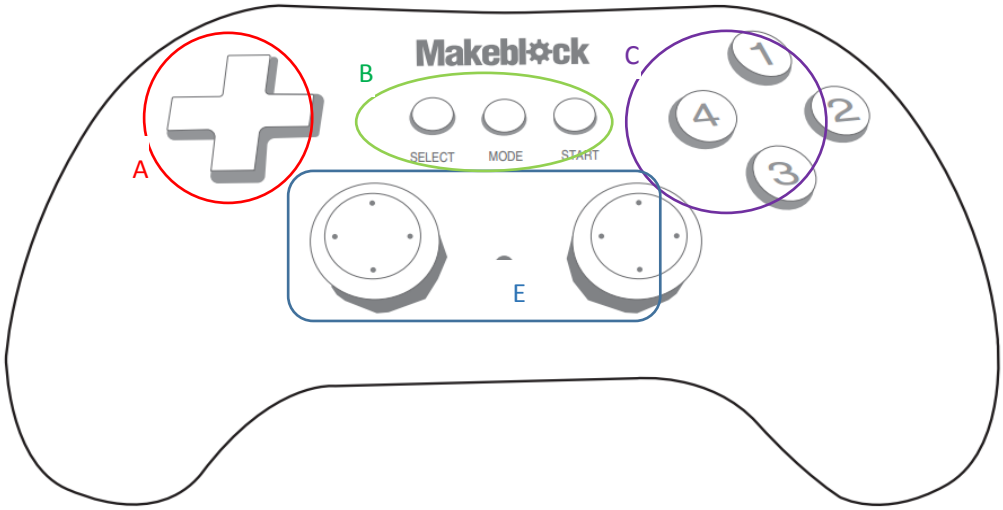
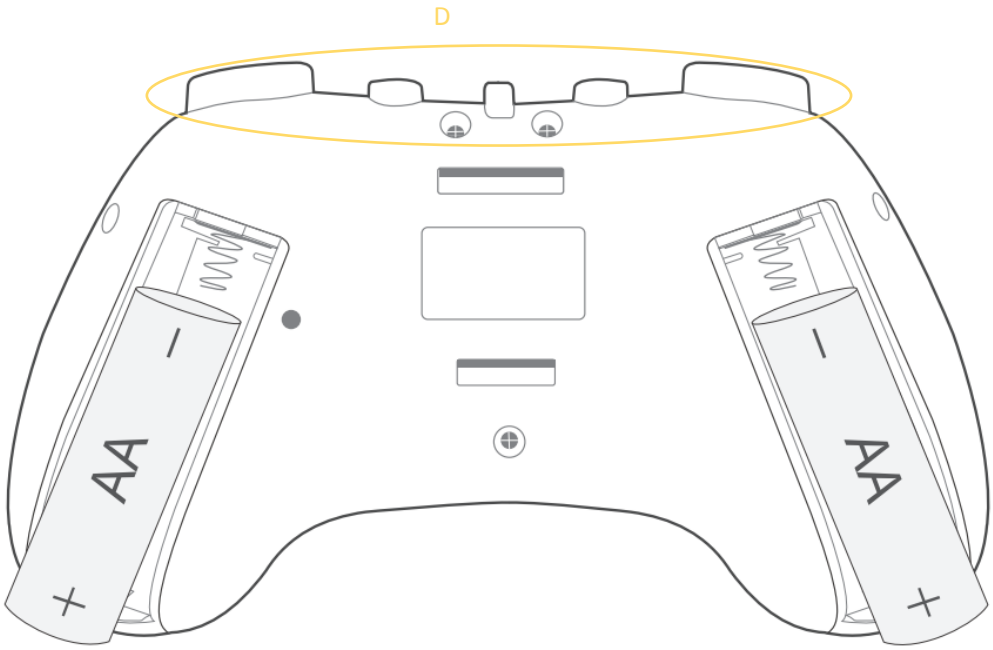
Guide: 2.4G Wireless Controller

