Rebuild{Robotics}
Rebuildable & Reprogrammable Robotics

CombatBot_BeetleESP32C3_BLE_Gamepad script - Controller keymapping (V.1.4.2)

Basic controls (Signal lock off):

Lock is ON when bot is powered.

Signal lock on/off

Pair device

Weapon on/off
(BiDir only off)

Controller on/off

Invert drive on/off

Weapon stick
(up/down)

Menu

Trim
(Y + Pad left/right)

Weapon pad
(up/down)

Trim
(Y + Pad left/right)

AI on/off

Drive stick

Always add your controller(s) into bots allowList and lock list!

Make adjustments before using bot and controller outside home to avoid issues with other robots.

Once paired controller should reconnect automatically.

Programming mode (Signal lock on):

Y + B	=	Channel mixing on/off
Y + A	=	Add connected gamepad to allowList (Vibrates when added to list)
Y + X	=	Clear gamepads from allowList // Vibrates when cleared
Y + Menu	=	Activate / disable allowList (Vibrates when enabled)
		If more than one pads are connected use this only once from any of the them

Haptic confirmations:

- Left side	=	Weapon on/off button or weapon pad pressed
- Left side, short	=	Trim button pressed from left pad
- Right side, short	=	Add to allowList or enable/disable allowList buttons pressed
- Right side, long	=	Signal lock button pressed
- Both sides, strong	=	Bot battery low (Vibrates only when signal lock is off and controls are used.)

Controller doesn't vibrate when min/max value has been reached.

If no other weapon control haven't been used before pressing pad then first time pressing up/down calibrates weapon angle to idle.

Free scripts & apps:
github.com/RebuildRobotics