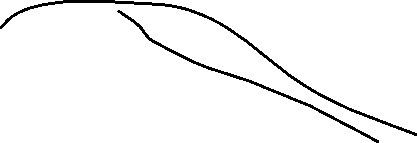
Screen Selector



By: Andrew Hilton of 2131H

A Screen Selector is vital to all vex teams. A poorly built screen can lead to user problems which leads to a performance impact during autonomous periods. It is important to make it easy to select an autonomous route (To make life easier, Autonomous Routes will be shortened to the common abbreviation “Auton” for the rest of the document).



Autons:

Upon being selected an Auton will be set.

* Name
* Set-Up Description
* Points
* Callback to Auton

Left HAWP

Set-Up:

Set Facing North, On edge of tile by match load.

Points: 10

Match

Skills

Other

Left HAWP

Left Alt HAWP

Right HAWP

Right Alt HAWP

<

>

DEBUG

Full Win Point

Tab List:

Holds tabs that have their own list of Autons.

* Can be cycled through using the Arrow buttons.

Tab:

Pulls up a list of Autons.

* Displays a Name
* Changes Color when active

List of Autons:

Groups together Autons in a list.

* Holds a total of 5 Autons per list.

Display Window:

Displays currently selected Auton.

* Displays Name of Auton
* Displays Set-Up Description
* Displays Points