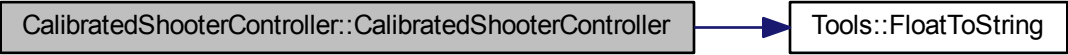


CalibratedShooterController::CalibratedShooterController



```
graph LR; A[CalibratedShooterController::CalibratedShooterController] --> B[Tools::FloatToString]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CalibratedShooterController::CalibratedShooterController'. The right box is white and contains the text 'Tools::FloatToString'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Tools::FloatToString