

## Package com.\_604robotics.robot2012.machine

### Interface Summary

Interface	Description
<a href="#">ElevatorMachine.ElevatorState</a>	Various possible states the elevator can be in.
<a href="#">PickupMachine.PickupState</a>	Possible states the pickup could be in.
<a href="#">ShooterMachine.ShooterState</a>	The possible states the shooter could be in.
<a href="#">StrangeMachine</a>	State manager for various components of the robot.
<a href="#">TurretMachine.TurretState</a>	The possible states the turret could be in.

### Class Summary

Class	Description
<a href="#">ElevatorMachine</a>	Machine to control the elevator.
<a href="#">PickupMachine</a>	Machine to control the pneumatic pickup.
<a href="#">ShooterMachine</a>	Machine to control the shooter/hopper system during firing.
<a href="#">TurretMachine</a>	Machine to control the turret.