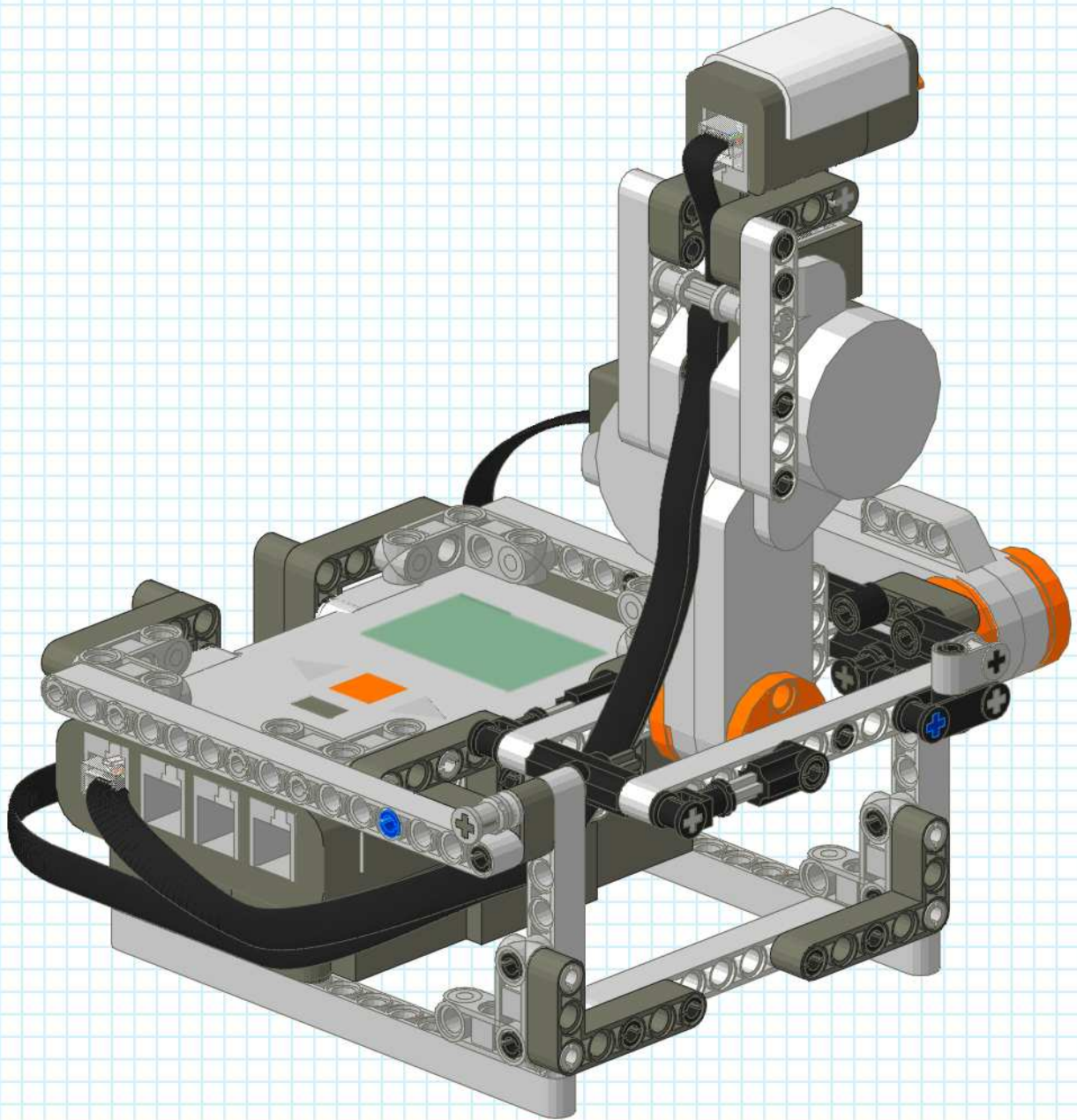
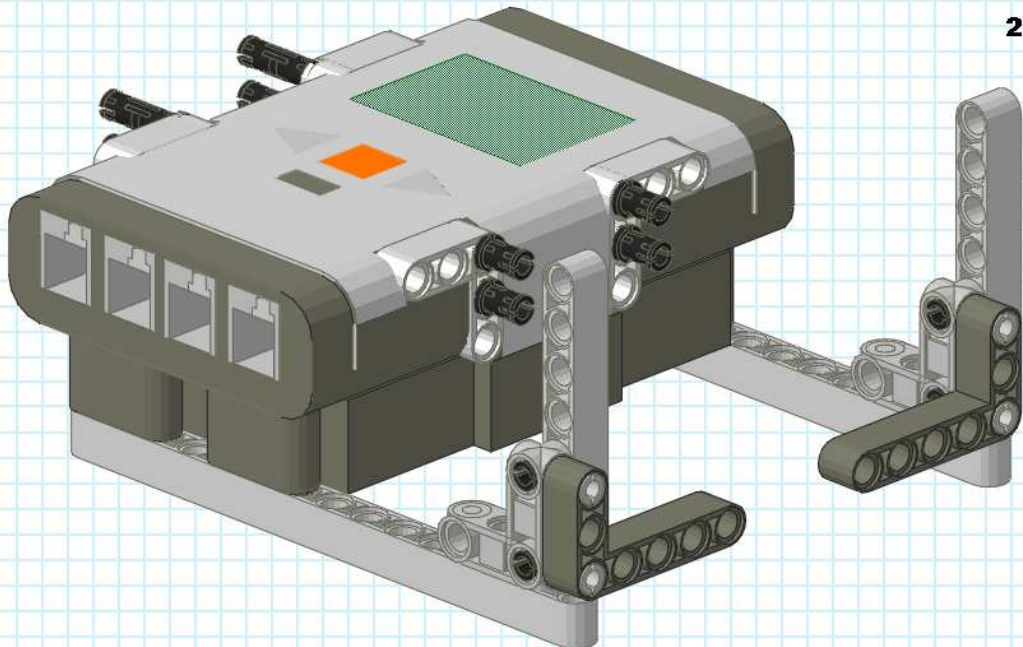
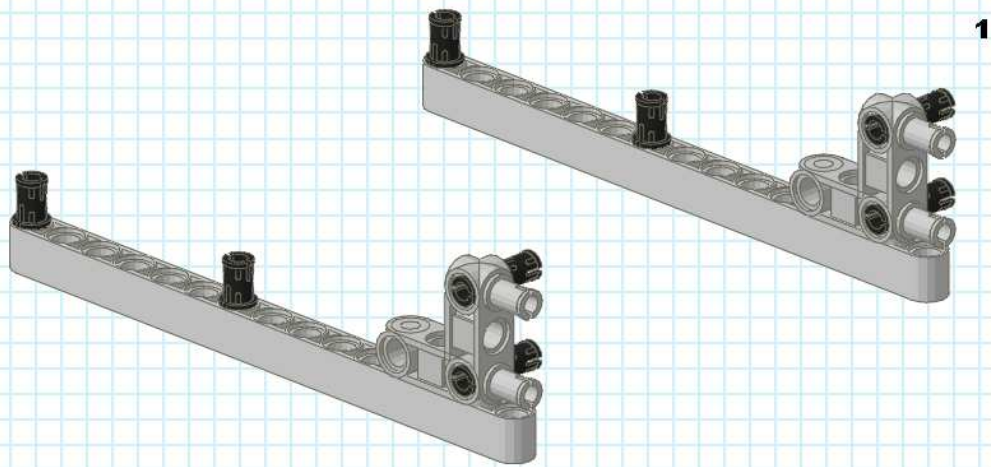
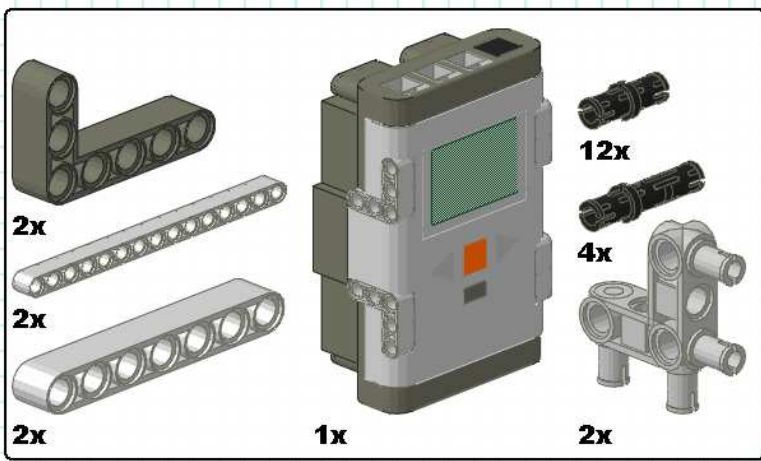
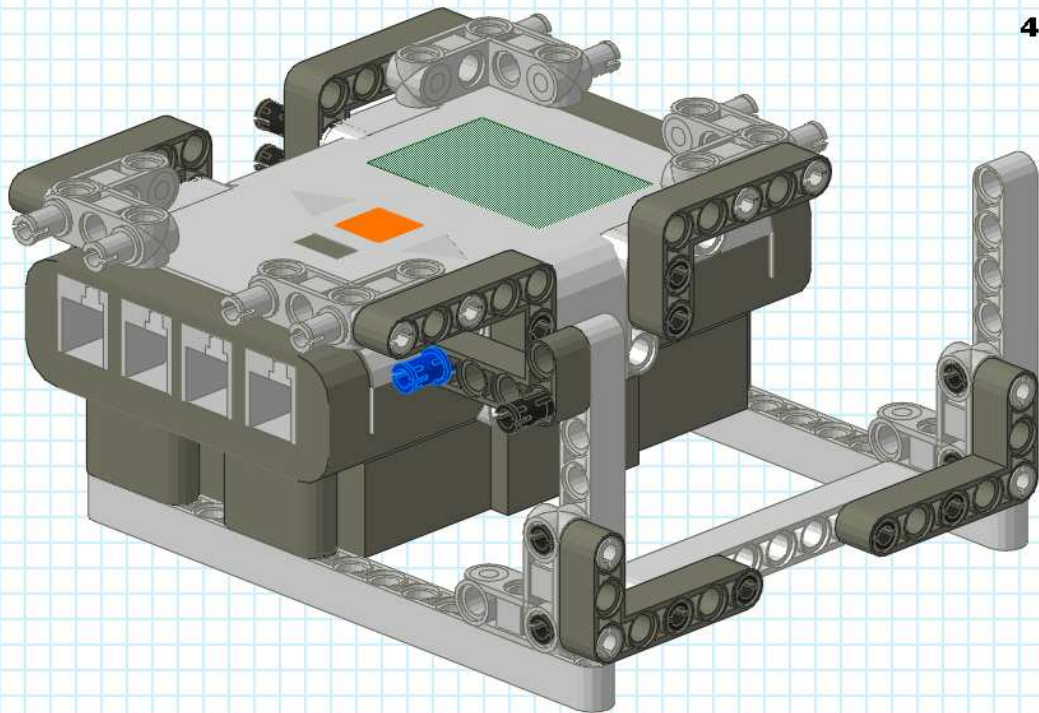
