy-it.net