com._604robotics.robot2012

Class Robot2012Orange

java.lang.Object
    javax.microedition.midlet.MIDlet
        edu.wpi.first.wpilibj.RobotBase
            edu.wpi.first.wpilibj.SimpleRobot
                com._604robotics.robot2012.Robot2012Orange

```
public class Robot2012Orange
extends SimpleRobot
```

Main class for the 2012 robot code.

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Field Summary

Fields inherited from class edu.wpi.first.wpilibj.RobotBase

ERRORS_TO_DRIVERSTATION_PROP, m_ds, ROBOT_TASK_PRIORITY

Constructor Summary

Constructors

Constructor and Description
Robot2012Orange() Constructor.

Method Summary

Methods

Modifier and Type	Method and Description
void	**aimAndShoot**() Aim at backboard, shoot.
void	**autonomous**() Automated drive for autonomous mode.
static double	**deadband**(double xValue, double upperBand, double lowerBand, double correctedValue) If a value is within a range, set it to a specific value.
void	**disabled**() The robot is disabled.
static boolean	**isInRange**(double xValue, double upperRange, double lowerRange) Figures out if a value is within a specific range.
void	**operatorControl**() Operator-controlled drive for Teleop mode.
void	**robotInit**() Initializes the robot on startup.

Methods inherited from class edu.wpi.first.wpilibj.SimpleRobot

robotMain, startCompetition

Methods inherited from class edu.wpi.first.wpilibj.RobotBase

destroyApp, free, getBooleanProperty, getWatchdog, isAutonomous, isDisabled, isEnabled, isNewDataAvailable, isOperatorControl, isSystemActive, pauseApp, startApp

Methods inherited from class javax.microedition.midlet.MIDlet

getAppProperty, notifyDestroyed, notifyPaused, resumeRequest

Methods inherited from class java.lang.**Object**

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

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Constructor Detail

Robot2012Orange

```
public Robot2012Orange()
```

Constructor. Disables the built-in watchdog, since it's not really needed anymore.

Method Detail

robotInit

```
public void robotInit()
```

Initializes the robot on startup. Sets up all the controllers, sensors, actuators, etc.

Overrides:

robotInit in class SimpleRobot

---

isInRange

```
public static boolean isInRange(double xValue,
                double upperRange,
                double lowerRange)
```

Figures out if a value is within a specific range.

Parameters:

xValue - The value to test.

upperRange - The upper bound of the range.

lowerRange - The lower bound of the range.

Returns:

TRUE if xValue is between upperRange and lowerRange; FALSE if not.

---

deadband

```
public static double deadband(double xValue,
                double upperBand,
                double lowerBand,
                double correctedValue)
```

If a value is within a range, set it to a specific value. This is most commonly used to put a deadband on joystick inputs or motor outputs.

Parameters:

xValue - The value to test.

upperBand - The upper bound of the range.

lowerBand - The lower bound of the range.

correctedValue - The value to return if xValue is within the range.

Returns:

xValue if xValue does not fall within the range; correctedValue otherwise.

---

aimAndShoot

```
public void aimAndShoot()
```

Aim at backboard, shoot.

autonomous

```
public void autonomous()
```

Automated drive for autonomous mode. If in middle, drive forward, knock down bridge, turn around. Else, or then, go ahead and try to score.

Overrides:

autonomous in class SimpleRobot

operatorControl

```
public void operatorControl()
```

Operator-controlled drive for Teleop mode. Handles robot driving, automated balancing for the bridge, ball pickup, turret aiming, firing, angle adjustments, light control, elevator control - both automated and manual - pneumatics, shifting, and various other things.

Overrides:

operatorControl in class SimpleRobot

disabled

```
public void disabled()
```

The robot is disabled. Like ze goggles, zees does nothing.

Overrides:

disabled in class SimpleRobot