Learn about the Controller

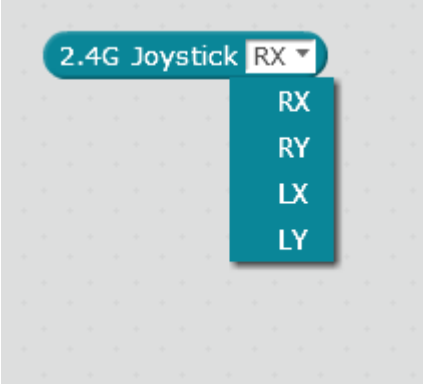
The 2.4G Wireless Controller has 5 main areas (just like A-E below), which can be divided into two different ways of input.

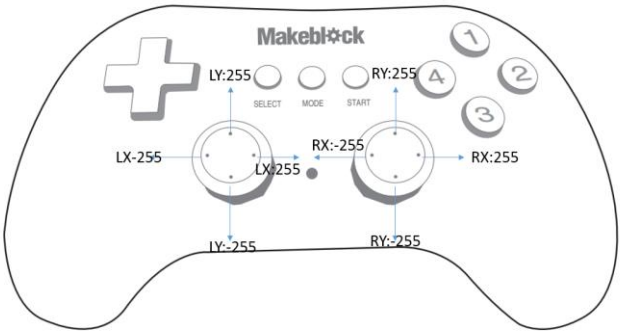




The buttons in A/B/C/D areas can only input bool numbers, which means they can only tell if they are triggered or not. These buttons are controlled by the block below.

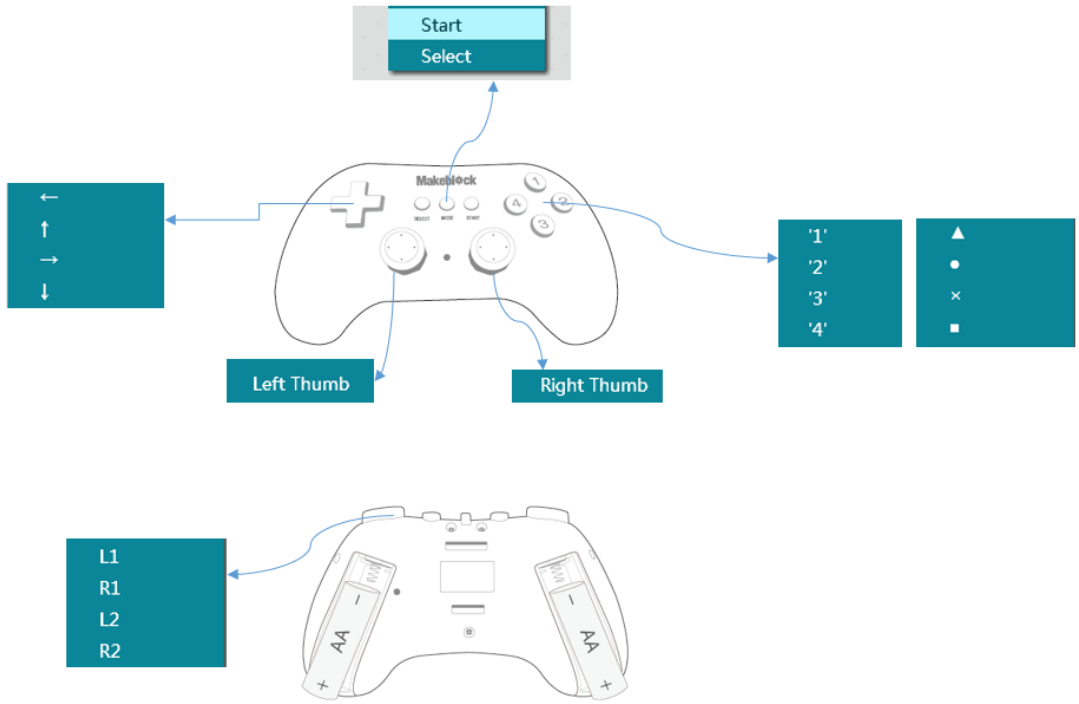
As for the thumbs in area E, they can input analog value from -255 to 255 (step by 1). The reporter block for thumbs is in the picture below.





