|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Stick | Button Name | Number | Trigger | Command |
| Left | CLAW\_PNEUMATIC\_BUTTON | 1 | clawPneumaticButton |  |
| Left | MANUAL\_ARM\_MOVEMENT\_BUTTON | 2 | manualArmMovement |  |
| Left | DRIVE\_STRAIGHT | 3 | driveStraightButton |  |
| Left | NORMAL\_MODE | 7 | nonBalancingButton |  |
| Left | BALANCING\_BUTTON | 8 | balancingButton |  |
| Left | HOLD\_STILL\_BUTTON | 9 | stationaryButton |  |
| Left | RESET\_DRIVE\_BUTTON | 10 | resetDriveOrientation |  |
| Left | DEATH\_CUBE\_BUTTON | 11 | deathDriveCUBE |  |
| Left | DEATH\_CONE\_BUTTON | 12 | deathDriveCONE |  |
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|  |  |  |  |  |
| Right | ARM\_PNEUMATIC\_BUTTON | 1 | armPneumaticButton |  |
| Right | SCORE\_CENTER\_BUTTON | 2 |  |  |
| Right | LEFT\_SLIDER\_BUTTON | 3 | pickUpGamePieceSliderLeft |  |
| Right | RIGHT\_SLIDER\_BUTTON | 4 | pickUpGamePieceSliderRight |  |
| Right | PICKUP\_FROM\_FLOOR\_BUTTON | 5 | pickUpFromFloor |  |
| Right | HOME\_ARM\_BUTTON | 6 | homeArmButton |  |
| Right | SCORE\_TOP\_LEFT | 7 | topLeftButton |  |
| Right | SCORE\_TOP\_RIGHT | 8 | scoreTopRight |  |
| Right | SCORE\_MID\_LEFT | 9 | scoreMidLeft |  |
| Right | SCORE\_MID\_RIGHT | 10 | scoreMidRight |  |
| Right | SCORE\_BOTTOM\_LEFT | 11 | bottomLeftButton |  |
| Right | SCORE\_BOTTOM\_RIGHT | 12 | scoreBottomRight |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Trigger homeArmButton = new JoystickButton(rightJoystick, Constants.HOME\_ARM\_BUTTON);

Trigger driveStraightButton = new JoystickButton(leftJoystick, 7);