

com.\_604robotics.robot2012.machine

## Interface ShooterMachine.ShooterState

Enclosing class:

[ShooterMachine](#)

```
public static interface ShooterMachine.ShooterState
```

The possible states the shooter could be in.

### Field Summary

#### Fields

Modifier and Type	Field and Description
static int	<a href="#">SHOOTING</a>

### Field Detail

#### SHOOTING

```
static final int SHOOTING
```

**See Also:**

[Constant Field Values](#)