

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	AIMED
static int	FORWARD
static int	LEFT
static int	RIGHT
static int	SIDEWAYS

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

