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#include <PS2X_lib.h>
#include <Servo.h>

PS2X ps2x;
Servo Steer;
Servo Spoiler;

int RSU = 87;
int RSD = 0;
int DMAX = 217.5;
int LMAX = 0;
int TCM = 120;
int TCL = 60;
int ELW = 0;
int ELR = 0;
int error = 0;
byte type = 0;
byte vibrate = 0;

void setup() {
  Steer.attach(4);
  Spoiler.attach(6);
  pinMode(3, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(9, OUTPUT);
  pinMode(11, OUTPUT);
  pinMode(13, OUTPUT);
  error = ps2x.config_gamepad(8, 7, 10, 12, true, false);
  type = ps2x.readType();
  ELW = 255;
  ELR = 255;
  analogWrite(5, ELW);
  analogWrite(13, ELR);
  delay(500);
  ELW = 0;
  ELR = 0;
  analogWrite(5, ELW);
  analogWrite(13, ELR);
  Spoiler.write(RSD);
}

void loop() {
  if (error == 1) {
    digitalWrite(9, HIGH);
    delay(10);
    digitalWrite(9, LOW);
  }
  ps2x.read_gamepad();
  Steer.write(map(ps2x.Analog(PSS_RX), 0, 255, TCM, TCL));
}

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analogWrite(3, (map(ps2x.Analog(PSS_LY), 0, 127.5, DMAX, 195)));
if (ps2x.Button(PSB_BLUE)) {
  analogWrite(11, 0);
  Spoiler.write(RSD);
  ELR = 0;
  analogWrite(13, ELR);
} else if (ps2x.Button(PSB_GREEN)) {
  LMAX = 217.5;
  analogWrite(11, LMAX);
  Spoiler.write(RSU);
} else if ((ps2x.Button(PSB_L2)) && (ps2x.Button(PSB_R2))) {
  analogWrite(3, 250);
  analogWrite(11, 250);
  delay(500);
  analogWrite(3, 217.5);
  analogWrite(11, 217.5);
} else if ((ps2x.Button(PSB_PAD_LEFT))) {
  DMAX = 208.75;
  TCM = 100;
  TCL = 80;
  LMAX = 217.5;
  analogWrite(11, LMAX);
  Spoiler.write(RSU);
  ELR = 0;
  analogWrite(13, ELR);
} else if ((ps2x.Button(PSB_PAD_UP))) {
  DMAX = 217.5;
  TCM = 120;
  TCL = 60;
  LMAX = 217.5;
  analogWrite(11, LMAX);
  Spoiler.write(RSU);
  ELR = 0;
  analogWrite(13, ELR);
} else if ((ps2x.Button(PSB_PAD_RIGHT))) {
  DMAX = 250;
  TCM = 120;
  TCL = 60;
  LMAX = 217.5;
  analogWrite(11, LMAX);
  Spoiler.write(RSU);
  ELR = 0;
  analogWrite(13, ELR);
} else if ((ps2x.Button(PSB_PAD_DOWN))) {
  DMAX = 250;
  TCM = 180;
  TCL = 0;
  LMAX = 236.25;
  analogWrite(11, LMAX);
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Spoiler.write(RSD);
ELR = 255;
analogWrite(13, ELR);
} else if ((ps2x.Button(PSB_L1)) && (ps2x.Button(PSB_R1))) {
  DMAX = 250;
  TCM = 105;
  TCL = 75;
  LMAX = 236.25;
  analogWrite(11, LMAX);
  Spoiler.write(RSD);
  ELR = 255;
  analogWrite(13, ELR);
} else if ((ps2x.Button(PSB_PAD_DOWN)) && ((ps2x.Button(PSB_BLUE)))) {
  Steer.write(0);
  analogWrite(3, 0);
  analogWrite(5, 0);
  analogWrite(11, 0);
  analogWrite(13, 0);
  digitalWrite(9, LOW);
  Spoiler.write(RSD);
  delay(10000);
} else if (ps2x.Button(PSB_PINK)) {
  ELW = 255;
  analogWrite(5, ELW);
} else if (ps2x.Button(PSB_RED)) {
  ELW = 0;
  analogWrite(5, ELW);
}
delay(100);
}
```