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You can't perform that action at this time. The Bluetooth GamePad Hand Controller (BGC) Add-On Developed by Drew Bolce'. Please contact me by PM with any questions at this link: BGC Developer Drew Please put "BGC" in the Subject line. Version 3.0 (SWS V2.08c, as of January 30, 2024) Version 3.0 is a major update (By setting, Version 2.0 is still available for backward capability). The Version 2.0 instructions below still apply except as noted. If you are a new user read the Version 2.0 instructions below carefully first. It adds support to the new GamePad variant and a new controller type (VR Box / VR PARK). It also has new functions and config options. Haptic feedback, if the OnStep board has a buzzer enabled it will sound when the various function buttons are pushed. This is most useful when using the "M" button functions. The new variant of the GamePad can be identified by its MAC address. The old variant will start with "ff:ff:xx:xx:xx", the new variant starts with "ff:xx". The major differences are: The new variant must be operated in "Mode B" It has no "M" button support The major change is the "Mode B" operation. Now you will start the GamePad using the "Mode" + "B" buttons. The bleConfig.h file contains commonly used options. NS_SWAP ON reverses direction buttons from OnStep standardEW_SWAP East/West swap LED_ENABLE LED on/off behavior, OFF disables LED BLE connected/disconnected indication, ON = LED off when connected, off when disconnected, REV = LED on when connected, off when disconnected FOCUS INIT Focuser moves to half-position on M button "Start tracking" press, Moves to "0" position on "M" button "Park". OFF disables feature SOUND Enables beeps and alerts, if the OnStep controller has buzzer support, M_BUTTON Adds additional functions to M button. For supported GamePads only INIT_ALIGN Enables M button align from "At Home" (startup) with 3 star alignment (see ALIGNSTARS to change number of stars) MODE_D Uses Mode D on GamePad (if it supports it). Version 2.0 code for backward compatibility. "M" button double click. For the safety the M button now requires a "double click". Due to latency this needs to be a "lazy" double click. If the M button is not working you are clicking too fast, "A" button long push "Sync". If you "long push" (About one second) the "A" button it will Sync on the current star. Can also be used during the alignment procedure. Panic stop. During a GOTO pressing any button (or pushing the joystick) will stop all scope movement. Support has been added for a new controller, VR Box or VR Park: Version 2.0 (as of July 30, 2023) All of the instructions below are also for Version 3.0, except as noted above. The original Version 2.0 is still available by setting the variable "MODE_D" to ON in BleConfig.h Below is the original Wiki entry: Improvements/additions from Version 1.0 Slew speed - The slew speed up/down buttons now behave in a more predictable manner. The initial slewing speed is now 48x. The first section of "BleGamepad.cpp" (SmartWebServer\src\libApp\bleGamepad\BleGamepad.cpp) contains several user definable options. Direction key swaps. The N/S and E/W button directions can be swapped now. LED behavior. If ON, the SWS ESP32 onboard LED can be used to indicate the GamePad connectivity state. This feature can be turned off or reversed. Focus initialize/park. If ON, the focuser will move to half-position when the "M" button is pressed at power-up (Scope in "at home" state). This assumes you have stored the focuser in the fully in position. Later when the "M" button is pushed to park the scope it will return the focuser to the fully in position. Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies. ===== Alignment acceptance on OnStepX requires a short beep, which sounds only during the alignment procedure, indicating that the scope is tracking correctly. To confirm an alignment point, press the "M" button, resulting in another brief beep confirming sound activation. Once this step is completed, proceed with aligning to multiple stars by following a specific process. The OnStep will implement its alignment model upon completion of these steps. The OnStep project has introduced a new feature that supports the use of Bluetooth GamePads, specifically the "R1" model. This gamepad can be connected to the OnStep board via the ESP32 chip's BLE (Bluetooth Low Energy) capabilities. The code for this feature is available in the Extended.config.h file. To use this feature, it is necessary to design a daughter board and connect it to the main OnStep board. Power/Gnd and Rx/Tx pins are all that are required. Note that only one GamePad can be supported at a time, although two devices can be used in "hand off" mode, allowing for seamless switching between them when the battery runs out. Obtaining the MAC address of the GamePad is crucial for this feature to work properly. The easiest way to obtain this is by using the OnStep Android App. Once paired with the device, the MAC address can be copied and inserted