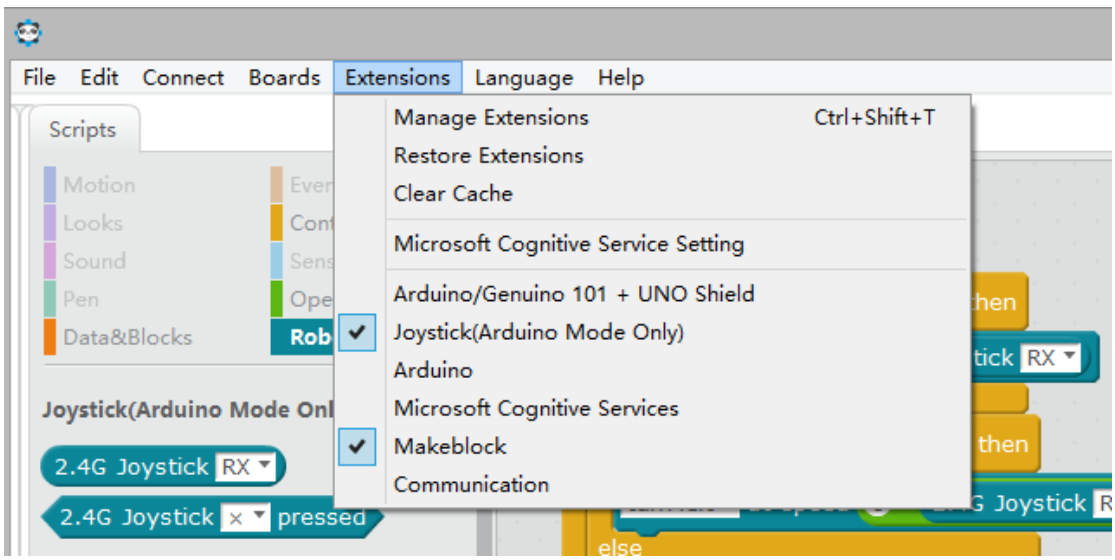
RX/RY respond to the right thumb, LX/LY is for the left thumb. X stand for X-axis and Y stand for Y-axis, which means if you move the right thumb to its left, RX turns out to be -255.

Correspondence



Program the Controller Buttons

First of all, we need to connect to the main board with mBlock. Then we should choose **Joystick (Arduino Mode Only)** in the Extensions.

