

Trigger rotates
robot left

Bumper spins robot
 90° to the left

Trigger rotates
robot right

Bumper spins robot
 90° to the right

Move any direction
very slowly

Claw function

Move any direction
based on stick direction

Claw function



Single Controller - Variable Plan

Trigger rotates
robot left

gamepad1.left_trigger

Bumper spins
robot 90° to the
left

gamepad1.left_bumper

gamepad1.right_trigger

Trigger rotates
robot right

gamepad1.right_bumper

Bumper spins
robot 90° to the
right

Move any
single
direction
half
speed

//madeup names, find these in base code
gamepad1.arrowUp
gamepad1.arrowDown
gamepad1.arrowLeft
gamepad1.arrowRight

gamepad1.y

Claw Open

gamepad1.x

gamepad1.b

gamepad1.a

Claw Close

half is
calibration

Legend

Motion = green
Direction = orange
Lift = cyan
Claw = magenta

-gamepad1.left_stick_y
gamepad1.left_stick_x

Move any direction
based on stick direction

-gamepad1.right_stick_y
gamepad1.right_stick_x

Lift Up and Down only
*Turn off x axis

