

Grove - Thumb Joystick

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Wiki: http://www.seeedstudio.com/wiki/Grove - Thumb Joystick

Bazaar: http://www.seeedstudio.com/depot/Grove-Thumb-Joystick-p-935.html



Document Revision History

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1. Introduction

Grove - Thumb Joystick is a Grove compatible module which is very similar to the 'analog' joystick on PS2 (PlayStation 2) controllers. The X and Y axes are two ~10k potentiometers which control 2D movement by generating analog signals. The joystick also has a push button that could be used for special applications. When the module is in working mode, it will output two analog values, representing two directions. Compared to a normal joystick, its output values are restricted to a smaller range (i.e. 200~800), only when being pressed that the X value will be set to 1023 and the MCU can detect the action of pressing.





2. Features

- Grove Interface
- 5V/3.3V Compatible
- Analog Output



3. Application ideas

- Game Controller
- Robot remote



4. Specifications

Item	Min	Typical	Max	Unit
Working Voltage	4.75	5.0	5.25	V
Output Analog Value (X coordinate)	206	516	798	١
Output Analog Value (Y coordinate)	203	507	797	١

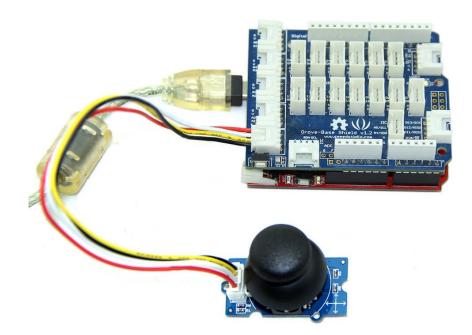


5. Usage

5.1 With <u>Arduino</u>

The Grove - Thumb Joystick is an analog device that outputs analog signal ranging from 0 to 1023. That requires us to use the analog port of Arduino to take the readings.

- 1. Connect the module to the A0/A1 of <u>Grove Basic Shield</u> using the 4-pin grove cable.
- 2. Plug the Grove Basic Shield into Arduino.
- 3. Connect Arduino to PC by using a USB cable.



4. Copy and paste code below to a new Arduino sketch. Please click here if you do not know how to upload.

```
/*
Thumb Joystick demo v1.0
by:<u>http://www.seeedstudio.com</u>
connect the module to A0&A1 for using;
*/
void setup() {
   Serial.begin(9600);
}
void loop() {
```



<pre>int sensorValue1 = analogRead(A0);</pre>					
<pre>int sensorValue2 = analogRead(A1);</pre>					
Serial.print("The X and Y coordinate is:");					
<pre>Serial.print(sensorValue1, DEC);</pre>					
<pre>Serial.print(",");</pre>					
<pre>Serial.println(sensorValue2, DEC);</pre>					
<pre>Serial.println(" ");</pre>					
delay(200);					

5. You can check the values of the output analog signals by opening the Serial Monitor.

SSCOM3.2 (Author: NieXiaoMeng . http://www.	ww.mcu51.com, Email: mcu 📼 😐 💌
The X and Y coordinate is:252,505	·
The X and Y coordinate is:249,505	
The X and Y coordinate is:514,506	
The X and Y coordinate is:515,507	
The X and Y coordinate is:516,506	
The X and Y coordinate is:517,507	
The X and Y coordinate is:516,505	
The X and Y coordinate is:775,507	
The X and Y coordinate is:774,506	-
OpenFile FileNm	SendFile SaveData Clear F HexData
ComNum COM5 💌 🔘 Open Com Help	WWW. MCU51.COM EXT
BaudRa 9600 V DTR RTS DataBi 8 V Send eve 1000 ms/Time StopBi 1 V SendHEX V SendNew Verifyl None V Data input: SEND	 ★嘉立创PCB样板,最低50元/款(长宽5cm以内)! ★点击进入打样板注册页面,支持淘宝支付! ★http://www.daxia.com/pcb/ ★欢仰访问大虾电子网的大虾论坛!! ★点议甲直接进入 www.daxia.com/bibis
FlowCon None 🔽 78	
/ww.mcu51.cor S:0 R:5892 COM	M5 closed 9600bps & CTS=0 DSR=0 RLSD=

The output value from the analog port of Arduino can be converted to the corresponding resistance using the formula:R=(float)(1023-sensorValue)*10/sensorValue.

5.2 With <u>Raspberry Pi</u>

- 1. You should have got a raspberry pi and a grovepi or grovepi+.
- 2. You should have completed configuring the development environment, otherwise follow here.
- 3. Connection. Plug the sensor to grovepi socket D4 by using a grove cable.
- 4. Navigate to the demos' directory:

cd yourpath/GrovePi/Software/Python/

To see the code



nano grove_slide_potentiometer.py # "Ctrl+x" to exit #

```
import time
import grovepi
# Connect the Grove Thumb Joystick to analog port A0
# GrovePi Port A0 uses Arduino pins 0 and 1
# GrovePi Port A1 uses Arduino pins 1 and 2
# Don't plug anything into port A1 that uses pin 1
# Most Grove sensors only use 3 of their 4 pins, which is why the GrovePi
shares Arduino pins between adjacent ports
# If the sensor has a pin definition SIG,NC,VCC,GND, the second (white)
pin is not connected to anything
# If you wish to connect two joysticks, use ports A0 and A2 (skip A1)
# Uses two pins - one for the X axis and one for the Y axis
# This configuration means you are using port A0
xPin = 0
yPin = 1
grovepi.pinMode(xPin,"INPUT")
grovepi.pinMode(yPin,"INPUT")
# The Grove Thumb Joystick is an analog device that outputs analog signal
ranging from 0 to 1023
# The X and Y axes are two ~10k potentiometers and a momentary push
button which shorts the x axis
# My joystick produces slightly different results to the specifications
found on the url above
# I've listed both here:
# Specifications
# Min Typ Max Click
# X 206 516 798 1023
# Y 203 507 797
# My Joystick
# Min Typ Max Click
# X 253 513 766 1020-1023
# Y 250 505 769
while True:
```



```
try:
    # Get X/Y coordinates
    x = grovepi.analogRead(xPin)
    y = grovepi.analogRead(yPin)
    # Calculate X/Y resistance
    Rx = (float)(1023 - x) * 10 / x
    Ry = (float)(1023 - y) * 10 / y
    # Was a click detected on the X axis?
    click = 1 if x >= 1020 else 0
    print "x =", x, " y =", y, " Rx =", Rx, " Ry =", Ry, " click =",
    click
    time.sleep(.5)
    except IOError:
    print "Error")
```

5. Run the demo.

sudo python grove_thumb_joystick.py



6. Resources

Grove-Thumb Joystick Eagle File

Analog Joystick Datasheet



7. Support

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