

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. THE GAMEPAD



On / Off
switch



Power indica-
tor LED

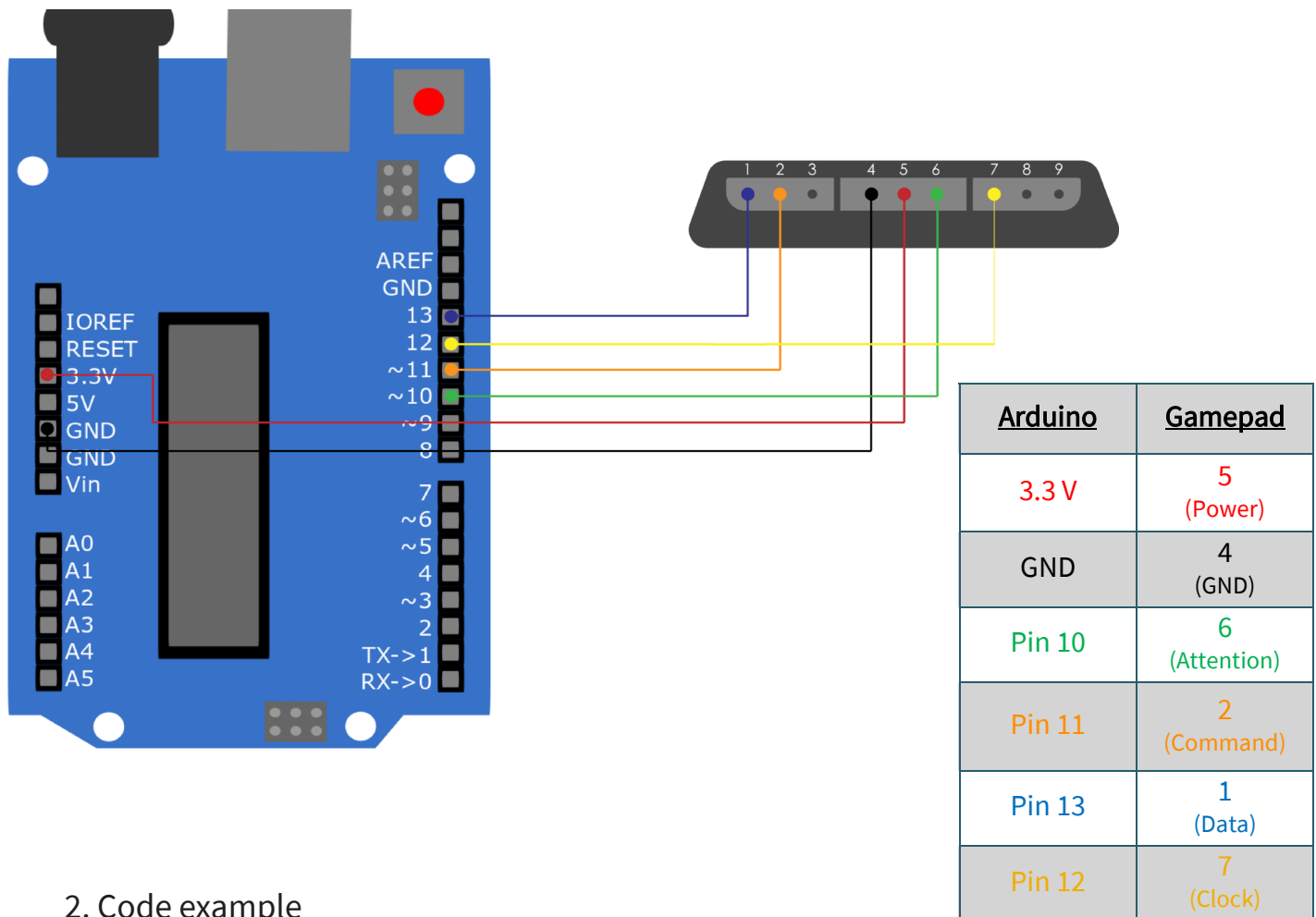
Mode-LED

Note

After some time without use, the gamepad automatically switches to standby mode (gamepad on but LEDs off). The gamepad can be reactivated by pressing the "Start" button.

2. USAGE WITH THE ARDUINO

1. Connection



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. If this is not known, open your Arduino IDE and select **File → Preferences**.

In the Sketchbook location field, the path of your IDE is stored. From there, select the **libraries** folder. In this folder, you store the unpacked library and restart your Arduino IDE.

Now you can start the sample code from the IDE by selecting **File → Examples → PS2X_lib → PS2X_Example**. Now click **Upload** after connecting your Arduino and putting batteries in the gamepad. Also, open the Serial Monitor to see the output of the program. You open the Serial Monitor under **Tools → Serial Monitor**. There you set the **baud rate to 57600** to see the output.


Now you can see in the serial monitor which buttons you press. The X button triggers the vibration motor and the arrow keys indicate the strength of the pressure. L1 and R1 output the position of the joysticks.

Hint:

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

To enable the vibration function and/or the pressure-sensitive keys, you must set rumble/pressures in the code, by changing the comment ("//"), from false to true.

```
//#define pressures true
#define pressures false
//#define rumble true
#define rumble false
```



```
#define pressures true
//#define pressures false
#define rumble true
//#define rumble false
```

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