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Cheng

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(54) **BUTTON CONTROL FOR USE IN A GAME CONTROLLER**

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(52) **U.S. Cl.** **463/37; 338/114**

(58) **Field of Search** 463/37, 36, 39; 345/159, 184; 338/114, 112

(56) **References Cited**

U.S. PATENT DOCUMENTS

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(57) **ABSTRACT**

A button control for use in game controllers is arranged such that when the button is pressed down, the angle and magnitude of the force of each depression will determine the amount of contact between the conducting jell and the resistor strip or the conducting tracks located on the printed circuit board and thereby determine the magnitude of the output signals so as to gain greater game control. Further, when said resistor strip is made a cut-open, discontinuous structure, then when the conducting jell begins to press on the resistor strip, the resistance changes from infinite resistance to maximum resistance to facilitate reading of button control status.

2 Claims, 13 Drawing Sheets