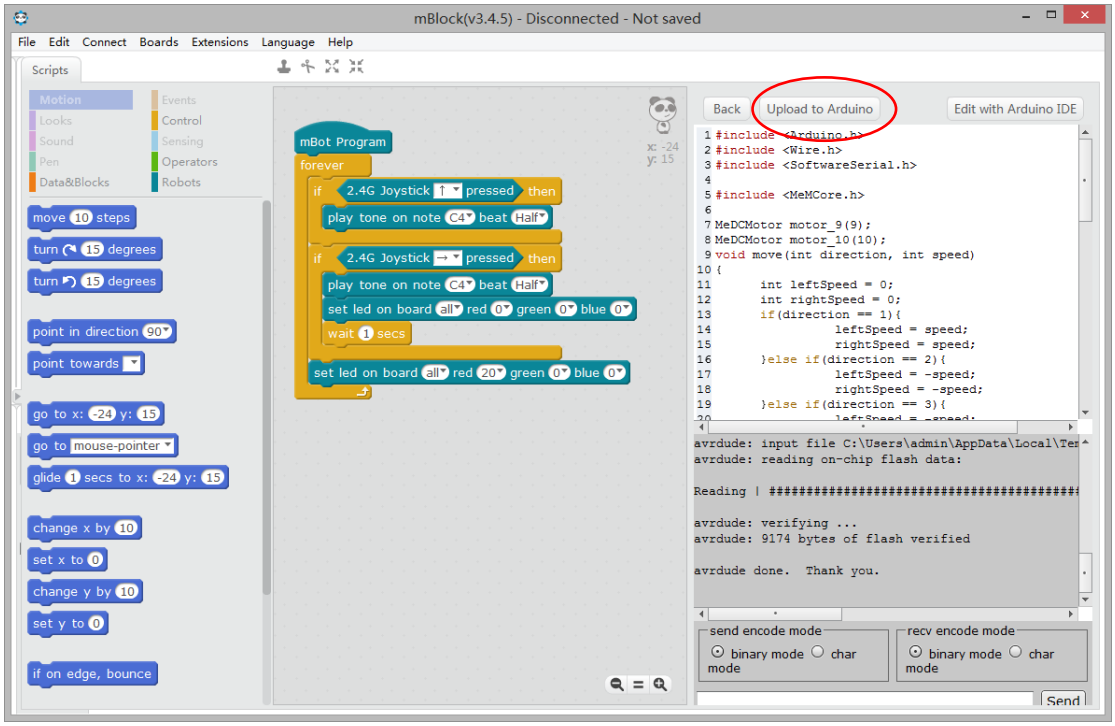


Now we can use mBlock to program the Controller buttons.

Programming Examples

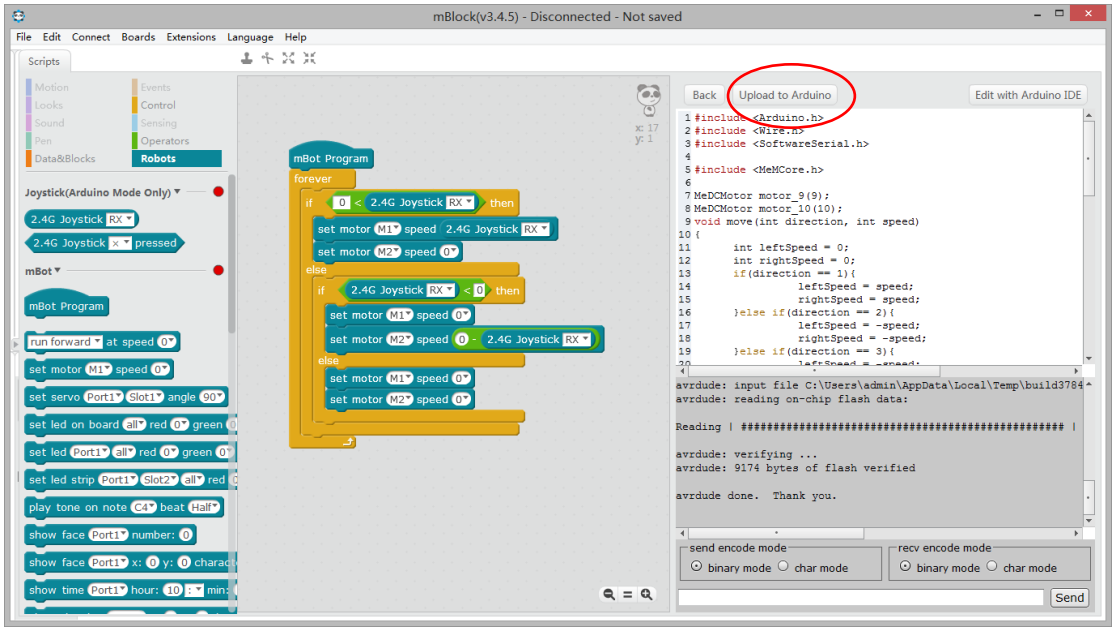
Example a:

Use buttons of the Controller to play sound.



Example b:

Use right thumb to control mBot to turn left or right.



Please remember to click ‘Upload to Arduino’! And now we can use Controller to control mBot!