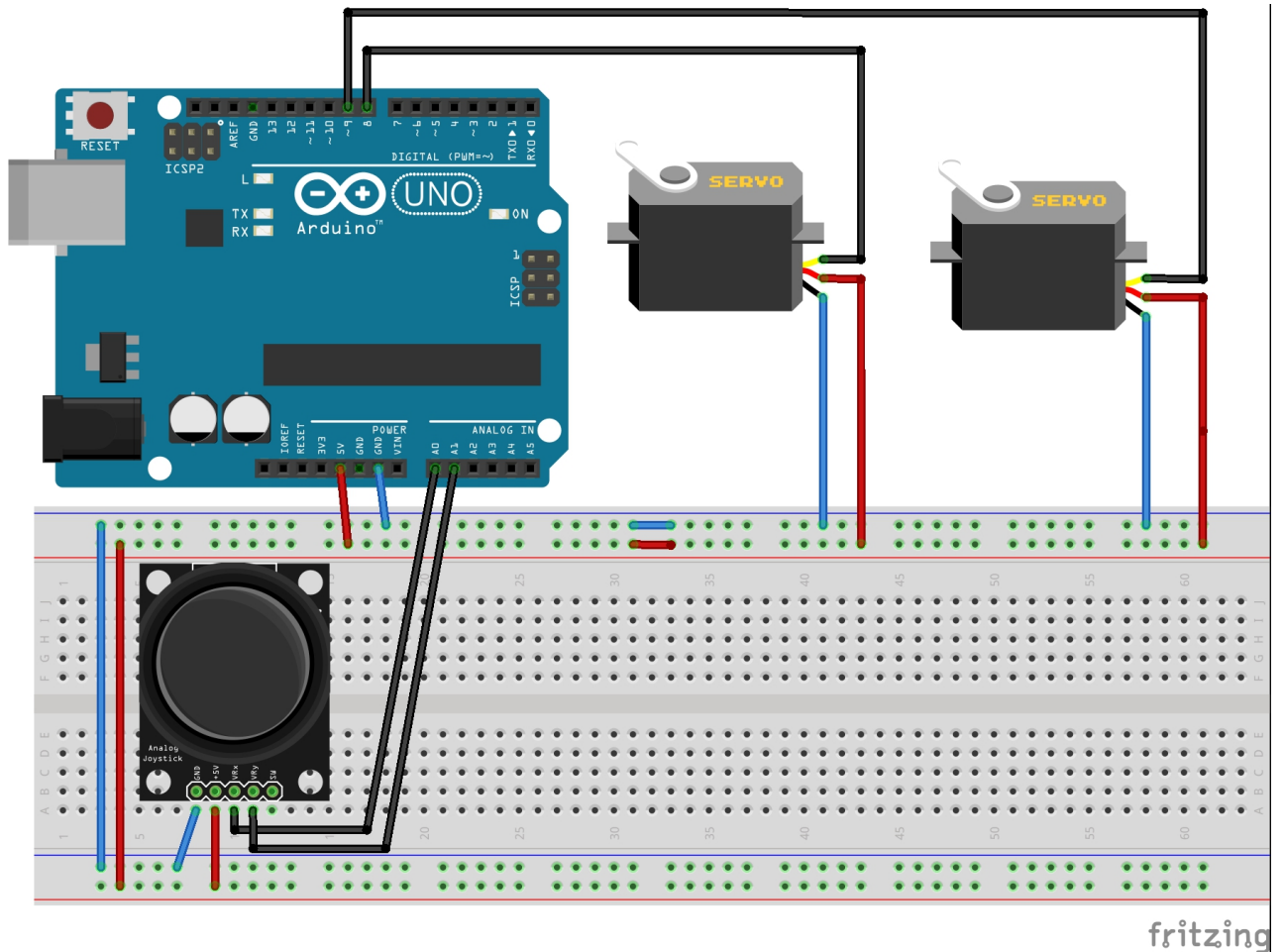


Joystick met 2 servo's

Het schema



De code

```
#include
Servo servo1;
Servo servo2;
int x_key = A1;
int y_key = A0;
int x_pos;
int y_pos;
int servo1_pin = 8;
int servo2_pin = 9;
int initial_position = 90;
int initial_position1 = 90;

void setup ( ) {
  Serial.begin (9600) ;
  servo1.attach (servo1_pin ) ;
```

Joystick met 2 servo's



```
servo2.attach (servo2_pin ) ;
servo1.write (initial_position);
servo2.write (initial_position1);
pinMode (x_key, INPUT) ;
pinMode (y_key, INPUT) ;
}

void loop ( ) {
x_pos = analogRead (x_key) ;
y_pos = analogRead (y_key) ;

if (x_pos < 300)
{
  if (initial_position < 10)
  { }
  else
  {
    initial_position = initial_position - 20;
    servo1.write ( initial_position ) ;
    delay (100) ;
  }
}
if (x_pos > 700)
{
  if (initial_position > 180)
  { }
  else
  {
    initial_position = initial_position + 20;
    servo1.write ( initial_position ) ;
    delay (100) ;
  }
}

if (y_pos < 300)
{
  if (initial_position1 < 10)
  { }
  else
  {
    initial_position1 = initial_position1 - 20;
    servo2.write ( initial_position1 ) ;
    delay (100) ;
  }
}
if (y_pos > 700)
{
  if (initial_position1 > 180)
  {
  }
  else
  {
    initial_position1 = initial_position1 + 20;
    servo2.write ( initial_position1 ) ;
    delay (100) ;
  }
}
} //end of void loop
```