

ABSTRACT

INPUT DEVICE

The invention relates to an input device, in particular for an electronic unit, preferably for a game controller, comprising an actuation element for the actuation of the input device by a user, having an actuation section accessible from outside the input device, wherein the actuation element can be brought into multiple actuation positions, which define an actuation range, by the user. Here, the actuation element can be displaced into the actuation positions by displacement in one or more displacement directions, which in particular lie substantially in a displacement plane. The input device furthermore comprises electronic position detection means which directly or indirectly detect an instantaneous actuation position of the actuation element. According to the invention, the actuation element is guided, linearly movably in an instantaneous stroke direction that is oriented perpendicular to a respectively instantaneous displacement direction, in the input device, and a control device is provided, by means of which, during a displacement of the actuation element in the actuation range in the one or more displacement directions, a stroke movement of the actuation element in the instantaneous stroke direction is controllable or controlled in a manner dependent on the displacement of the actuation element.

Figure 1