

com.\_604robotics.utils

# Class SpringableDoubleSolenoid

java.lang.Object  
  edu.wpi.first.wpilibj.SensorBase  
    edu.wpi.first.wpilibj.SolenoidBase  
      edu.wpi.first.wpilibj.DoubleSolenoid  
        com.\_604robotics.utils.SpringableDoubleSolenoid

## All Implemented Interfaces:

IDevice, IDeviceController

```
public class SpringableDoubleSolenoid
extends DoubleSolenoid
```

Extender of a DoubleSolenoid providing an easier control flow. When an output is set for the DoubleSolenoid, it is considered "sprung". When the "reload" method is called, if the victor is sprung, it unsprings the DoubleSolenoid. If the DoubleSolenoid is not sprung, then the output is set to the default output. In this way, the DoubleSolenoid will only be moving when you tell it to. Use this in a loop or something, and call "reload" at the end. No more worries about code paths that don't update the DoubleSolenoids!

## Author:

Michael Smith

Nested Class Summary

Nested classes/interfaces inherited from class edu.wpi.first.wpilibj.DoubleSolenoid

DoubleSolenoid.Value

Field Summary

Fields inherited from class edu.wpi.first.wpilibj.SolenoidBase

m\_allocated, m\_moduleNumber

Fields inherited from class edu.wpi.first.wpilibj.SensorBase

kAnalogChannels, kAnalogModules, kDigitalChannels, kPwmChannels, kRelayChannels, kSolenoidChannels, kSolenoidModules, kSystemClockTicksPerMicrosecond

Constructor Summary

Constructors

Constructor and Description

SpringableDoubleSolenoid(int forwardChannel, int reverseChannel, DoubleSolenoid.Value defaultDirection)

Initializes a new SpringableDoubleSolenoid.

SpringableDoubleSolenoid(int moduleNumber, int forwardChannel, int reverseChannel, DoubleSolenoid.Value defaultDirection)

Initializes a new SpringableDoubleSolenoid.

Method Summary

Methods

Modifier and Type	Method and Description
boolean	<div>getSprung()</div> <div>Has the DoubleSolenoid been sprung?</div>
void	<div>reload()</div> <div>If the DoubleSolenoid has been sprung, unspring it; if not, set the output to the default output.</div>

void	<b>set</b> ( <a href="#">DoubleSolenoid.Value</a> direction) Sets the direction of the DoubleSolenoid.
void	<b>spring</b> () Springs the DoubleSolenoid.
<b>Methods inherited from class <a href="#">edu.wpi.first.wpilibj.DoubleSolenoid</a></b>	
free, get	
<b>Methods inherited from class <a href="#">edu.wpi.first.wpilibj.SolenoidBase</a></b>	
getAll, getAllFromDefaultModule, getAllFromModule, set	
<b>Methods inherited from class <a href="#">edu.wpi.first.wpilibj.SensorBase</a></b>	
checkAnalogChannel, checkAnalogModule, checkDigitalChannel, checkDigitalModule, checkPWMChannel, checkPWMModule, checkRelayChannel, checkRelayModule, checkSolenoidChannel, checkSolenoidModule, getDefaultAnalogModule, getDefaultDigitalModule, getDefaultSolenoidModule, setDefaultAnalogModule, setDefaultDigitalModule, setDefaultSolenoidModule	
<b>Methods inherited from class <a href="#">java.lang.Object</a></b>	
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait	

<b>Constructor Detail</b>
<b>SpringableDoubleSolenoid</b>
<pre>public SpringableDoubleSolenoid(int forwardChannel,                                 int reverseChannel,                                 DoubleSolenoid.Value defaultDirection)</pre> <p>Initializes a new SpringableDoubleSolenoid.</p> <p><b>Parameters:</b></p> <ul style="list-style-type: none"><li>forwardChannel - The forward channel of the DoubleSolenoid.</li><li>reverseChannel - The reverse channel of the DoubleSolenoid.</li><li>defaultDirection - The default direction for reloads.</li></ul>
<b>SpringableDoubleSolenoid</b>
<pre>public SpringableDoubleSolenoid(int moduleNumber,                                 int forwardChannel,                                 int reverseChannel,                                 DoubleSolenoid.Value defaultDirection)</pre> <p>Initializes a new SpringableDoubleSolenoid.</p> <p><b>Parameters:</b></p> <ul style="list-style-type: none"><li>moduleNumber - The slot number of the solenoid module.</li><li>forwardChannel - The forward channel of the DoubleSolenoid.</li><li>reverseChannel - The reverse channel of the DoubleSolenoid.</li><li>defaultDirection - The default direction for reloads.</li></ul>

<b>Method Detail</b>
<b>getSprung</b>
<pre>public boolean getSprung()</pre> <p>Has the DoubleSolenoid been sprung?</p> <p><b>Returns:</b></p> <ul style="list-style-type: none"><li>Whether or not the DoubleSolenoid has been sprung.</li></ul>

## spring

```
public void spring()
```

Spring the DoubleSolenoid.

## set

```
public void set(DoubleSolenoid.Value direction)
```

Sets the direction of the DoubleSolenoid.

### Overrides:

`set` in class `DoubleSolenoid`

### Parameters:

`direction` - The direction to set.

## reload

```
public void reload()
```

If the DoubleSolenoid has been sprung, unspring it; if not, set the output to the default output.

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