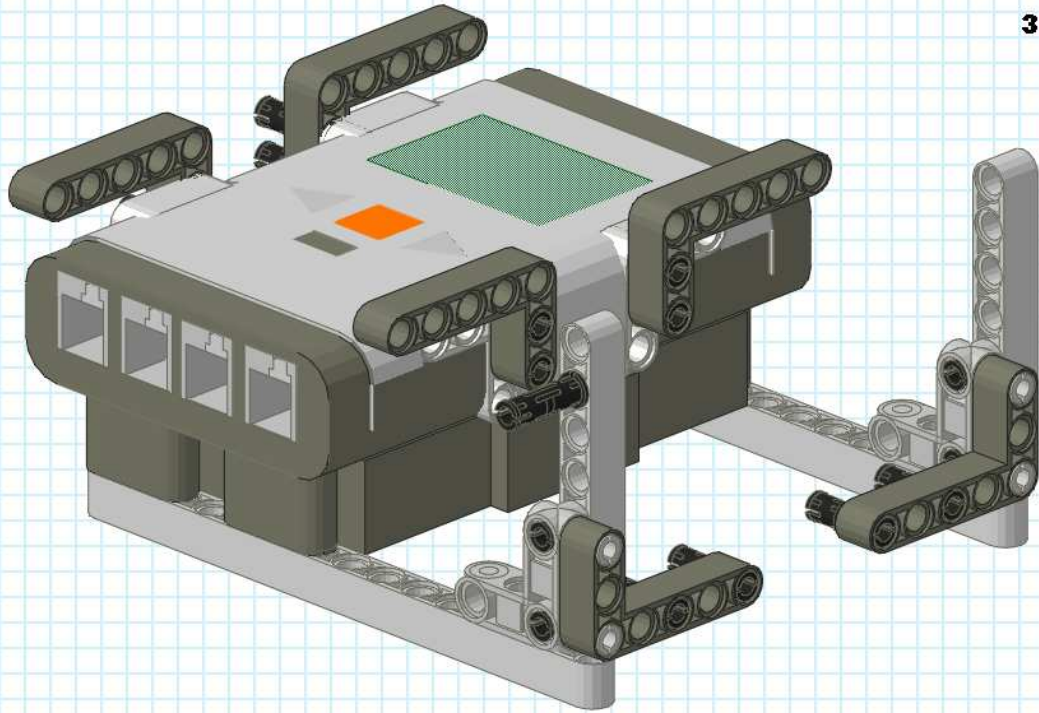
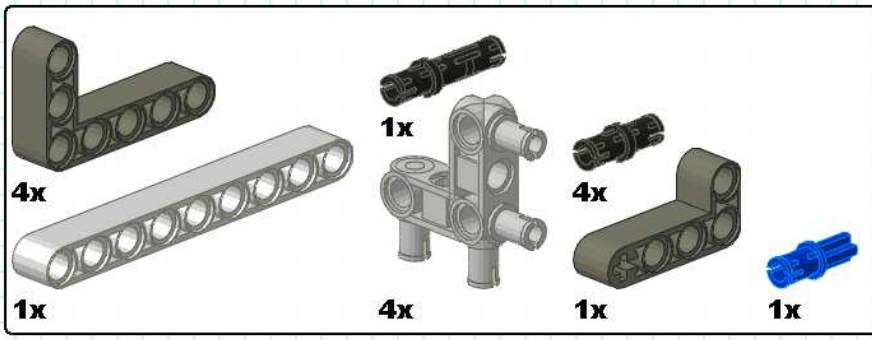
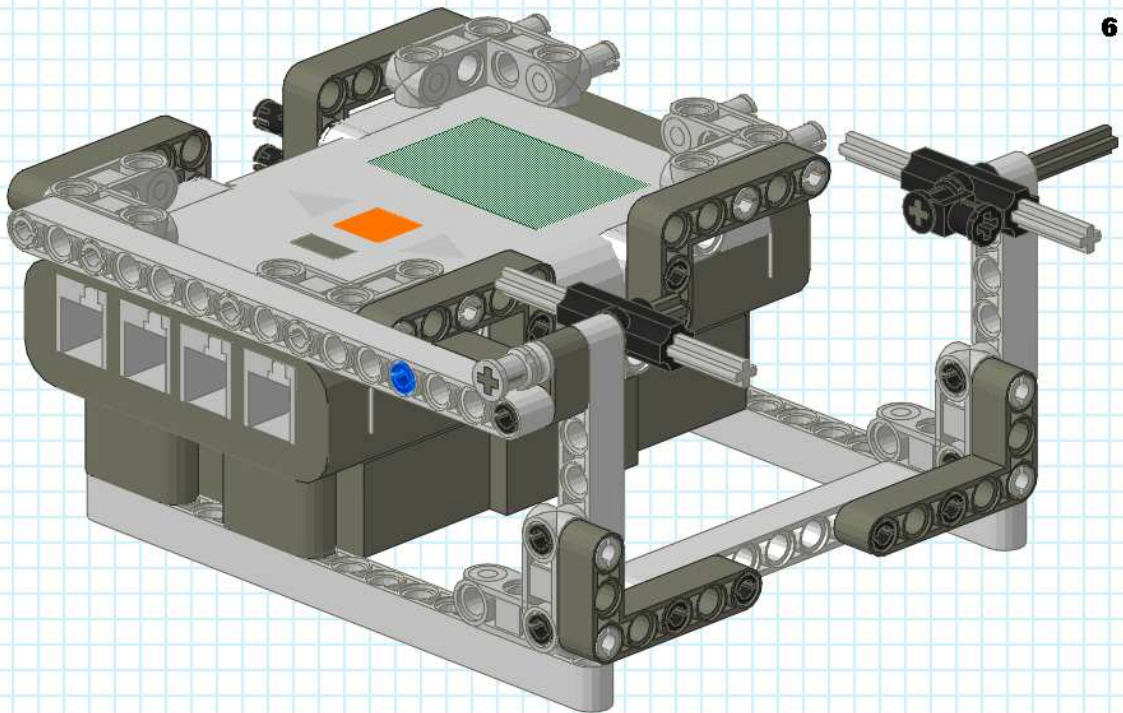
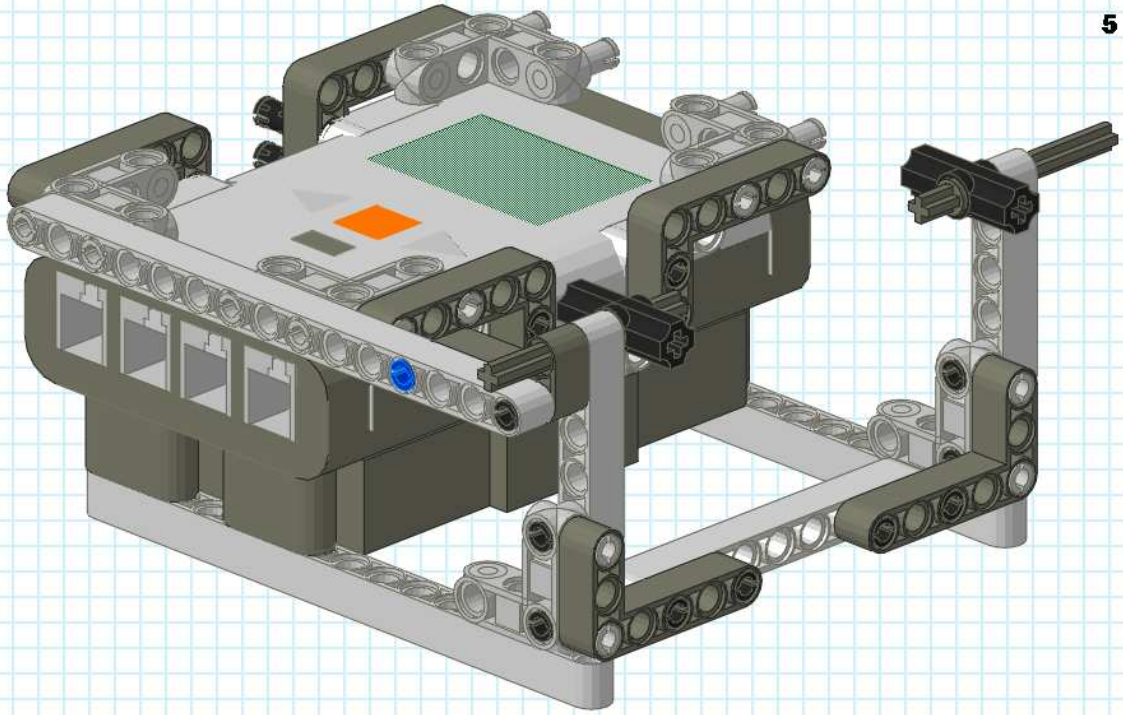
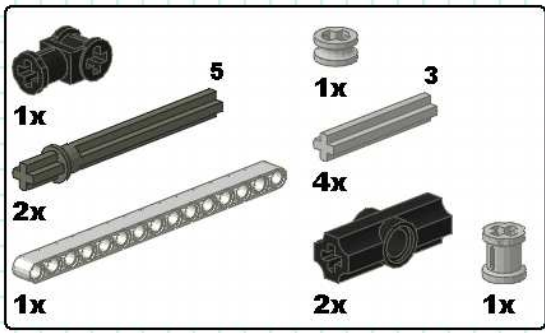


