A

A - Static variable in interface com._604robotics.utils.XboxController.Button

ACCELEROMETER - Static variable in interface com._604robotics.robot2012.configuration.PortConfiguration.Sensors

ACCELEROMETER_DRIVE_POWER - Static variable in interface com._604robotics.robot2012.configuration.ActuatorConfiguration

ACCELEROMETER_SENSITIVITY - Static variable in interface com._604robotics.robot2012.configuration.SensorConfiguration

ACCELEROMETER_UPPER_RADIANS - Static variable in interface com._604robotics.robot2012.configuration.SensorConfiguration

ActuatorConfiguration - Interface in com._604robotics.robot2012.configuration
Actuator polarity and power configuration.

ActuatorConfiguration.ELEVATOR - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.ELEVATOR.DEADBAND - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.ELEVATOR.TOLERANCE - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.RING_LIGHT - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.SOLENOID_HOPPER - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.SOLENOID_PICKUP - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.SOLENOID_SHIFTER - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.SOLENOID_SHOOTER - Interface in com._604robotics.robot2012.configuration

ActuatorConfiguration.TURRET_POSITION - Interface in com._604robotics.robot2012.configuration

AIM_AND_SHOOT - Static variable in interface com._604robotics.robot2012.configuration.ButtonConfiguration.Manipulator

aimAndShoot() - Method in class com._604robotics.robot2012.Robot2012Orange
Aim at backboard, shoot.

AIMED - Static variable in interface com._604robotics.robot2012.machine.TurretMachine.TurretState

Aiming - Class in com._604robotics.robot2012.aiming
Utility class for various aiming functions and such.

Aiming() - Constructor for class com._604robotics.robot2012.aiming.Aiming

angle - Variable in class com._604robotics.robot2012.physics.BallFireInfo

angle - Variable in class com._604robotics.robot2012.vision.Target
This is the angle of the target, relative to the camera.

angle_uncertainty - Variable in class com._604robotics.robot2012.vision.Target
This is the uncertainty of the angle of the target.

angleDeg - Variable in class com._604robotics.robot2012.physics.ShooterAnglePick

angleRad - Variable in class com._604robotics.robot2012.physics.ShooterAnglePick

angleSlope - Variable in class com._604robotics.robot2012.physics.ShooterAnglePick

AUTO_BALANCE - Static variable in interface com._604robotics.robot2012.configuration.ButtonConfiguration.Driver

autonomous() - Method in class com._604robotics.robot2012.Robot2012Orange
Automated drive for autonomous mode.

AutonomousConfiguration - Interface in com._604robotics.robot2012.configuration
Autonomous mode configuration.

B

B - Static variable in interface com._604robotics.utils.XboxController.Button

Back - Static variable in interface com._604robotics.utils.XboxController.Button

BACKWARD_DISTANCE - Static variable in interface com._604robotics.robot2012.configuration.AutonomousConfiguration

BACKWARD_DISTANCE_SIDES - Static variable in interface com._604robotics.robot2012.configuration.AutonomousConfiguration

BACKWARD_DRIVE_POWER - Static variable in interface com._604robotics.robot2012.configuration.AutonomousConfiguration

Balancing - Class in com._604robotics.robot2012.balancing
Utility class for automated balancing assistance.

Balancing() - Constructor for class com._604robotics.robot2012.balancing.Balancing

BallFireInfo - Class in com._604robotics.robot2012.physics
Class representing info for firing a ball.

BallFireInfo(ShooterAnglePick, double, double) - Constructor for class com._604robotics.robot2012.physics.BallFireInfo
Initializes a new BallFireInfo.

begin() - Method in interface com._604robotics.robot2012.camera.CameraInterface
Launches the CameraInterface.

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