USB-Chicklet FAQ

Rev 1.0

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1.) What is USB-Chicklet?

USB-Chicklet is an embedded device that performs USB hosting on USB joysticks, game pads, and computer mice, and converts the data into analog and digital signals compatible with the 15-pin joystick interface found on the FIRST robotics Operator Interface. The intent is to allow FIRST robotic teams to use supported USB devices to control their robots without implementing expensive or complicated solutions.

2.) How many devices are supported?

The USB-Chicklet supports the following devices:

> Logitech Dual Action Gamepad
> Logitech Cordless Gamepad
> Logitech Attack 3 Joystick
> Logitech Extreme 3D Pro Joystick
> Logitech NASCAR Racing Wheel
> XBox Controller
> XBox 360 Controller
> Microsoft Intelligent Optical Mouse
> Saitek Aviator Joystick
> Saitek ST290 Joystick
> Saitek ST290 Pro Joystick

3.) What is the purpose of User Calibration?

USB Chicklet provides an interface for modern USB joysticks and game pads into the analog 15-pin joystick port of the Operator Interface. But many of these devices have more than four analog and/or digital inputs. This implies that not all of the joystick/gamepad's axes and buttons can be enabled at once if used with the Operator Interface. So how does one decide which axes and buttons to enable? The answer is by selecting the device's "Analog Mode" in the calibration mode. This is further explained in the User Manual.

4.) How many joystick/gamepad calibrations are stored in one USB-Chicklet?

One USB-Chicklet will store User Calibration data for one device. Which means that if you calibrate a new device, the selected analog mode, custom digital button mapping, and center axes offsets will be overwritten.

5.) What if I calibrate for one joystick/gamepad and then plug in a different model joystick/ model?

The USB-Chicklet will load a default set of calibration data and use analog mode 1. You can still plug in the original model and retain the selected analog mode, custom digital button mapping, and center axes offsets for the original model. However if you perform User Calibration on the new model, it will overwrite the User Calibration for the old model.

6.) I plugged in a device, but the LED is still red. What now?

The USB device may need to be reset. This can be done by reconnecting the device's USB connector or cycling power. Also ensure that the calibration jumper is not accidentally placed in the wrong location

7.) I plugged in a device and the LED blinks: green, red, green, red?

The USB-Chicklet is entering User Calibration; prevent this by removing calibration jumper.