into the Extended.config.h file of SmartWebServer (SWS) before flashing. It is essential to note that pairing between the GamePad and the Android device requires manual intervention, as the GamePad itself does not require pairing. To prevent issues with the Android device connecting to and hijacking the GamePad, it is recommended to "UNPAIR" the GamePad from the device after obtaining the MAC address. Battery life for the GamePad is relatively long, with some users reporting that their charge lasted several weeks even with heavy use. However, current systems do not provide any indication when the battery level is low, which can lead to issues such as weird responses and buttons not responding. The GamePad code is part of the SmartWebServer (SWS) located here . I suggest you use the latest version from the "Main" branch. Extract from the zip file the entire subdirectory to the proper location in your Arduino IDE and rename it to "SmartWebServer". You will now have a SmartWebServer subdirectory to use for the Wemos ESP32 firmware uploading. Follow these uploading instructions: Note: Install the latest version 2.0.14 (as of 1/30/24). This is known to work with the SWS software and has improvements in the BLE support over earlier versions. The ESP32 firmware can then be installed from the Hardware Manager in Arduino IDE. It is best to flash the WemosESP32 "off-board" with a short USB cable that supports data transfers. Be forewarned that a lot of cables are power only. If this is the case it will not connect or show the WemosESP32 Serial port number. I have noticed that data cables will have the "usb trident" symbol on the connector where the power only cable is blank. Note: Before flashing you need to enter the MAC address obtained previously. Put it in the Extended.config.h file. Replace the "ff:ff:ff:ff:ff" with your MAC address in lower case. You will end up with a line like: "define BLE_GP_ADDR "ff:ff:ab:09:d6:5a" ". There is provision for two GamePads. Unless you have two leave the second line with the default "ff:ff:ff:ff:ff". Note: Be sure you have the GamePad enabled "BLE_GAMEPAD ON" in the Extended.config.h file. To compile I suggest you use the "MH ET LIVE ESP32MiniKit" for the hardware. You must select the "No OTA (Large APP)" Partition Scheme (The BLE code uses a lot of memory). Also set the "Erase all Flash before Sketch Upload: " to "Enabled". Several other hardware selections are acceptable. =====with the lowest speed if you don't see any movement press the "D" button and try again. each time you press it the speed will increase. onstep starts at the HOME position pointing at "NCP" (North pole) for GEM type mounts and at the Northern Horizon ZERO Deg AZ and EL for Alt/AZ mounts. the Spiral Search will not work until the scope is pointed 10 degrees from the HOME position by default. move the scope more than 10 degrees from there and it should work. note: the Spiral Search speed is the same as that set by the slew speed buttons. the focus buttons also start at the lower speed it will switch to high speed after the button is held for 5 seconds. this is the same as the SmartHandController. if you still cannot get any response try setting "Mode + D" again. the GamePad should flash once. note: if the GamePad is continually blinking it means it is not connecting for some reason. check the MAC address (most common problem). check to be sure another device has not "hijacked" the GamePad. not unpairing from the device you got the MAC address from is a common culprit. you can set "BLE_GAMEPAD OFF" in Extended.config.h and reflash the Wemos ESP32 to remove the GamePad function and enable WiFi/Ethernet function only. if you have any suggestions or find any errors please PM user Drew. please put "BGC" in the Subject line. =====Lookin forward to seeing everyone at the meeting tomorrow and discussin our strategies. but I'm havin some issues with pairin my controllur. Even tho it showz up and workz in both ES and RetroArch, i cant seem to get it to stay paired. @krullbeast said somethin in Magicsee R1 controller issuex: Is ther a way to set my controllur so that it wont forhet my autoconfig? I'd really appreciate any ideaz or expertiz you can offer. Thanks alot! @mitu, just mapped it in ES (after re-enablin auto savz) and then had to quit ES and do a system shutdown, rebooted and its workin now!!! So far, yes!! Thought maybe I wasn't extin ES corectly and it kept remapin the R1 to only start button as y button. Also, it showz up as keyboard input. Thanks for the helpz! Bluetooth 4.0, Wireless Controllur More than 10 meterz Support variety of modez, muzik, games, mouse, self-timer Low consumption, Long standby Automatic identifi Android and iOS systim, no need to switch manually. Mode Key : Enter (OK), Return ,Mode Switch, ON/OFF. Function key,Joystick USB port: mini USB Port for chargizin LED Light :Charger power 5v/1A. Red light on when chargizin; and Red light off when full chargizin; Blue light on when Bluetooth paired and mode switch

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