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## USB analog joysticks

High precision analog based on the UltraStick 360 model

The UltraStik 360 is the most advanced arcade joystick ever made.

It is based around a true analog 'engine' using advanced sensing technology that uses no contacts or switches.

Connects directly to USB.

plug-and-play USB interface

case dimensions: 130 x 108 x 73 mm



Possibility of making an ergonomic handle to your measurements. Flat U, stem grip (like electric chair joysticks), vertical handle, . . .



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## Small analog sticks

Analog "mushroom" type joystick - High precision analog like gamepad sticks.

Actuation force measured = 120 grams

Total dimensions of the case: 88 x 48 x 25 mm with a joystick of approximately 22mm in diameter.

Connects directly to the X1 or X2 sockets of the Xbox Adaptive Controller.

Compatible Microsoft Xbox Adaptive Controller (not included)

With mounting plate for attaching the joystick to an articulated arm (not supplied)



Stem type analog stick: Actuation force measured = 60 grams

With additional click, to hold in the hand (left or right)

with 1 click at the index finger

Total dimensions: 100 x 50 x 63 mm with a joystick of approximately 22mm in diameter.

The click connects to any jack on Xbox Adaptive Controller.



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## Arcade joysticks

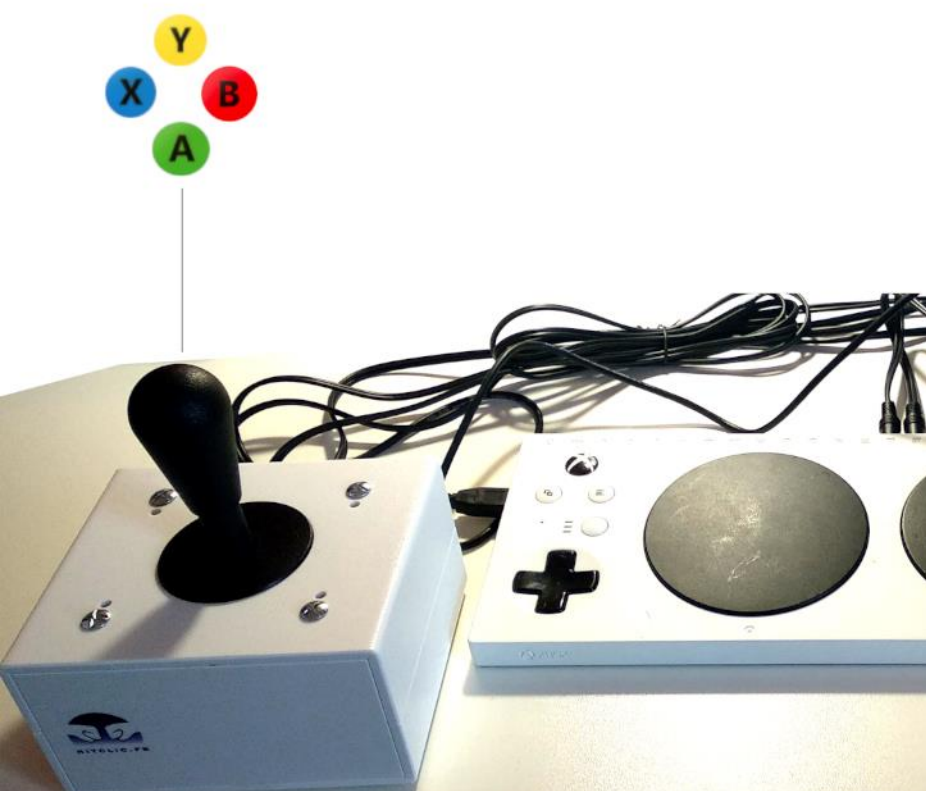
Arcade type joystick with ergonomic U-shaped handle, stem grip (like electric chair joysticks), vertical handle, . . .

4 X Y switches, plug-and-play USB interface

case dimensions: 130 x 108 x 73 mm

Microsoft Xbox Adaptive Controller Compatible

Joystick can be plugged with 4 independent switches compatible Xbox Adaptive Controller, to be used on any jack entry.



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## Buttons and contactors

Standard 3.5 jack socket

Sensitivity measured 40 grams

Dimensions 60 x 40 mm height 20 mm

with hole for attachment system for 8 mm diameter screws.



Standard 3.5 jack socket

Sensitivity < 10 grams

Dimensions 54 x 12 mm height 20 mm

with hole for attachment system for 6 mm diameter screws.



This contactor equipped with a standard jack plug and compatible with the Xbox Adaptive Controller, allows you to keep a function activated thanks to a permanent click.

The button remains clicked until you decide to "unclick" it

Very useful for managing key combinations, keeping a key activated for a certain time without having to hold your finger on it.

An 8mm hole is provided for easy fixing.



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## Button box

6 button combo

Xbox Adaptive controller compatible Xbox One / Windows 10  
PC compatible

Case dimensions 160 x 115 x 35 mm

Each button to be connected to the chosen function (6 3.5mm jack cables supplied)



Just ask for any specific dimensions, foot control, etc...



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## Combo 1 stick and 5 buttons

Combo 5 buttons + 1 analog joystick

Xbox Adaptive controller compatible Xbox One /  
Windows 10 PC compatible

Case dimensions 160 x 115 x 35 mm

Each button to be connected to the chosen function  
(3.5mm jack cables provided)

The joystick plugs into the X1 or X2 socket of the Xbox  
adaptive controller.



You can chose where you need the analog stick.



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## Left hand controllers

Modified PS4, PS5, Xbox controllers for left hand gamers.

4 game buttons under the left handle

R1 R2 buttons on top left

Right joystick under the controller for use with support on the knee or a table.



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## Right hand controllers

Modified PS4, PS5, Xbox controllers for right hand gamers.

L1 L2 L3 tactile effect buttons - under the right grip

Left joystick under the controller for use with support on the knee or a table.



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## Controllers for neuromuscular disabilities

PS4, PS5, Xbox, Switch controllers with the 4 remote triggers on the top:

- to play with the controller on table or on knees
- 4 triggers buttons added with high sensitivity: L1 L2 R1 R2
- possibility of adding a support under the controller for more stability (to be specified when ordering)



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## HitClic Mouth Controller

Hitclic developed a new system for gamers who need to use their mouth, chin, tongue, to control video games.

With this system you can use 1 small analog joystick that requires very small movements, and up to 8 independent sensitive contactors, placed on only 2 sticks.



2 multi-contactors can be used with lip or tongue

1 analog chin joystick can be used with chin or mouth

removable shapes and adjustable inclinations



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## Quadstick

The Original QuadStick is a PS3, PS4 and Nintendo Switch compatible USB game controller (special use for Xbox).

An optional Bluetooth module can be used with a PC, Mac, iOS, or Android device. The optional Bluetooth module can function as a generic gamepad, mouse & keyboard, or as a serial connection for relaying voice commands.

Other choices are the input/output mode selection for one of the rear 3.5 mm jacks, mouthpiece style and size, and the initial configuration at power up.

The QuadStick comes with two mouthpieces and a USB cable. A mounting arm, sold separately, is needed to hold the Quadstick.



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## Hori Flex Controller

It was developed by HORI with gamers who lives with M.D., SMA and C.P., and occupational therapists.

Play with external switches and joysticks.

Instead of the use of the general game controllers, Flex Controller enables you to play video game with external switches and joysticks connected to it.



As Flex Controller can be used with Nintendo Switch (only TV mode) or Windows 10, you can enjoy various kinds of video games.

Being placed the frequently-used buttons at the top of the body to support selecting items and change settings.



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