Procedure:

Zip folder containing code into “[name] [mm-dd-yy].zip”

upload

add notes here, most recent at top, separate with a line of hyphens

put name of zip file at the top of note

-----------------------------------

jackson 2-14-15.zip

currently deployed code as of 4:00pm 2/14/15

-noodle grabber state machine running in periodic tasks at 150ms

-button changed to B, updates every 100ms

-relay initializes to reverse (when button is pushed, logically, but it initializes right when you Enable, I’m not sure why), see extra else if logic added in NoodleGrabberSpikeToggle.vi

-now we use forward/reverse instead of off/on

-moved into NoodleGrabberSpikeToggle.vi

need:

-**switch all motors in Begin.vi to Victor (884)** since we ditched the Talons (they got fried :( )

-add comments to NoodleGrabberSpikeToggle.vi, and other places as needed, there’s probably others missing that need to be added too

-change front left Victor to brake mode (currently in coast as of 4:05pm)

-----------------------------------

jackson 2-12-15.zip

-added State Machine for noodle grabber - one button toggles open/close

-added camera code

-basic 0.25/0.75 if button is true or false for testing

-while loop that does a gradual increase (disabled)

---------------------------------------

jackson 2-6-15

Tested working code 2-6-15

Code is deployed to robot and works as of 2-6-15  
  
-Limit switches working  
-Lifter up = gamepad button Y  
-Lifter down = gamepad button A  
-Drivetrain works  
-Front and Rear Right motors inverted in Begin  
  
-Joysticks need to be calibrated (no touching still gives a signal for  
all wheels to go back (all 4 Talons have red light) )

---------------------------------------

2-5-15 from GitHub:

-Mecanum drivetrain moved to Periodic Tasks  
-Lifter motor controller (Victor) value moved to Periodic Tasks  
-Limit switches and subsequent lifter up/down logic (nested ifs)  
programmed  
-Comments for Logitech gamepad buttons/axes added  
-All motor controller, joystick, etc values as of now update to and are  
accessed by global variables

------------------------------

JT 2015\_RecycleRush\_RoboJackets\_1827 3-12-15.zip

various changes made at competition

uploaded 5/18/2015, don’t remember, sorry!

---------------------------------