class RobotDemo : public InterativeRobot {

public:

Victor \*leftRear, \*leftCenter, \*leftFront, \*rightRear, \*rightCenter, \*rightFront;

Joystick \*leftJoy, \*rightJoy, \*controller;

RobotDemo() {

leftRear = new Victor(1, 1);  
 leftCenter = new Victor(1, 2);  
 leftFront = new Victor(1, 3);  
 rightRear = new Victor(1, 4);  
 rightCenter = new Victor(1, 5);  
 rightFront = new Victor(1, 6);

leftJoy = new Joystick(1);

rightJoy = new Joystick(2);

controller = new Joystick(3);

}

void RobotDemo::RobotInit() {

}

void RobotDemo::AutonomousInit() {

}

void RobotDemo::TeleopInit() {

}

void RobotDemo::TeleopPeriodic() {

double left = -leftJoy->GetRawAxis(2);

double right = -rightJoy->GetRawAxis(2);

leftRear->Set(left);

leftCenter->Set(left);

leftFront->Set(left);

rightRear->Set(right);

rightCenter->Set(right);

rightFront->Set(right);

}

};

START\_ROBOT\_CLASS(RobotDemo);