
sparkfun*qwickeypad*

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Python module for the qwiic joystick, which is part of the SparkFun Qwiic Joystick

This python package is a port of the existing SparkFun Qwiic Joystick Arduino Library

This package can be used in conjunction with the overall SparkFun qwiic Python Package

New to qwiic? Take a look at the entire SparkFun qwiic ecosystem.

CHAPTER 1

Contents

- *Dependencies*
- *Installation*
- *Documentation*
- *Example Use*

CHAPTER 2

Dependencies

This driver package depends on the qwiic I2C driver: [Qwiic_I2C_Py](#)

CHAPTER 3

Documentation

The SparkFun qwiic Joystick module documentation is hosted at [ReadTheDocs](#)

4.1 PyPi Installation

This repository is hosted on PyPi as the [sparkfun-qwiic-joystick](#) package. On systems that support PyPi installation via pip, this library is installed using the following commands

For all users (note: the user must have sudo privileges):

```
sudo pip install sparkfun-qwiic-joystick
```

For the current user:

```
pip install sparkfun-qwiic-joystick
```

4.2 Local Installation

To install, make sure the `setuptools` package is installed on the system.

Direct installation at the command line:

```
python setup.py install
```

To build a package for use with pip:

```
python setup.py sdist
```

A package file is built and placed in a subdirectory called `dist`. This package file can be installed using pip.

```
cd dist  
pip install sparkfun_qwiic_joystick-<version>.tar.gz
```


CHAPTER 5

Example Use

See the examples directory for more detailed use examples.

```
from __future__ import print_function
import qwiic_joystick
import time
import sys

def runExample():

    print("\nSparkFun Qwiic Joystick Example 1\n")
    myJoystick = qwiic_joystick.QwiicJoystick()

    if myJoystick.isConnected() == False:
        print("The Qwiic Joystick device isn't connected to the system. Please check_
↪your connection", \
            file=sys.stderr)
        return

    myJoystick.begin()

    print("Initialized. Firmware Version: %s" % myJoystick.getVersion())

    while True:

        print("X: %d, Y: %d, Button: %d" % ( \
            myJoystick.getHorizontal(), \
            myJoystick.getVertical(), \
            myJoystick.getButton()))

        time.sleep(.5)

if __name__ == '__main__':
    try:
        runExample()
```

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```
except (KeyboardInterrupt, SystemExit) as exErr:
    print("\nEnding Example 1")
    sys.exit(0)
```

6.1 API Reference

6.1.1 qwiic_joystick

Python module for the [SparkFun Qwiic Joystick](<https://www.sparkfun.com/products/15168>)

This python package is a port of the existing [SparkFun Qwiic Joystick Arduino Library](https://github.com/sparkfun/SparkFun_Qwiic_Joystick_Arduino_Library)

This package can be used in conjunction with the overall [SparkFun qwiic Python Package](https://github.com/sparkfun/Qwiic_Py)

New to qwiic? Take a look at the entire [SparkFun qwiic ecosystem](<https://www.sparkfun.com/qwiic>).

```
class qwiic_joystick.QwiicJoystick (address=None, i2c_driver=None)
```

Parameters

- **address** – The I2C address to use for the device. If not provided, the default address is used.
- **i2c_driver** – An existing i2c driver object. If not provided a driver object is created.

Returns The QwiicJoystick device object.

Return type Object

```
begin ()
```

Initialize the operation of the Joystick module

Returns Returns true if the initialization was successful, otherwise False.

Return type bool

```
button
```

Returns 0 if button is currently being pressed.

Returns button status

Return type integer

check_button ()

Returns 1 if button was pressed between reads of .getButton() or .checkButton() the register is then cleared after read.

Returns button status

Return type integer

connected

Determine if a Joystick device is connected to the system..

Returns True if the device is connected, otherwise False.

Return type bool

get_button ()

Returns 0 button is currently being pressed.

Returns button status

Return type integer

get_horizontal ()

Returns the 10-bit ADC value of the joystick horizontal position

Returns The next button value

Return type byte as integer

get_version ()

Returns a string of the firmware version number

Returns The firmware version

Return type string

get_vertical ()

Returns the 10-bit ADC value of the joystick vertical position

Returns The next button value

Return type byte as integer

horizontal

Returns the 10-bit ADC value of the joystick horizontal position

Returns The next button value

Return type byte as integer

is_connected ()

Determine if a Joystick device is connected to the system..

Returns True if the device is connected, otherwise False.

Return type bool

version

Returns a string of the firmware version number

Returns The firmware version

Return type string

vertical

Returns the 10-bit ADC value of the joystick vertical position

Returns The next button value

Return type byte as integer

6.2 Read a Position and Button State

Listing 1: examples/qwiic_joystick_ex1.py

