Colors										
Bit Type	start bit	end bit	data bit	data bit	buffer bit	checksum bit				
NOTES	The buffer bits are needed, but the empty are for extra data you want to send without changing the packet size and needing to reconfigure the serial read stuff									
	The blue and purple data bits mean the same thing, they are different colors just to make it easier to see how much of the byte belongs to that set of data									

Controller	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0		
byte 0								255		
byte 1	0		start	right bumper	left bumper	Y	X	B	A	
byte 2	0		back	right click	left click	dpad right	dpad left	dpad down	dpad up	
byte 3	left stick X axis									
byte 4	left stick Y axis									
byte 5	right stick X axis									
byte 6	right stick Y axis									
byte 7	left trigger									
byte 8	right trigger									
byte 9	check sum									
byte 10								240		

Feedback	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0		
byte 0								255		
byte 1	0		shooter	intake	compressor statu	auto compress	computer vision	sorting status		
byte 2	0		driving speed		scored balls					
byte 3	0		wheel type		good balls					
byte 4	0			bad balls						
byte 5	manipulator angle									
byte 6	pressure									
byte 7	front left wheel									
byte 8	front right wheel									
byte 9	back left wheel									
byte 10	back right wheel									
byte 11	check sum									
byte 12								240		