

FRC: Network Tables

AdvantageKit Sources

AdvantageKit/Timestamp Long

AdvantageKit/Drive

```

  └── Gyro
    ├── OdometryYawPositions Roatation2d[]
    ├── OdometryYawTimestamps double[]
    └── YawPosition Roatation2d
  └── Module0
    ├── OdometryDrivePositionsRad
    ├── OdometryTimestamps double[]
    ├── OdometryTurnPositions Roatation2d[]
    ├── TurnAbsolutePosition Roatation2d
    └── TurnPosition Roatation2d

```

AdvantageKit/DriverStation

```

  ├── AllianceStation boolean
  ├── AllianceStation int
  ├── DSAttached boolean
  ├── EmergencyStop boolean
  ├── Enabled boolean
  ├── EventName String
  ├── FMSAttached String
  ├── Joystick0
    ├── AxisTypes Joystick Axis Mapping
    ├── AxisValues Joystick Axis Type
    ├── ButtonValues Button State (Bitmask)
    ├── POVs D-Pad Actions (Angle)
    └── Type Controller Type (Enum)
  ├── Joystick1
  ├── Joystick2
  ├── Joystick3
  ├── Joystick4
  ├── Joystick5
  ├── MatchNumber int
  ├── MatchTime int
  ├── MatchType int
  ├── ReplayNumber int
  └── Test boolean

```

AdvantageKit/NetworkInputs

```
  └── SmartDashboard
```

AdvantageKit/PowerDistribution

```

  ├── ChannelCount int
  ├── Faults int
  ├── StickyFaults int
  ├── Temperature float
  ├── TotalCurrent float
  ├── TotalEnergy float
  ├── TotalPower float
  └── Voltage float

```

AdvantageKit/RadioStatus

```

  ├── Connected boolean
  └── Status JSON

```

AdvantageKit/RealOutputs

```

  ├── Alerts
  ├── Console text
  ├── LoggedRobot
    ├── FullCycleMS float
    ├── GCCounts int
    ├── GCTimeMS float
    ├── LogPeriodicMS float
    └── UserCodeMS float
  ├── Logger
    ├── AlertLogMS float
    ├── AutoLogMS float
    ├── ConduitCaptureMS float
    ├── ConduitSaveMS float
    ├── ConsoleMS float
    ├── DashboardInputsMS float
    ├── DriverStationMS float
    ├── EntryUpdateMS float
    ├── QueuedCycles int
    └── RadioLogMS float
  ├── Odometry
    └── Robot Pose2d
  ├── PathPlanner Alerts
  ├── SwerveChassisSpeeds
    ├── Measured ChassisSpeeds
    └── Setpoints ChassisSpeeds
  ├── SwerveStates
    ├── Measured SwerveModuleState[]
    ├── SetpointsOptimized SwerveModuleState[]
    └── Setpoints SwerveModuleState[]

```

AdvantageKit/SystemStats

```

  ├── 3v3Rail
    ├── Active boolean
    ├── CurrentFaults int
    ├── Current float
    └── Voltage float
  ├── 5vRail
    ├── Active boolean
    ├── CurrentFaults int
    ├── Current float
    └── Voltage float
  ├── 6vRail
    ├── Active boolean
    ├── CurrentFaults int
    ├── Current float
    └── Voltage float
  ├── CANBus
    ├── OffCount int
    ├── ReceiveErrorCount int
    ├── TransmitErrorCount int
    ├── TxFullCount int
    └── Utilization float
  ├── Comments
  ├── CommsDisableCount int
  ├── CPU(TempCelcius int
  ├── EpochTimeMicros Long
  ├── FPGAButton boolean
  ├── FPGARevision int
  ├── FPGAVersion int
  ├── NTClients
    ├── AdvantageScope@1
      ├── Connected boolean
      ├── IPAddress String 127.0.0.1
      ├── Port int
      └── ProtocolVersion int
    └── Elastic@2
      ├── Connected boolean
      ├── IPAddress String 127.0.0.1
      ├── Port int
      └── ProtocolVersion int
  └── RSLState boolean
    ├── SerialNumber String
    ├── SystemActive boolean
    ├── SystemTimeValid boolean
    └── TeamNumber int

```

Note: data types were manually entered and could differ from WPILib or AdvantageKit

Dashboard & Misc Sources

PathPlanner

```

  ├── activePath Pose2d
  ├── Alerts Alerts
  ├── currentPose Pose2d
  ├── targetPose Pose2d
  └── vel float

```

Shuffleboard

```

  ├── .metadata
  └── .recording

```

SmartDashboard

```

  ├── Alerts Alerts
  ├── Auto Choices
  ├── active
  ├── default
  └── options
    ├── 0 None
    ├── 1 Example Auto
    ├── 2 Drive Wheel Radius Characterization
    ├── 3 Drive Simple FF Characterization
    ├── 4 Drive SysId (Quasistatic Forward)
    ├── 4 Drive SysId (Quasistatic Reverse)
    ├── 7 Drive SysId (Dynamic Forward)
    └── 7 Drive SysId (Dynamic Reverse)
  └── PathPlanner Alerts

```

FMSInfo

```

  ├── EventName String
  ├── FMSControlData int
  ├── GameSpecificMessage String
  ├── IsRedAlliance boolean
  ├── MatchNumber int
  ├── MatchType enum
  ├── ReplayNumber int
  └── StationNumber int

```

LiveWindow

```

  └── .status
    └── LW Enabled boolean

```