# **Driving Controls Ultimate Goal Jan. 7th**

Drive: Green, Shooter: Red, Conveyor: Purple, WGA: Orange, Collector: Blue, Telemetry: Brown

# GamePad 1:Drive Controls, Shooter, and Conveyor

#### SHOOTER

D-pad Up: Increase (+) Speed D-pad Down: Decrease (-) Speed

D-pad Left: STOP

#### **TELEMETRY**

Back: Select Telemetry Option
Start: Select Active Window
L Bumper: Decrease (-) Window Size
R Bumper: Increase (+) Window Size

#### **CONVEYOR**

Y: Up A: Down B: *STOP* 

#### DRIVING

Left Stick Y: Forward and Backward

Left Stick X: Right and Left

# **DRIVING**

Right Stick X: Rotating

# GamePad 2: Wobble Goal Arm, and Collector

#### COLLECTOR

Left Trigger: Decrease (-) Power Right Trigger: Increase (+) Power

#### **WOBBLE GOAL ARM**

Left Bumper: Decrease (-) Power Right Bumper: Increase (+) Power

### WOBBLE GOAL ARM

D-pad up: Inc. Target +1deg D-pad down: Inc. Target -1deg D-pad Right: Set position

#### COLLECTOR

D-pad Left: STOP

#### WOBBLE GOAL ARM

Y: Servo increment to CLOSE

A: Servo increment to OPEN

X: Inc. Arm Target +25deg

B: Inc. Arm Target -25deg

## COLLECTOR Servo

Left Stick Y: Raise/Lower 0.05 Right Stick Y: Raise/Lower 0.01

# **GamePad 2 ALTERNATE: Shooter Encoder Test**

# COLLECTOR

Left Trigger: Decrease (-) Power Right Trigger: Increase (+) Power

# SHOOTER

D-pad Up: Increase (+) Speed D-pad Down: Decrease (-) Speed D-pad Left: set Speed Mode

# COLLECTOR

D-pad Left: STOP



# **COLLECTOR Servo**

Left Stick Y: Raise/Lower 0.05 Right Stick Y: Raise/Lower 0.01