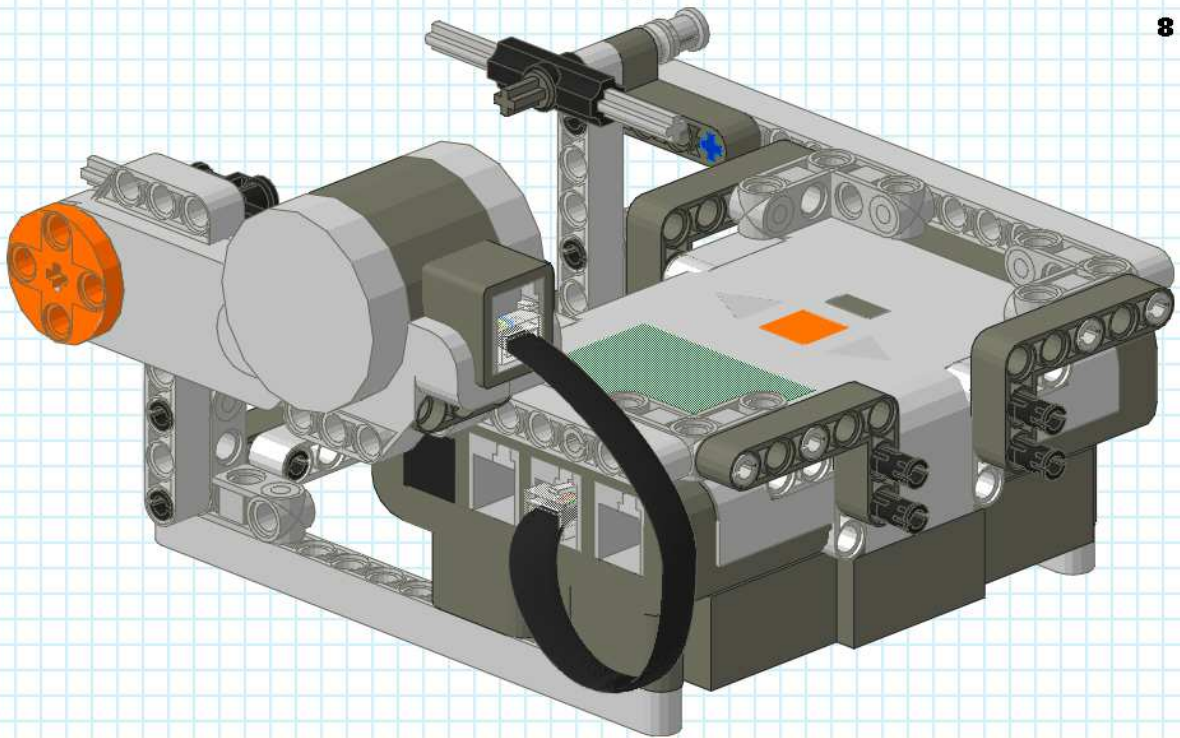
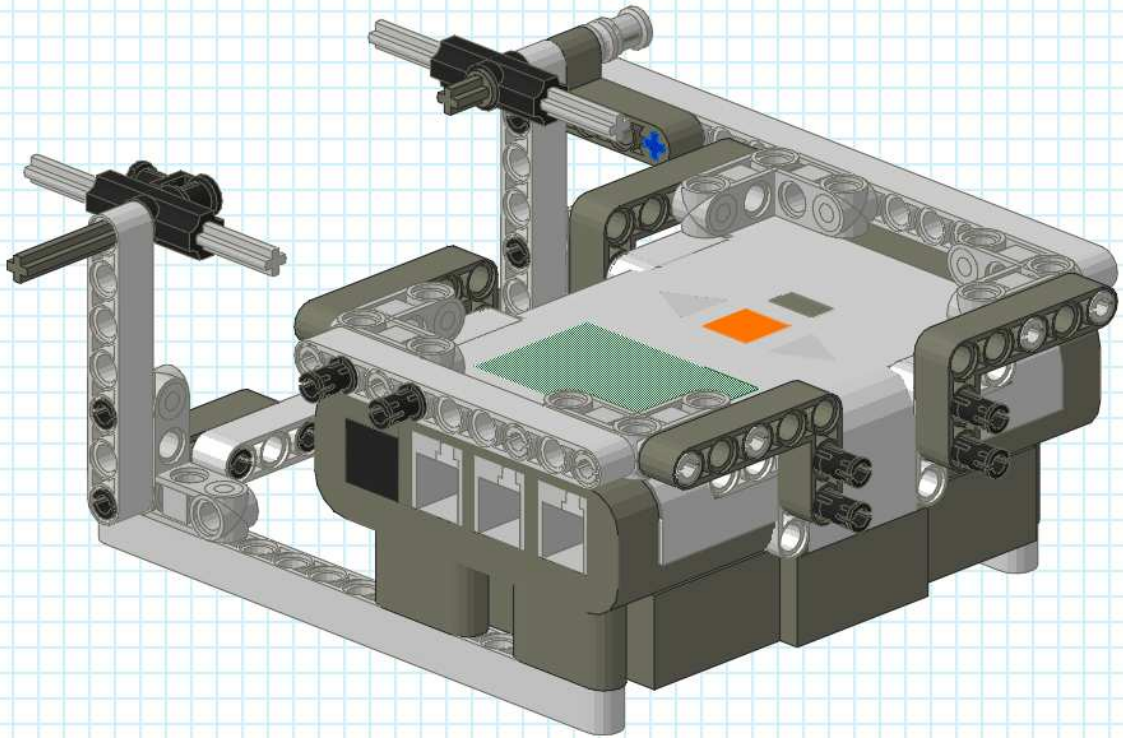
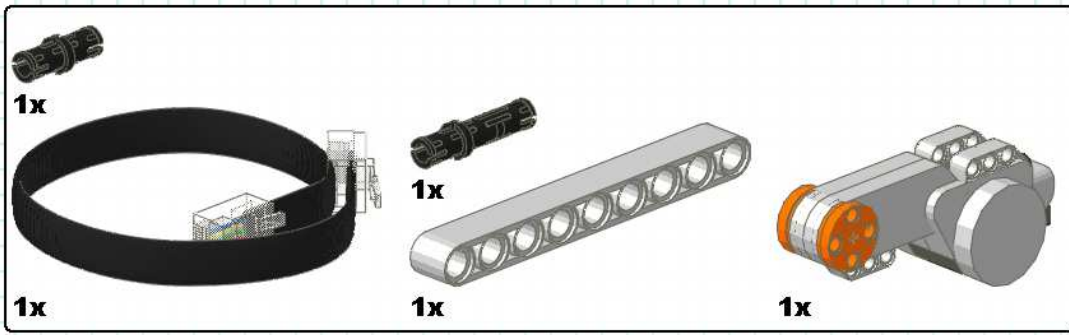
# NXT Joystick

