

com.\_604robotics.utils

# Interface XboxController.Axis

Enclosing class:

[XboxController](#)

```
public static interface XboxController.Axis
```

Enumeration for the available axes on the Xbox controller.

## Field Summary

**Fields**

Modifier and Type	Field and Description
static int	<a href="#">LEFT_STICK_X</a>
static int	<a href="#">LEFT_STICK_Y</a>
static int	<a href="#">RIGHT_STICK_X</a>
static int	<a href="#">RIGHT_STICK_Y</a>

## Field Detail

### LEFT\_STICK\_X

static final int LEFT\_STICK\_X

**See Also:**  
[Constant Field Values](#)

### LEFT\_STICK\_Y

static final int LEFT\_STICK\_Y

**See Also:**  
[Constant Field Values](#)

### RIGHT\_STICK\_X

static final int RIGHT\_STICK\_X

**See Also:**  
[Constant Field Values](#)

### RIGHT\_STICK\_Y

static final int RIGHT\_STICK\_Y

**See Also:**  
[Constant Field Values](#)

