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com._604robotics.utils

Class XboxController

java.lang.Object
    com._604robotics.utils.XboxController

```
public class XboxController
extends Object
```

Wrapper joystick class for the Xbox 360 controllers.

Author:

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Nested Class Summary

Nested Classes

Modifier and Type	Class and Description
static interface	**XboxController.Axis** Enumeration for the available axes on the Xbox controller.
static interface	**XboxController.Button** Enumeration for the available buttons on the Xbox controller.
static interface	**XboxController.Stick** Enumeration for the available sticks on the Xbox controller.

Constructor Summary

Constructors

Constructor and Description
XboxController(int port) Initialize a new XboxController on the specified port.
XboxController(**Joystick** joystick) Initialize a new XboxController from the underlying Joystick.

Method Summary

Methods

Modifier and Type	Method and Description
double	**getAxis**(int axis) Get the value of the specified axis.
boolean	**getButton**(int button) Get whether or not the specified button is currently pressed.
Joystick	**getJoystick**() Gets the underlying Joystick object.
boolean	**getStick**(int stick) Get whether or not there's a value reading on the stick.
boolean	**getToggle**(int button) Get the toggle state of the specified button.
void	**resetToggles**() Resets the toggle registry for the contrller.
void	**setDeadband**(int axis, double lower, double upper) Sets the deadband for a particular axis.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

XboxController

```
public XboxController(int port)
```

Initialize a new XboxController on the specified port.

Parameters:

    `port` - The USB port the controller is connected to.

XboxController

```
public XboxController(Joystick joystick)
```

Initialize a new XboxController from the underlying Joystick.

Parameters:

    `joystick` - The Joystick to overlay the XboxController interface on.

Method Detail

getAxis

```
public double getAxis(int axis)
```

Get the value of the specified axis.

Parameters:

    `axis` - One of the axis values specified in XboxController.Axis.

getStick

```
public boolean getStick(int stick)
```

Get whether or not there's a value reading on the stick.

Parameters:

    `stick` - One of the stick values specified in XboxController.Stick.

Returns:

    Whether or not there's a value reading on the stick.

getButton

```
public boolean getButton(int button)
```

Get whether or not the specified button is currently pressed.

Parameters:

    `button` - One of the button values specified in XboxController.Button.

resetToggles

```
public void resetToggles()
```

Resets the toggle registry for the contrller.

getToggle

```
public boolean getToggle(int button)
```

Get the toggle state of the specified button.

Parameters:

    `button` - One of the button values specified in XboxController.Button.

getJoystick

```
public Joystick getJoystick()
```

Gets the underlying Joystick object. What, is XboxController not good enough for you?

Returns:

The underlying Joystick object.

setDeadband

```
public void setDeadband(int axis,
                double lower,
                double upper)
```

Sets the deadband for a particular axis.

Parameters:

`axis` - The axis to set the deadband for.

`lower` - The lower bound of the deadband.

`upper` - The upper bound of the deadband.