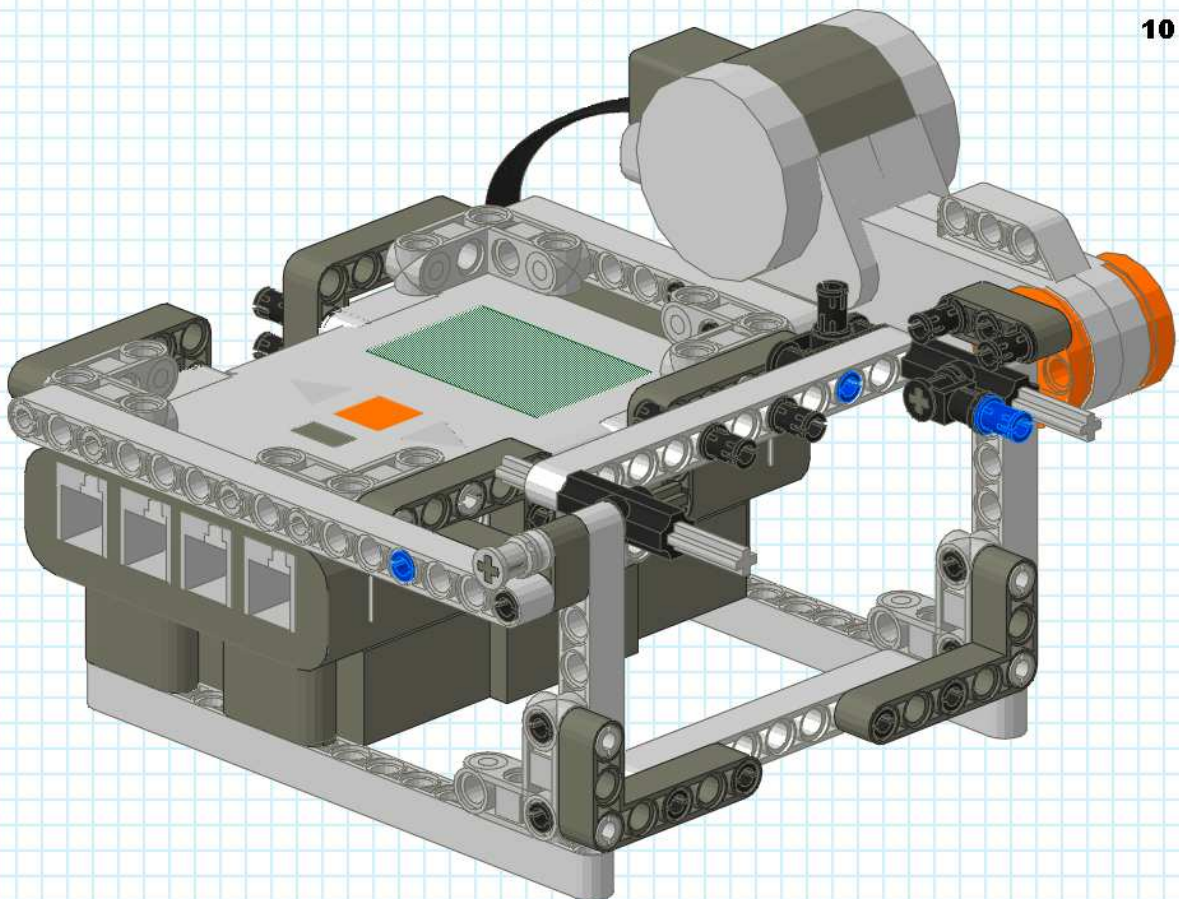
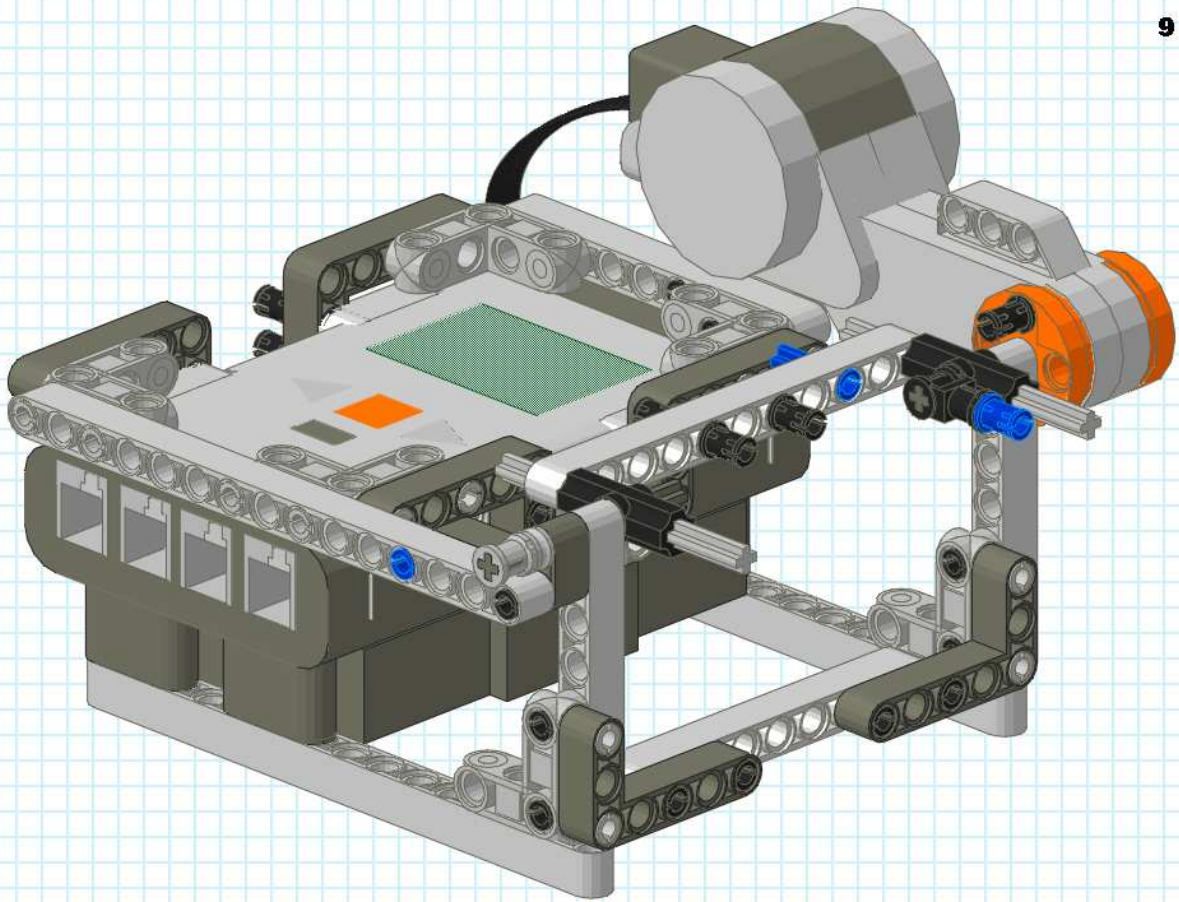
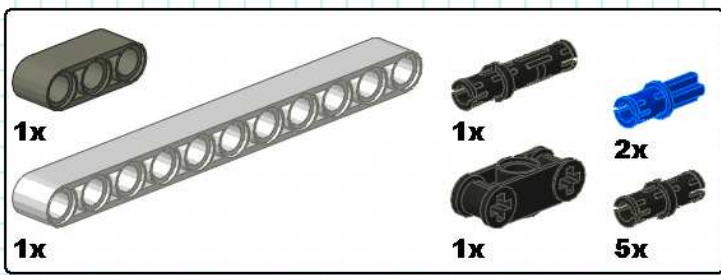


