

Technical Write-Up

Project name: Arduino Simulator Controller

: Overview :

An Arduino-based project which allows to control a flight simulator with a joystick and buttons connected via the Arduino.

Python was used to allow communication between the computer and Arduino; And Telnet was used to allow FlightGear to communicate with the Python script.

Proper code was uploaded to Arduino in order for smooth communication between hardware and software.

: Components/Software Used :

1. Input Stage:
 - I. Joystick
 - II. Push Buttons
2. Processing & Output Stage:
 - I. Arduino Uno (With code uploaded)
 - II. Python + Telnet (Python for communication between Arduino and computer, while Telnet for the FlightGear software to connect with the Python script.)
 - III. FlightGear (Simulation game which was being played; The output.)

: Demo Pictures :

