Wireless Gamepad

TABLE OF CONTENTS

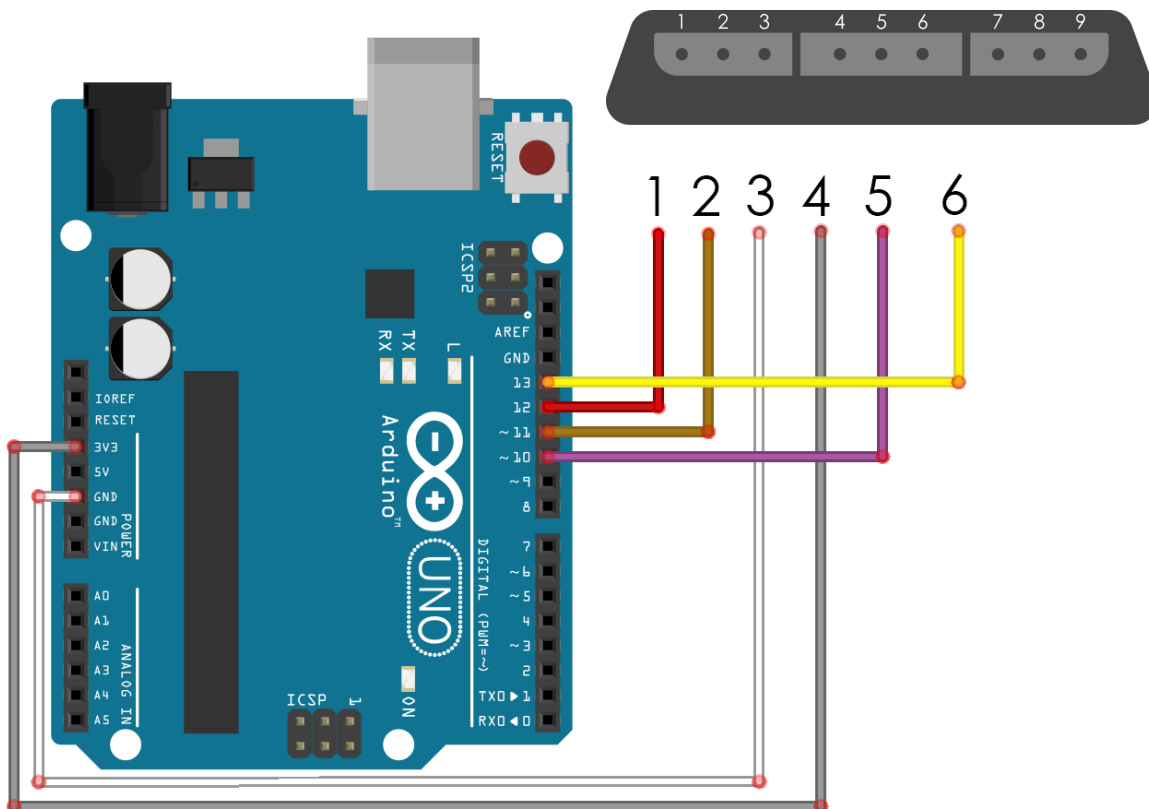# 1.   INTRODUCTION

Dear customer,
Thank you for choosing our product.
In the following we will show you what has to be considered during the installation and use.

2.   CONNECTION

First connect the receiver to your Arduino as follows. Attention! The cable colours may differ! If necessary, use the table on the next page to check the correct cable connection.

Arduino	Wireless Gamepad
+3V	5 (Power, 3,3V)
GND	4 (GND)
Pin 10	6 (Attention)
Pin 11	2 (Command)
Pin 12	1 (Data)
Pin 13	7 (Clock)

3.   INSTALLING THE LIBRARY

For use with your Arduino, an additional library is required first.
We recommend using the PS2X_lib library. It was published by Bill Porter under the GNU General Public License and is available here.

Download the library and place it in your Arduino library folder:
(C:\Users\[Your Username]\Documents\Arduino\libraries).

4.   USAGE

Once you have connected the receiver to your Arduino and installed the additional library, your wireless gamepad is ready for use. You can now insert the batteries into it.

The installed library already has an example code. You can find this in your Arduino program in the example menu under the "File" tab. Simply open the PS2X_Example here.
Please make sure to check the pin assignments in the example code. If necessary these must be adapted according to the assignment in the upper table.

The example already shows the communication to all buttons and joysticks in an easy to understand way. Of course you can modify the example code according to your wishes and adapt it to your project.

5. ADDITIONAL INFORMATIONS

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 appliance (which essentially fulfils the same function as the new appliance purchased from us) free of charge for disposal when you purchase a new appliance.
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

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

6. SUPPORT

We also support you after your purchase. If you still have questions or problems, we are also available by e-mail, telephone and ticket support system.

E-Mail: service@joy-it.net

Ticket-System: http://support.joy-it.net

Telephone: +49 (0)2845 98469 – 66 (11- 18 o'clock)

For further information please visit our website:

www.joy-it.net