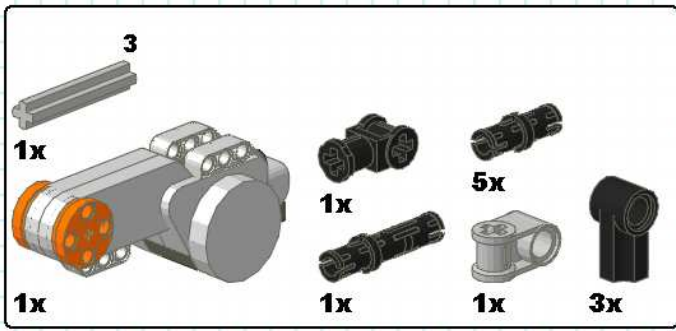




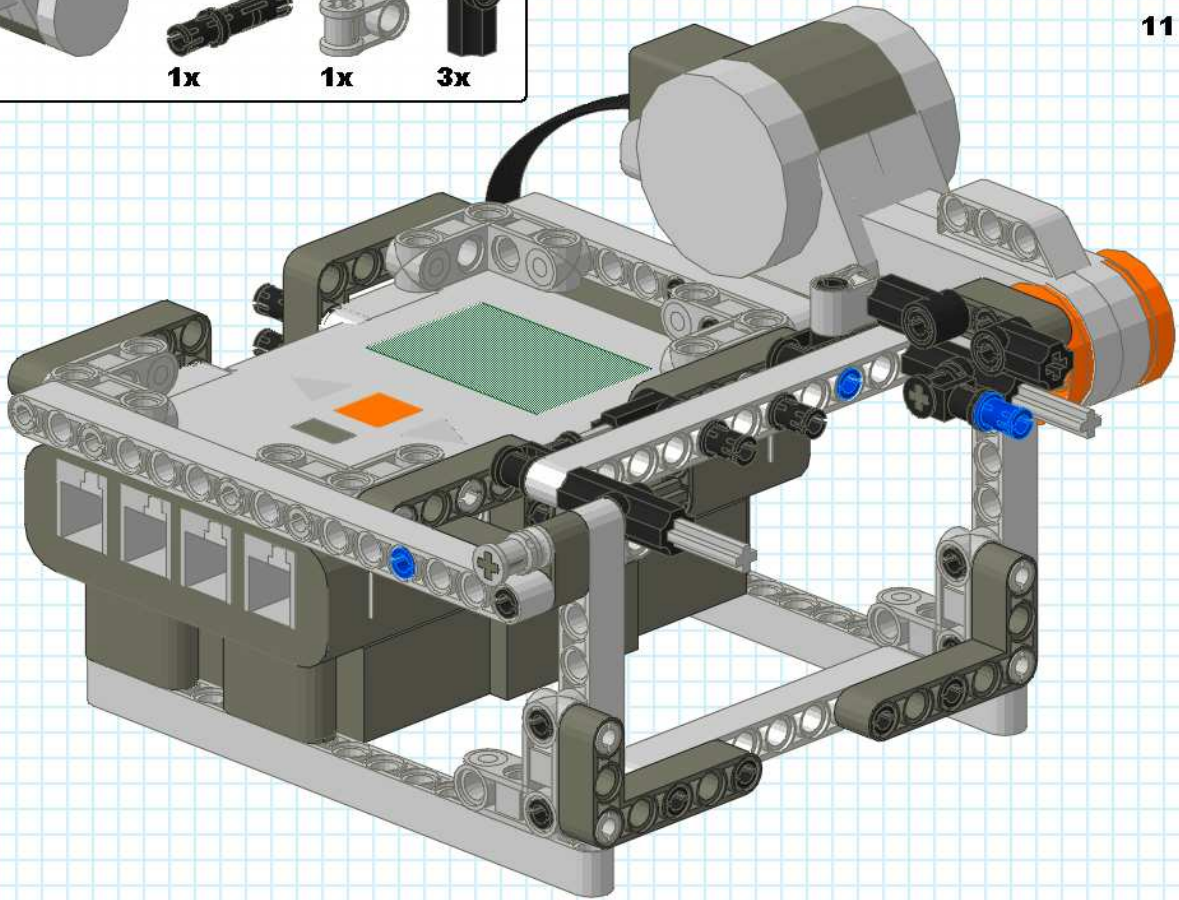




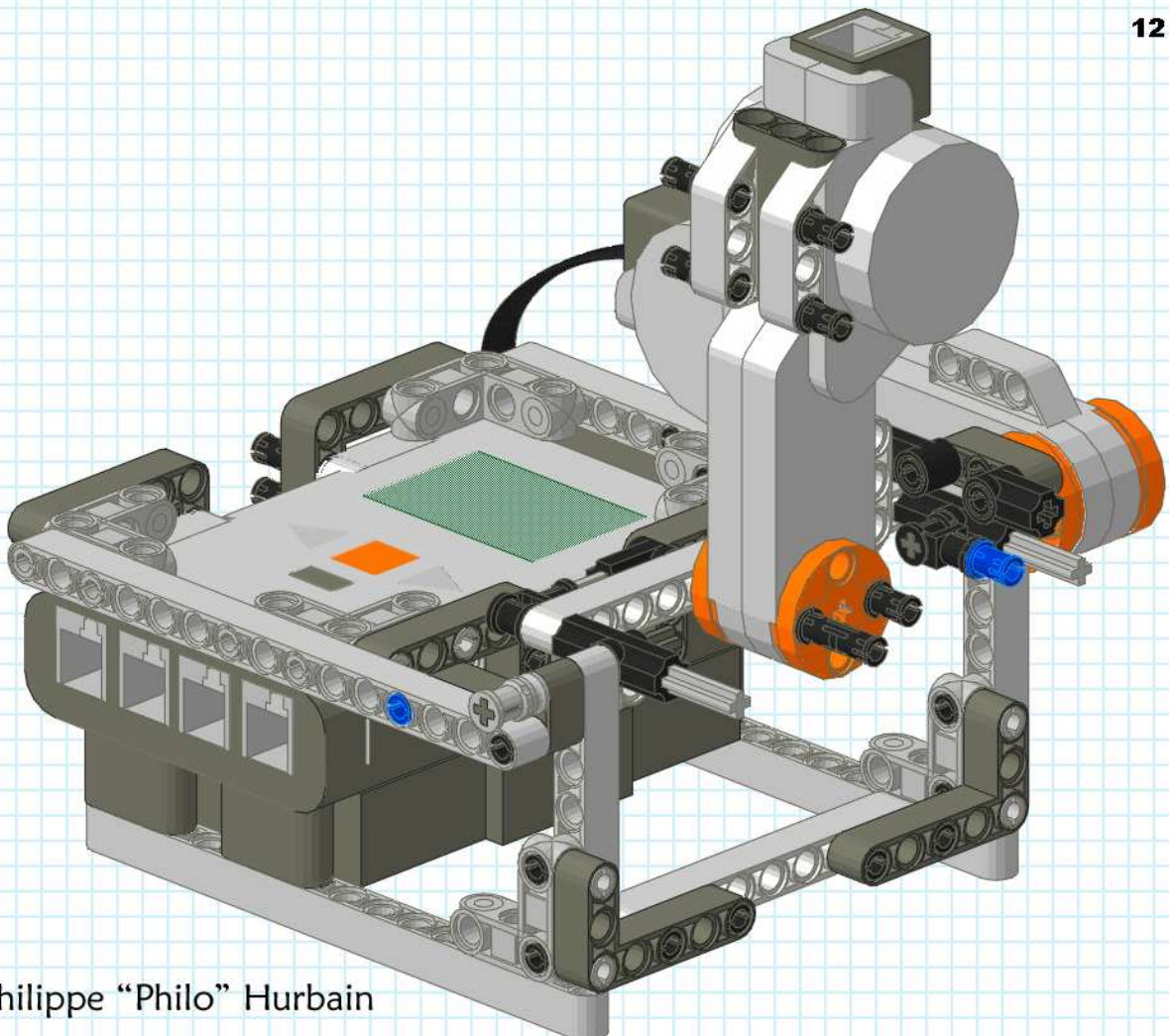


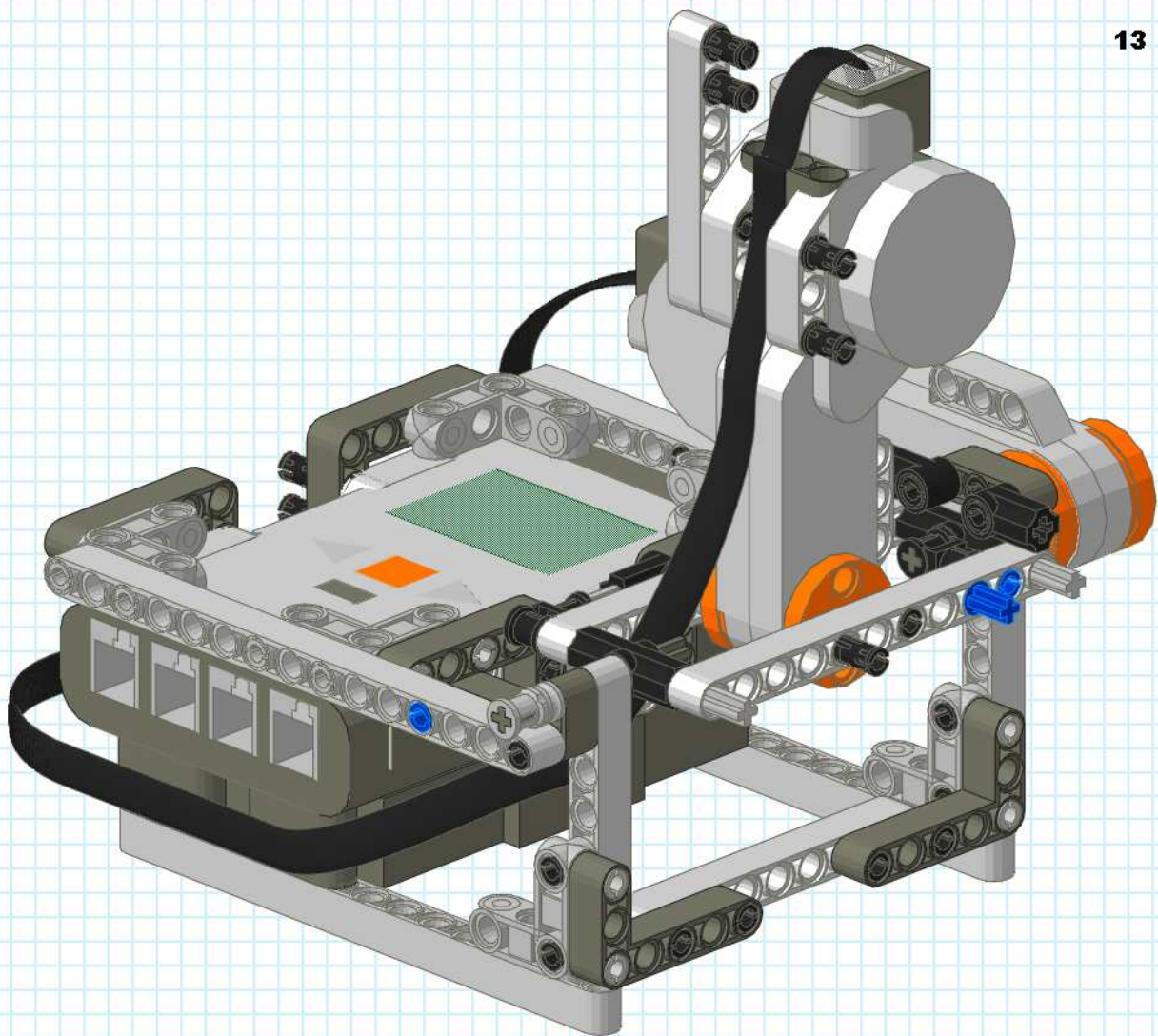
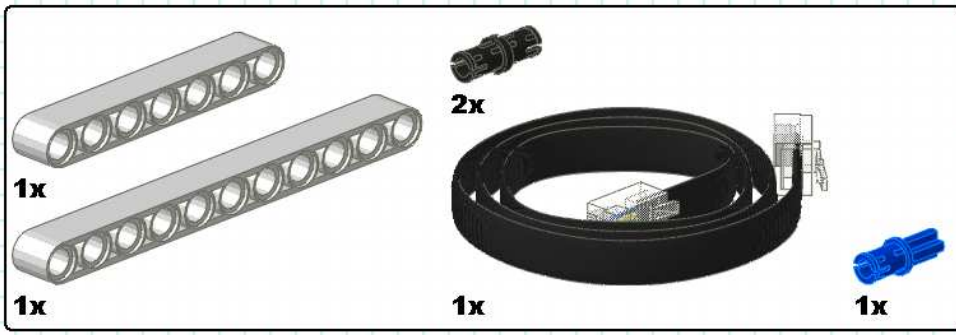


