

BLUETOOTH ARCADE CONTROLLER RELEASED

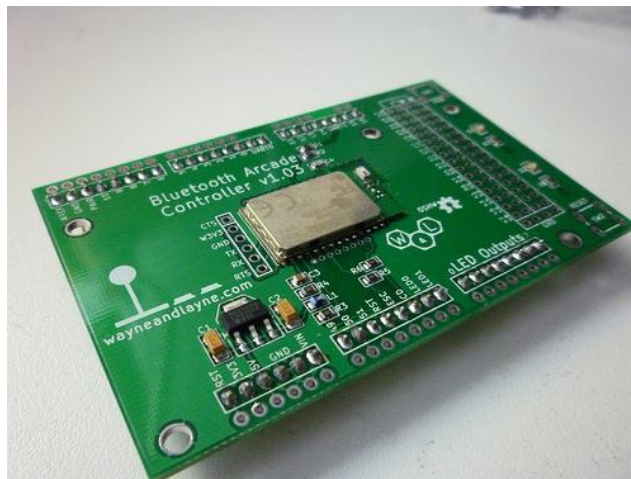
If you've been following Wayne and Layne for a while, you've surely noticed that we've been kicking around this idea of a bluetooth-connected **arcade controller**, we even identified a bluetooth module and made a **breakout board** for it. Fortunately, our friend Jeff at the **Keyglove project** showed us a much nicer and much more flexible bluetooth module, that works much better than our original module.

In conjunction with another friend of ours, **John Baichtal**, we turned our penchant for bluetooth keyboards into a how-to article in **Make Magazine volume 28**, along with producing an actual product! We're proud to announce the release of the **Bluetooth Arcade Controller**, and add-on shield for the Arduino Mega, that lets you turn some arcade joysticks and buttons into a bluetooth keyboard.

We built a small demonstration unit with one joystick and six buttons for the 2011 World Maker Faire in New York City back in September.



We connected it to a tablet computer and used the bluetooth keyboard to play games.



The Bluetooth Arcade Controller can support over 52 buttons, joysticks, switches, etc. A system-level diagram on how to hook things up is shown below. More details are available from the **Bluetooth Arcade Controller page**.

Source: <https://www.wayneandlayne.com/blog/2011/10/19/bluetooth-arcade-controller-released/>