

com.\_604robotics.robot2012.machine

## Interface TurretMachine.TurretState

Enclosing class:

TurretMachine

```
public static interface TurretMachine.TurretState
```

The possible states the turret could be in.

Field Summary

Fields

Modifier and Type	Field and Description
static int	<a href="#">AIMED</a>
static int	<a href="#">FORWARD</a>
static int	<a href="#">LEFT</a>
static int	<a href="#">RIGHT</a>
static int	<a href="#">SIDEWAYS</a>

Field Detail

SIDEWAYS

```
static final int SIDEWAYS
```

See Also:

Constant Field Values

AIMED

```
static final int AIMED
```

See Also:

Constant Field Values

FORWARD

```
static final int FORWARD
```

See Also:

Constant Field Values

LEFT

```
static final int LEFT
```

See Also:

Constant Field Values

RIGHT

```
static final int RIGHT
```

See Also:

Constant Field Values

Overview

Package

Class

Tree

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Frames

No Frames

All Classes

Summary: Nested | [Field](#) | [Constr](#) | [Method](#)

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