11

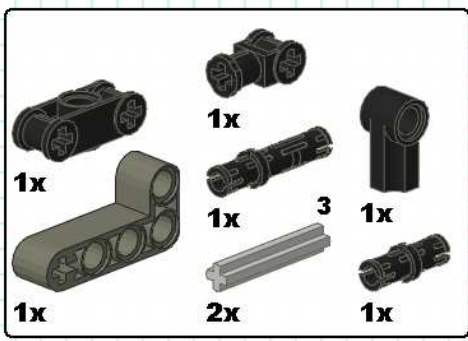


12

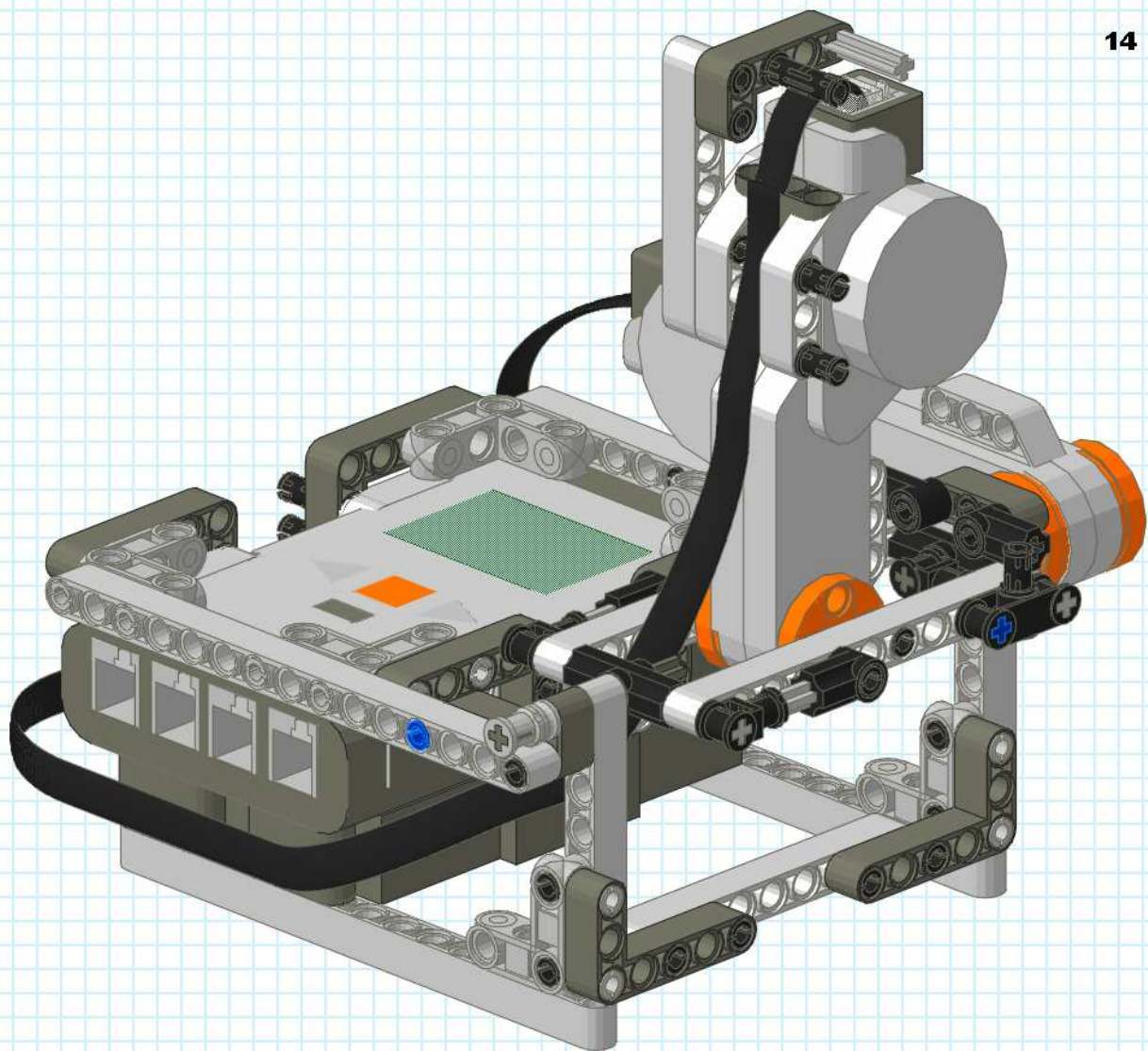


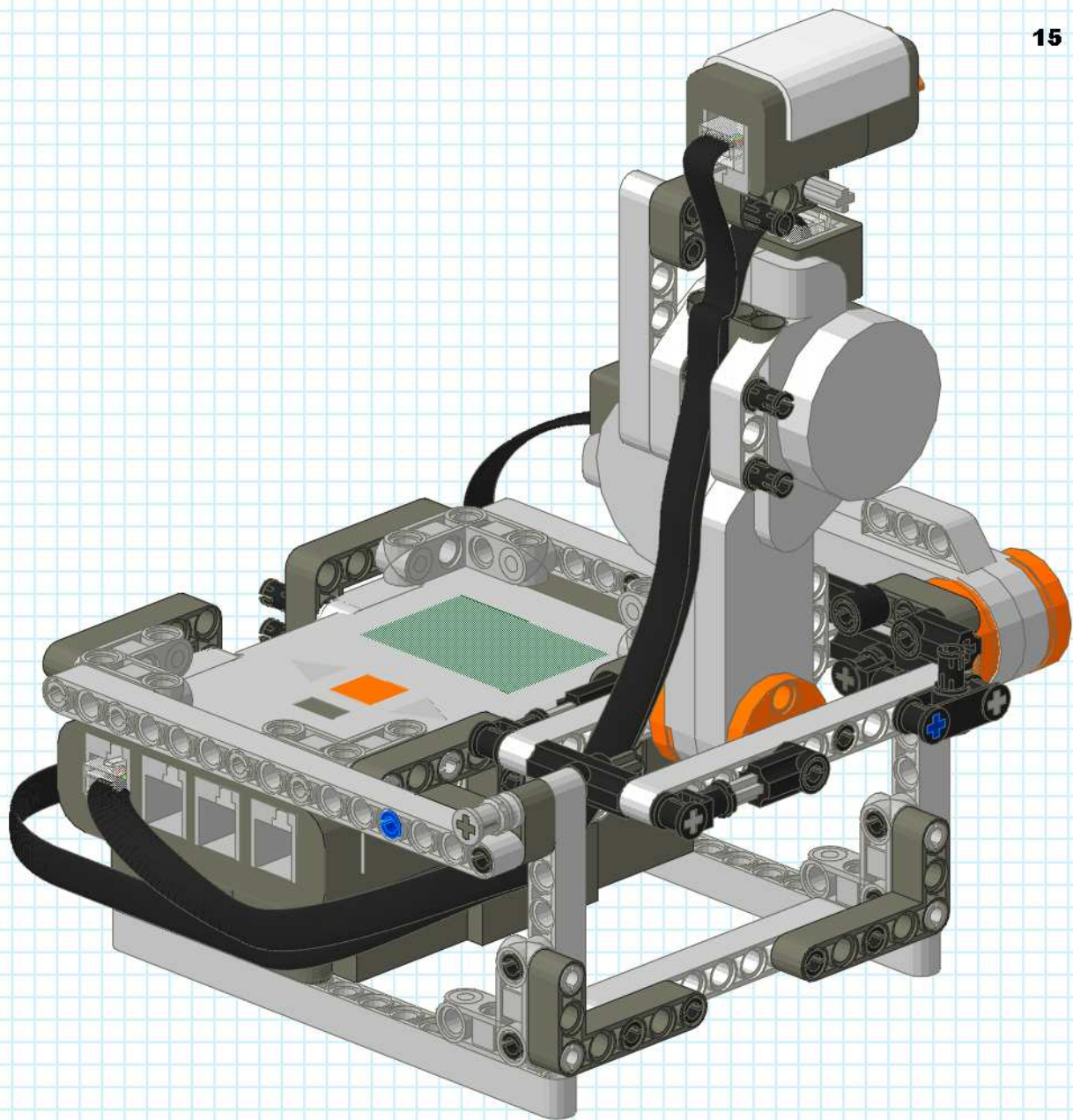
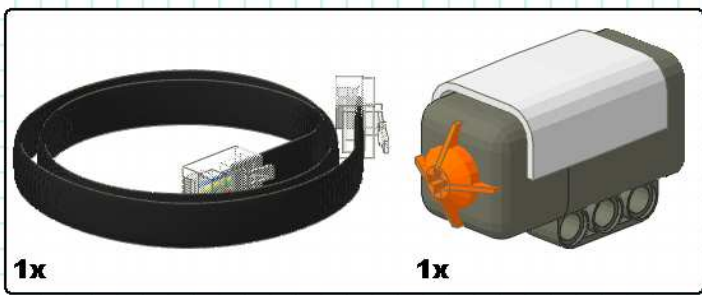


