

Thumbstick Phidget



Does your project need a high degree of control from your users? The Thumbstick Phidget provides a familiar 2-axis thumbstick similar to those on a video game controller. The stick springs back to the neutral position when released. It can also be pressed down with a click, which will register in software and can be tied to a function in your software. The HIN1100 connects to a port on a **VINT Hub**. See the “Compatible Products” tab for a list of hubs.

How it Works

The two axes of the thumbstick correspond to two VoltageRatioInput software objects which each range from -1.0 to 1.0, with zero being in the neutral position. These two numbers can be combined and converted into an angle and a magnitude in your software to be more useful. When the stick is pressed down, a DigitalInput object will change from false to true, so your program can use the change event to trigger a function or feature of your project.

Product Specifications

Sensor Properties

Controlled By	VINT
VoltageRatio Input Resolution	0.0021

Electrical Properties

Current Consumption (Unconfigured)	20 $\frac{1}{4}$ A
Current Consumption Max	* 1 mA

Physical Properties

Operating Temperature Min	-40 $^{\circ}$ C
Operating Temperature Max	85 $^{\circ}$ C

* – Current consumption varies depending on the selected data interval. See

the technical section of the User Guide for details.