CLAIMS

WHAT IS CLAIMED IS:

1. An input device, comprising:

a first switch, the first switch is kept apart from a first plunger;

a second switch; and

a slide button on a surface of the input device,

wherein the slide button slides along a first linear direction parallel to the surface of the input device the slide button presses the first plunger to move along the first linear direction so as to actuate the first switch, and

wherein the slide button actuates the second switch when the slide button slides along a second linear direction parallel to the surface of the input device.

2. The input device of claim 1, wherein the slide button is placed between the first switch and the second switch, wherein the first linear direction is parallel to the second linear direction but in an opposite direction of the second linear direction.

3. The input device of claim 1 or claim 2, wherein the input device is a gaming controller having at least an analog stick for providing input to a video game.

4. The input device of any one of the preceding claims, further comprising a third switch, wherein the slide button actuates the third switch of the input device when the slide button is pressed towards the surface of the input device.

5. The input device of any one of the preceding claims, wherein the first switch is actuated when the first plunger contacts the first switch, and/or the second switch is actuated when the second plunger contacts the second switch.

6. The input device of claim 5, wherein the slide button presses the second plunger to move along the second linear direction so as to actuate the second switch.

7. The input device of any one of the preceding claims, wherein the first switch is kept apart from a first plunger via a first set of springs, wherein the second switch is kept apart from a second plunger via a second set of springs.

8. The input device of claim 7, wherein the first set of springs is compressed when the first plunger is pressed.

9. The input device of claim 7 or claim 8, wherein the second set of springs is compressed when the second plunger is pressed.

10. The input device of any one of claims 1 to 4, wherein the first switch is actuated on sensed proximity of the slide button or sensed pressure from the slide button, and/or the second switch is actuated on sensed proximity of the slide button or sensed pressure from the slide button.

11. A method of operating an input device, comprising:

moving a slide button on a surface of the input device along a first linear direction parallel to the surface to actuate a first switch of the input device, wherein the first switch is kept apart from a first plunger, and the first plunger is pressed by the slide button to move along the first linear direction so as to actuate the first switch; and

moving the slide button along a second linear direction parallel to the surface to actuate a second switch of the input device.

12. The method of claim 11, wherein the slide button is placed between the first switch and the second switch, wherein the first linear direction is parallel to the second linear direction but in an opposite direction of the second linear direction.

13. The method of claim 11 or claim 12, wherein the input device is a gaming controller having at least an analog stick for providing input to a video game.

14. The method of any one of claims 11 to 13, further comprising pressing the slide button towards the surface of the input device to actuate a third switch of the input device.

15. The method of any one of claims 11 to 14, wherein the first switch is actuated when the first plunger contacts the first switch, and/or the second switch is actuated when the second plunger contacts the second switch.

16. The method of claim 15, wherein the second plunger is pressed by the slide button to move along the second linear direction so as to actuate the second switch.

17. The method of any one of claims 11 to 16, wherein the first switch is kept apart from the first plunger via a first set of springs, wherein the second switch is kept apart from a second plunger via a second set of springs.

18. The method of claim 17, wherein the first set of springs is compressed when the first plunger is pressed.

19. The method of claim 17 or claim 18, wherein the second set of springs is compressed when the second plunger is pressed.

20. The method of any one of claims 11 to 14, wherein the first switch is actuated on sensed proximity of the slide button or sensed pressure from the slide button, and/or the second switch is actuated on sensed proximity of the slide button or sensed pressure from the slide button.