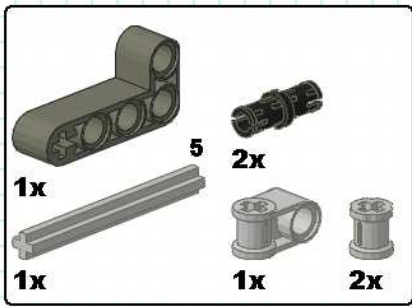




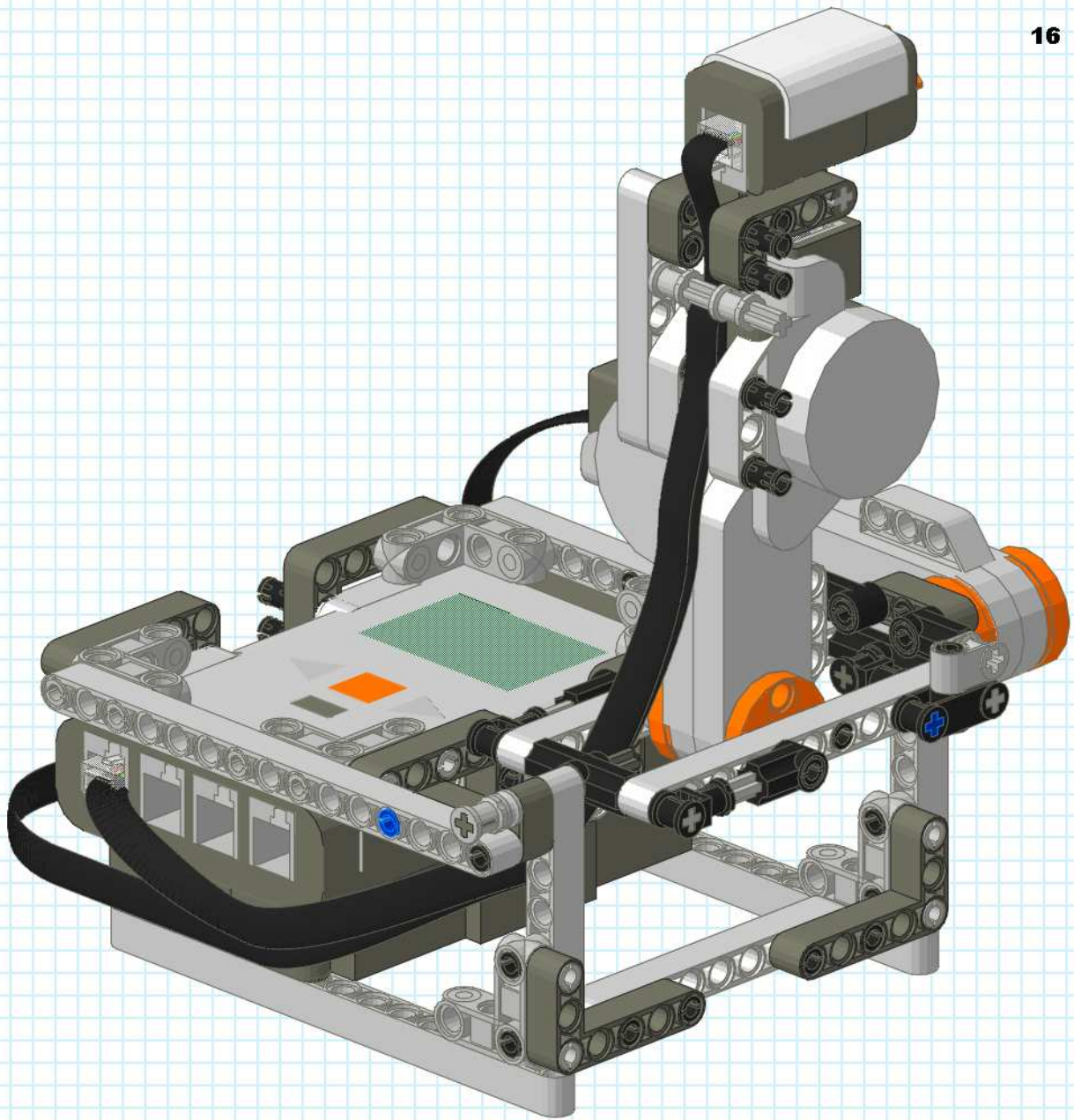
14

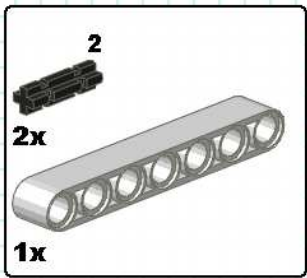




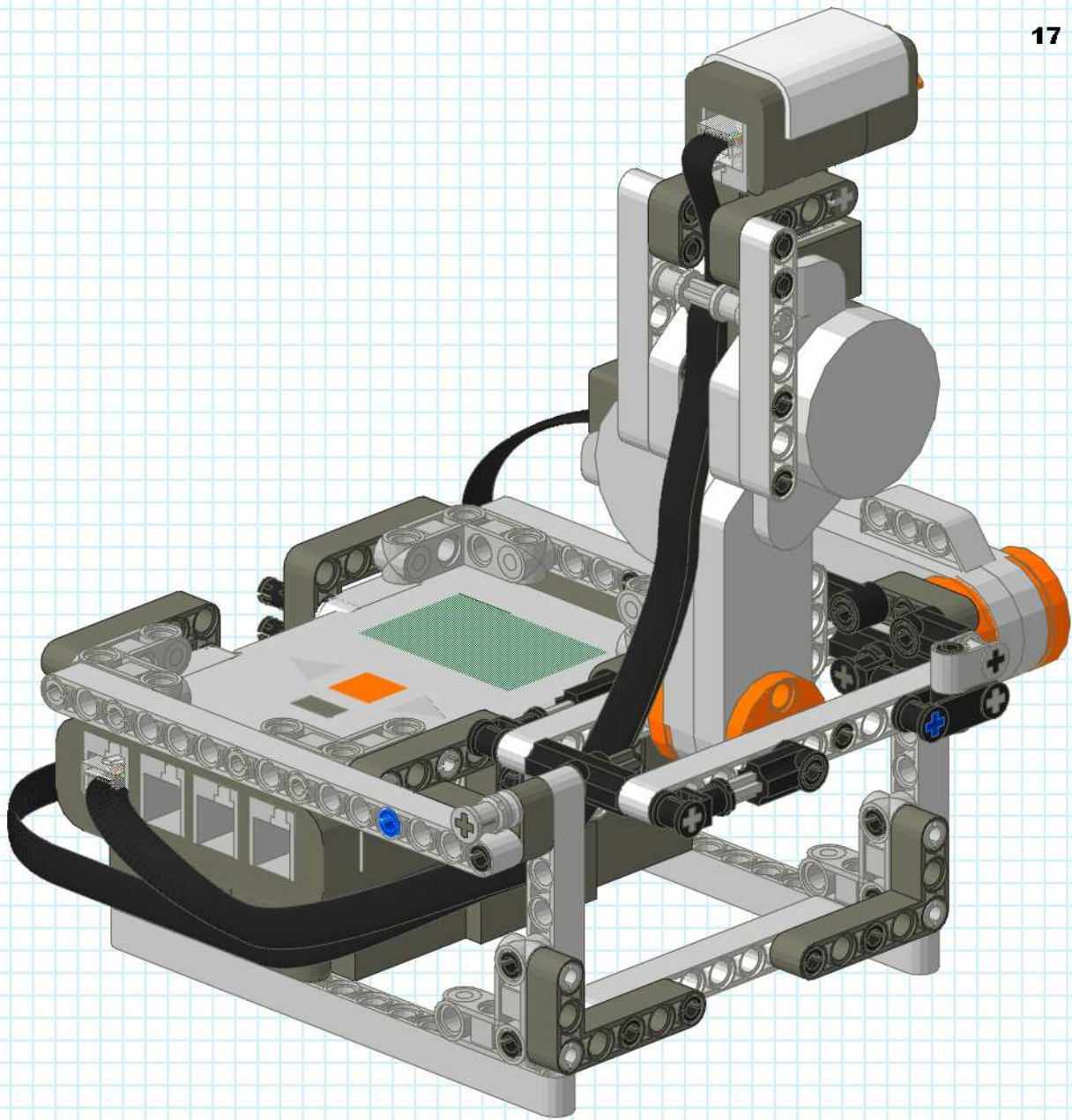


**16**



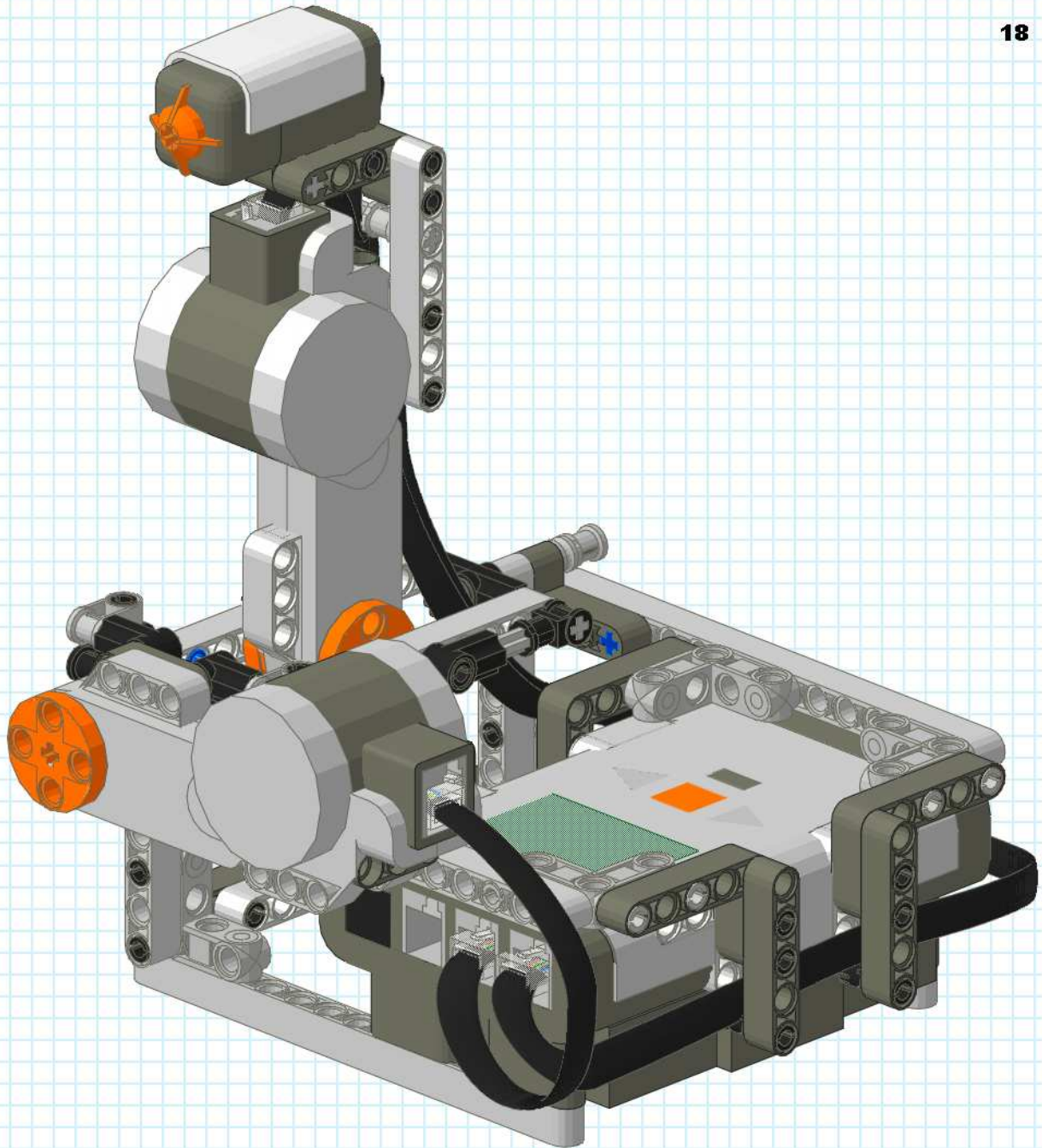


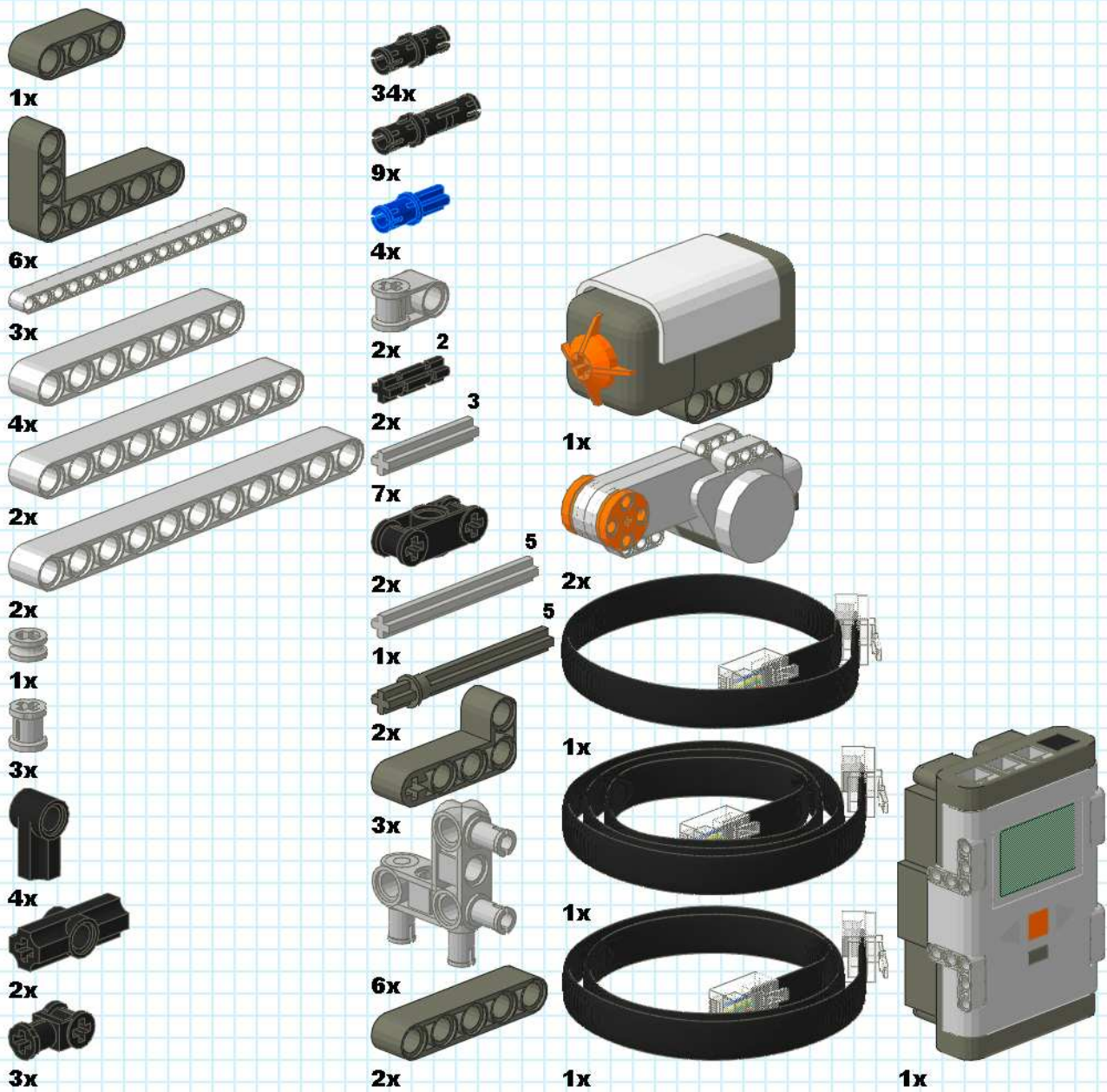
17





18





## Tools

Initial Modelling: LeoCAD  
[www.leocad.org](http://www.leocad.org)

MPD building, arrows: MLCad  
<http://www.lm-software.com/mlcad/>

Publishing tool: LPub  
<http://www.kclague.net//LPub/>

Renderer: LdGLite  
<http://ldglite.sourceforge.net/>

*Special thanks to the guys behind these great tools,  
 and to the numerous LDraw parts authors.*