```

1  #!/usr/bin/env python
2  #-----
3  # qwiic_env_joystick_ex1.py
4  #
5  # Simple Example for the Qwiic Joystick Device
6  #-----
7  #
8  # Written by SparkFun Electronics, May 2019
9  #
10 # This python library supports the SparkFun Electroncis qwiic
11 # qwiic sensor/board ecosystem on a Raspberry Pi (and compatable) single
12 # board computers.
13 #
14 # More information on qwiic is at https://www.sparkfun.com/qwiic
15 #
16 # Do you like this library? Help support SparkFun. Buy a board!
17 #
18 #=====
19 # Copyright (c) 2019 SparkFun Electronics
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35 # LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
36 # OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
37 # SOFTWARE.
38 #=====
39 # Example 1
40 #
41
42 from __future__ import print_function
43 import qwiic_joystick
44 import time
45 import sys
46
47 def runExample():
48

```

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```

49     print("\nSparkFun qwiic Joystick  Example 1\n")
50     myJoystick = qwiic_joystick.QwiicJoystick()
51
52     if myJoystick.connected == False:
53         print("The Qwiic Joystick device isn't connected to the system.
↳Please check your connection", \
54             file=sys.stderr)
55         return
56
57     myJoystick.begin()
58
59     print("Initialized. Firmware Version: %s" % myJoystick.version)
60
61     while True:
62
63         print("X: %d, Y: %d, Button: %d" % ( \
64             myJoystick.horizontal, \
65             myJoystick.vertical, \
66             myJoystick.button))
67
68         time.sleep(.5)
69
70 if __name__ == '__main__':
71     try:
72         runExample()
73     except (KeyboardInterrupt, SystemExit) as exErr:
74         print("\nEnding Example 1")
75         sys.exit(0)
76
77

```

6.3 Output Direction

Listing 2: examples/qwiic_joystick_ex2.py

```

1  #!/usr/bin/env python
2  #-----
3  # qwiic_env_joystick_ex2.py
4  #
5  # Simple Example for the Qwiic Joystick Device
6  #-----
7  #
8  # Written by SparkFun Electronics, May 2019
9  #
10 # This python library supports the SparkFun Electronics qwiic
11 # qwiic sensor/board ecosystem on a Raspberry Pi (and compatible) single
12 # board computers.
13 #
14 # More information on qwiic is at https://www.sparkfun.com/qwiic
15 #
16 # Do you like this library? Help support SparkFun. Buy a board!
17 #
18 #=====
19 # Copyright (c) 2019 SparkFun Electronics

```

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```

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36 # OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
37 # SOFTWARE.
38 #=====
39 # Example 2
40 #
41
42 from __future__ import print_function
43 import qwiic_joystick
44 import time
45 import sys
46
47 def runExample():
48
49     print("\nSparkFun Qwiic Joystick Example 2\n")
50     myJoystick = qwiic_joystick.QwiicJoystick()
51
52     if myJoystick.connected == False:
53         print("The Qwiic Joystick device isn't connected to the system.
↳Please check your connection", \
54             file=sys.stderr)
55         return
56
57     myJoystick.begin()
58
59     print("Initialized. Firmware Version: %s" % myJoystick.version)
60
61     while True:
62
63         x = myJoystick.horizontal
64         y = myJoystick.vertical
65         b = myJoystick.button
66
67         if x > 575:
68             print("L")
69         elif x < 450:
70             print("R")
71
72         if y > 575:
73             print("U")
74         elif y < 450:
75             print("D")

```

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```
76         if b == 0:
77             print("Button")
78
79         time.sleep(.5)
80
81
82 if __name__ == '__main__':
83     try:
84         runExample()
85     except (KeyboardInterrupt, SystemExit) as exErr:
86         print("\nEnding Example 1")
87         sys.exit(0)
88
89
```

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