



Thumbstick click™

1. Introduction



Thumbstick click™ is a simple solution for adding an analog thumb joystick to your design. Along with the dual axis joystick unit, the board also carries an **MCP3204** 12-bit A/D converter. Thumbstick click™ communicates with the target board microcontroller through **mikroBUS™** SPI (CS, SCK, MISO and MOSI) lines. The board is designed to use either a 3.3V or a 5V power supply.

2. Soldering the headers

Before using your click™ board, make sure to solder 1x8 male headers to both left and right side of the board. Two 1x8 male headers are included with the board in the package.



Turn the board upside down so that the bottom side is facing you upwards. Place shorter pins of the header into the appropriate soldering pads.



Turn the board upward again. Make sure to align the headers so that they are perpendicular to the board, then solder the pins carefully.



3. Plugging the board in

Once you have soldered the headers your board is ready to be placed into the desired mikroBUS™ socket. Make sure to align the cut in the lower-right part of the board with the markings on the silkscreen at the mikroBUS™ socket. If all the pins are aligned correctly, push the board all the way into the socket.



4. Essential features

Thumbstick click™ is a high precision input device. The dual axis, spring return, pushbutton enabled joystick is similar to the ones used on joypads on popular gaming consoles like Playstation or Xbox. It has two potentiometers connected to a stick for receiving directional input in the x and y axes. The mechanical pushbutton sends an interrupt signal to the microcontroller. The on-board MCP3204 12-bit A/D converter sends the digital signal through SPI lines.

click™
BOARD
www.mikroe.com

Thumbstick click™ manual
ver. 1.00



