Package com._604robotics.robot2012.machine

Interface Summary

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

Class Summary

Class	Description
ElevatorMachine	Machine to control the elevator.
PickupMachine	Machine to control the pneumatic pickup.
ShooterMachine	Machine to control the shooter/hopper system during firing.
TurretMachine	Machine to control the turret.