

Gamepad Joystick Shield for Arduino Simulated Keyboard And Mouse



Sample Code

```
int FirstShotX , FirstShotY;
void setup()
{
  for(int i=0; i<19; i++)
  {
    pinMode(i, INPUT);
    digitalWrite(i, 1);
  }
  Serial.begin(9600);
  FirstShotX = 0;
  FirstShotY = 0;
}
void loop(){
  int i, someInt, flag = 0;
  for(i=4; i<11; i++)
  http://keyes-arduino.taobao.com
  {
    someInt = digitalRead(i);
    if(someInt == 0)
    {
      flag =1;
      break;
    }
  }
```

```

}
if(flag == 1)
{
switch(i)
{
case 4: Serial.println("-----> Button A"); break;
case 5: Serial.println("-----> Button B"); break;
case 6: Serial.println("-----> Button C"); break;
case 7: Serial.println("-----> Button D"); break;
case 8: Serial.println("-----> Button E"); break;
case 9: Serial.println("-----> Button F"); break;
case 10: Serial.println("-----> Button KEY"); break;
default: break;
}
flag=0;
}
int sensorValue = analogRead(A0);
if(FirstShotX == 0)
{
FirstShotX = sensorValue;
Serial.print("FirstShotX = ");
Serial.println(FirstShotX);
}
Serial.print("X = ");
Serial.println(sensorValue - FirstShotX);
sensorValue = analogRead(A1);
if(FirstShotY == 0)
{
FirstShotY = sensorValue;
Serial.print("FirstShotY = ");
Serial.println(FirstShotY);
}
Serial.print("Y = ");
Serial.println(sensorValue - FirstShotY);
delay(200);
}

```