

## All Classes

*ActuatorConfiguration*  
*ActuatorConfiguration.ELEVATOR*  
*ActuatorConfiguration.ELEVATOR.DEADBAND*  
*ActuatorConfiguration.ELEVATOR.TOLERANCE*  
*ActuatorConfiguration.RING\_LIGHT*  
*ActuatorConfiguration.SOLENOID\_HOPPER*  
*ActuatorConfiguration.SOLENOID\_PICKUP*  
*ActuatorConfiguration.SOLENOID\_SHIFTER*  
*ActuatorConfiguration.SOLENOID\_SHOOTER*  
*ActuatorConfiguration.TURRET\_POSITION*  
*Aiming*  
*AutonomousConfiguration*  
*Balancing*  
*BallFireInfo*  
*ButtonConfiguration*  
*ButtonConfiguration.Driver*  
*ButtonConfiguration.Manipulator*  
*ButtonConfiguration.Manipulator.Elevator*  
*CameraInterface*  
*CompensatingGyro*  
*ConvertingPIDController*  
*DeadbandedSource*  
*DualVictor*  
*DummyRotationProvider*  
*ElevatorMachine*  
*ElevatorMachine.ElevatorState*  
*EncoderOffset*  
*EncoderPIDSource*  
*Gyro360*  
*GyroHax*  
*LinearController*  
*NaiveRotationProvider*  
*Physics*  
*PickupMachine*  
*PickupMachine.PickupState*  
*PIDDriveEncoderDifference*  
*PIDDriveEncoderOutput*  
*PIDDriveGyro*  
*Point2d*  
*Point3d*  
*Point3d*  
*PointAndAngle3d*  
*PortConfiguration*  
*PortConfiguration.Controllers*  
*PortConfiguration.Encoders*  
*PortConfiguration.Encoders.Drive*  
*PortConfiguration.Motors*  
*PortConfiguration.Pneumatics*  
*PortConfiguration.Pneumatics.HOPPER\_SOLENOID*  
*PortConfiguration.Pneumatics.PICKUP\_SOLENOID*  
*PortConfiguration.Pneumatics.SHIFTER\_SOLENOID*  
*PortConfiguration.Pneumatics.SHOOTER\_SOLENOID*  
*PortConfiguration.Relays*  
*PortConfiguration.Sensors*  
*RemoteCameraTCP*  
*Robot2012Orange*  
*RotationProvider*  
*SensorConfiguration*  
*SensorConfiguration.Encoders*  
*ShooterAnglePick*  
*ShooterMachine*  
*ShooterMachine.ShooterState*  
*SlightlySmarterRotationProvider*  
*SlowbroRotationProvider*  
*SpringableDoubleSolenoid*  
*SpringableRelay*  
*SpringableVictor*  
*StrangeMachine*  
*Target*  
*Target*  
*TurretMachine*  
*TurretMachine.TurretState*  
*UpDownPIDController*  
*UpDownPIDController.Gains*  
*VelocityController*  
*XboxController*  
*XboxController.Axis*  
*XboxController.Button*  
*XboxController.Button.DPad*  
*XboxController.Stick*