SparkFun Qwiic Joystick

COM-15168

Now, you can easily add an HID/controller to your project! The SparkFun Qwiic Joystick combines the convenience of the Qwiic connection system and an analog joystick that feels reminiscent of the thumbstick from a PlayStation 2 controller and for that reason it's become a favorite of ours. The only thing that could make it better is a "smart" version, so we made one! With the pre-installed firmware, the ATtiny85 is acts as an intermediary (microcontroller) for the analog and digital inputs from the joystick. This allows the Qwiic Joystick to report its position over I^{2}C. Utilizing our handy Qwiic system, no soldering is required to connect it to the rest of your system. However, we still have broken out 0.1"-spaced pins in case you prefer to use a breadboard.

The joystick is similar to the analog joysticks on PS2 (PlayStation 2) controllers. Directional movements are simply measured with two 10 kΩ potentiometers, connected with a gimbal mechanism that separates the horizontal and vertical movements. This joystick also has a select button that is actuated when the joystick is pressed down. The SparkFun Qwiic Joystick's I^{2}C address is also software selectable so you can plenty of them to the same bus without any risk of collision!

The SparkFun Qwiic Connect System is an ecosystem of I^{2}C sensors, actuators, shields and cables that make prototyping faster and less prone to error. All Qwiic-enabled boards use a common 1mm pitch, 4-pin JST connector. This reduces the amount of required PCB space, and polarized connections mean you can't hook it up wrong.

FEATURES

- Qwiic Compatible
- Software Selectable Slave Address
- Low Power ATtiny85 controller
- Reports X and Y Joystick position + button press