

Arduino: 1.8.1 (Windows 10), Board: "Arduino Duemilanove or Diecimila, ATmega168"

Build options changed, rebuilding all

C:\Users\pwpolick\OneDrive - Volusia County
Schools\Documents\Arduino\libraries\PS2X_lib\PS2X_lib.cpp: In member function 'boolean
PS2X::read_gamepad(boolean, byte)':

C:\Users\pwpolick\OneDrive - Volusia County
Schools\Documents\Arduino\libraries\PS2X_lib\PS2X_lib.cpp:92:53: warning: narrowing conversion of
'motor2' from 'byte {aka unsigned char}' to 'char' inside { } [-Wnarrowing]

```
char dword[9] = {0x01,0x42,0,motor1,motor2,0,0,0,0};
```

^

Sketch uses 5466 bytes (38%) of program storage space. Maximum is 14336 bytes.

Global variables use 324 bytes (31%) of dynamic memory, leaving 700 bytes for local variables.
Maximum is 1024 bytes.

avrdude: stk500_getsync() attempt 1 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 2 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 3 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 4 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 5 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 6 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 7 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 8 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 9 of 10: not in sync: resp=0x00

avrdude: stk500_getsync() attempt 10 of 10: not in sync: resp=0x00

An error occurred while uploading the sketch

This report would have more information with
"Show verbose output during compilation"
option enabled in File -> Preferences.