| | | battery management | beacon system | | | display | | | | | | | | | | | | | | | | | | |
|---|----------------------|---|--|---|--|---|--|--|--|---------------------------------------|---|--|--|--|--|--|--|---|---|-----------------------------------|-----------|--------------------------|---------------------------|--------------|
| | | [40] battery management | [17] beacon system | [77] other robot | [70] | display | [10] driver | [12] odometry | [13] sensors [18] statio | c route designer [1a] | opponent detection | [1c] graph route designer | [1d] sequence route designer | | [1e] arms | | [2 | 0] strategy | [71] logger | [73] world [74] | totem [75 | [76] bottle | [78] ship | [79] map |
| | | | | | | | | | | | | | | | | | | | | | | | ** | |
| | Emergency Off Active | Shutdown Imminent Get Time Set Time Set Charge Mode | Opponent By Us Opponent Calibration Opponent Calibration Set Discoverable State Get Discoverable State Opponent By Us Opponent By Us Opponent By Ir Other Robot Opponent By Ir Other Robot Copponent By Ir Other Robot Opponent By Ir Other Robot | Connection Status Bluetooth Debug Errors Bluetooth Debug Performance Odometry Location Remaining Game Time Opponent By Ir Opponent By Us Robot Action | Set Strategy Start Game Take Start Location Set Team Colour Remaining Game Time Emergency Off Active | Shutdown Imminent Connection Status Drive State Game Over | Copponents Immediate Emergency Off Active Stop Engine Speed Engine Max Current Drive to Position Drive to Location Drive Arc Drive Speed Set Preferred Speed Botate To Angle Drive Against Border Drive Against Border Drive Against Border Straight | Odometry Location Odometry Speed Odometry Encoder Integration Set Location Take Start Location Reposition At Border Reposition At Corner Add Offset Broadcast Location | Distance Event Initialize Static Route | Opponents Immediate Odometry Location | Opponent By Ir Opponent By Us Odometry Location Other Robot Opponent By Ir Other Robot Disable Opponent Detection | Debug Arc Costs Initialize Graph Route Set Edge Priority | Start Sequence Add Track Segment Game Over | Emergency Off Active Set Servo Position Raw Set Servo Position Disable Servo Disable Servo Fold Arms | Take Observation Position Right Arm Unfold Arms Take Collect Position Grab Left Upper Arm Grab Right Upper Arm Unload Left Upper Arm | Unload Both Upper Arms Enable Pump Set Valve Position Set Lower Arm Position Grab Right Middle Arm Unload Left Middle Arm Unload Right Middle Arm | ake Observable Left rab Left rame Over | Set Strategy Start Game Stop Strategy Set Debug Mode Stream | Debug Main Loop Count Request Shutdown | Robot Action Robot Action Harvest | Game Over | Yap Set Mode Push Bottle | Load Ship Push on Ship | Remove Cover |
| • | sinkless | 1 1 1 | | | 1 1 1 1 | | | | <u>'</u> | | ' | ' ' | 1 1 | - ' ' ' ' | | | ' ' | ' ' ' ' | ' | <u>'</u> | | ' ' | | |
| 0x39] Robot Action | | | | | | | | | | | | | | | | | | | | Y | | | | |
| 0x32] Shutdown Imminent | | * | | | | | | | | | | | | | | | | | | | | | | |
| 0x27] Opponent By Ir Other Robot | | | │ | | | | | | | | | | | | | | | | | | | | | |
| | sinkless | | | | | * | | | | | | | | | | | | | | | | | | |
| | sinkless | | | │ | | | | | | | | | | | | | | | | | | | | |
| 0x17] Opponents Immediate | | | | | | | | | | <u> </u> | | | | | | | | | | | | | | |
| 0x23] Opponent By Us | sinkless | | | + | | | | | | | - | | | | | | - | | | | | | | |
| 0xa5] Bluetooth Debug Errors 0x10] Odometry Location | 511111055 | | | | | | | 1 | | | | | | | | | | | | | | | | |
| 0x26] Odometry Location Other Robot | | | | • | | + + | | * | | | | | | | | | | | | | | | | |
| | sinkless | | | + | | + + - | | | | | • | | | | | | | | | | | | | |
| | sinkless | | | | | | | * | | | | | | | | | ++ | | | | | | | |
| 0x90] Simulated Robot Status | | | | | | | | | | | | * | | | | | | | | | | | | |
| 0x31] Battery Status | | | | | | | | | | | | | | | | | | | | | | | | |
| 0x91] Simulated Robot Sensors | | | | | | | | | | | | | | | | | | | | | | | | |
| 0x87] Opponent Calibration | | | | | | | | | | | | | | | | | | | | | | | | |
| | sinkless | | | | | | | | | | | <u> </u> | | | | | | | | | | | | |
| 0x12] Game Over | | | | | | | | | | | | | | | | | V | | | | | | | |
| | sinkless | | | | | | | | | | | | | | | | | | V | | | | | |
| | sinkless | | | | | | | | | | | | | | | | | • | | | | | | |
| 0x22] Opponent By Ir | | • | | | | | | | | | | | | | | | | | | | | | | |
| | sinkless | | | | | | | \ | | | • | | | | | | | | | | | | | |
| | sinkless | | | | | | | | | | | | | | | | | | | | | | | |
| 0x19] Remaining Game Time | | | | | | | | | | | | | | | | | • | | | | | | | |
| 0x30] Emergency Off Active | | 1 | | | | | | | | | | | | | | | | | | | | | | |
| 0x99] Connection Status | | | | V | | | | | | | | | | | | | | | | | | | | |