

com._604robotics.robot2012.machine

Interface ShooterMachine.ShooterState

Enclosing class:

[ShooterMachine](#)

```
public static interface ShooterMachine.ShooterState
```

The possible states the shooter could be in.

Field Summary

Fields

Modifier and Type	Field and Description
static int	SHOOTING

Field Detail

SHOOTING

```
static final int SHOOTING
```

See Also:

[Constant Field Values](#)