

com._604robotics.robot2012.vision.config

Class Configger

java.lang.Object
com._604robotics.robot2012.vision.config.Configger

```
public class Configger  
extends java.lang.Object
```

This class creates a window for configuring various aspects of the Vision program, such as target color, target sensitivity, and other values found in [Config](#).

The name of this class is officially "Configger", a common mispronunciation of the word "Configure". It comes from nounifying the verb form of the shortened word "Config".

Constructor Summary

Constructors

Constructor and Description

Configger() This constructor of the Configger initializes everything and sets the Configger as visible.
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Method Summary

Methods

Modifier and Type	Method and Description
static javax.swing.Box	boxForTextField (javax.swing.JTextField textField, java.lang.String name) A simple utility method that creates a javax.swing.Box that holds a label indicating the name of the variable to change and a text field for the user to type input into.
static void	main (java.lang.String[] args) A simple main() method to make the Configger a runnable program

Methods inherited from class java.lang.Object

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

Constructor Detail

Configger

```
public Configger()  
  
This constructor of the Configger initializes everything and sets the Configger as visible.
```

Method Detail

main

```
public static void main(java.lang.String[] args)  
  
A simple main() method to make the Configger a runnable program
```

boxForTextField

```
public static javax.swing.Box boxForTextField(javax.swing.JTextField textField,  
                                              java.lang.String name)  
  
A simple utility method that creates a javax.swing.Box that holds a label indicating the name of the variable to change and a text field for the user to type input into.
```

Parameters:

- `textField` - The JTextField the user can type into
- `name` - The name of the value to change (shown in a JLabel)

Returns:

a Box containing the JLabel and JTextField