

WIRELESS GAMEPAD

SBC-WLGamepad



1. GENERAL INFORMATION

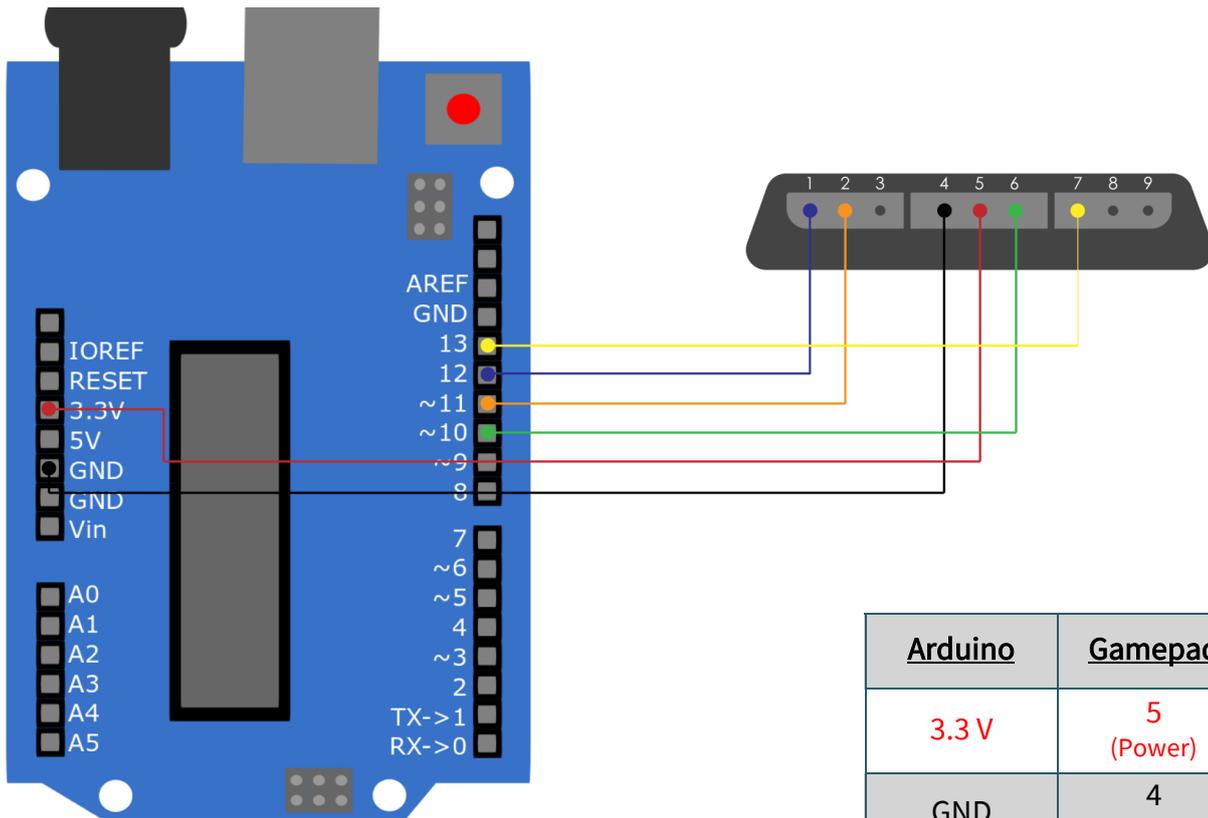
Dear customer,

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.

2. USAGE WITH THE ARDUINO

1. Connection



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

2. Code example

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

Now download the library and place it in your Arduino library folder. If it is unknown, open your Arduino IDE and select **file** → **preferences**. The *Sketchbook location* field contains this address of your IDE. From there, select the **libraries** folder. In this folder deposit the extracted library and restart your Arduino IDE.

Now you can start the code example from the IDE by clicking on **file** → **Examples** → **PS2X_lib** → **Examples** → **PS2X_Example**. Now click on **Upload** after you have connected your Arduino and put batteries in the gamepad. Also, open the Serial Monitor to see the output of the program. You can open the Serial Monitor in **Tools** → **Serial Monitor**.

You will now see in the Serial Monitor which buttons you are pressing. The X-button triggers the vibration motor and the arrow keys indicate the strength of the pressure. With L1 and R1 the positions of the joysticks are displayed.

3. OTHER 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 fulfils 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 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 e-mail at Service@joy-it.net or by telephone.

Information on packaging:

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

4. 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.

E-Mail: service@joy-it.net

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

Telephone: +49 (0)2845 98469-66 (10-17 o'clock)

For further information please visit our website:

www.joy-it.net