Mobius Joystick Troubleshooting

Introduction

When checked into Mobius and with tele-op on, if the joystick is not sending commands to the vehicle (e.g. dead-man doesn't release the vehicle's brake) the recommended troubleshooting method is to remap the controller. The following procedure details the steps necessary to remap a Logitech controller with Logitech and Mobius software.

Procedure

Logitech

1. Navigate Start > All Programs > Logitech > Logitech Gaming Software. This will open the Logitech Profiler window with a picture of the Logitech game-pad and a button layout.
2. To ensure the game-pad is communicating correctly with the CPU, press each of the buttons used during tele-operation and visually verify the appropriate response from the profile. For example, when pushing the dead-man button down the profile should show button 4 is being pressed.

Mobius

3. Click on the Options button in the lower right hand corner of Mobius then click the Configure Joystick button. This will open the "Map Joysticks" window.

4. In the Map Joysticks window under the "Action Map" Tab, delete the current joystick mapping by clicking the X at the top of the joystick mapping column.

5. Double-click on the joystick to map, located at the top of the Map Joysticks window. This will open a new column with a blank mapping layout.

6. Click on the desired row to edit then push the button on the joystick that coincides with the command. For example, click in the blank text field next to "Dead-man 1 [Button]" then click the dead-man on the joystick. It should populate the text field with Button 4.

7. If the text field does not populate, then close the Map Joysticks window and relaunch it (Configure Joystick button in Mobius' Control Panel). The column for the joystick just created will be there and display the correct values.

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