

FIRST FTC Game Controller Reference



List of All Available Buttons:

- X Returns true if X button is pressed, false otherwise.
- Y Returns true if Y button is pressed, false otherwise.
- B Returns true if B button is pressed, false otherwise.
- A Returns true if A button is pressed, false otherwise.

- DpadDown Returns true if D-pad Down is pressed, false otherwise.
- DpadLeft Returns true if D-pad Left is pressed, false otherwise.
- DpadRight Returns true if D-pad Right is pressed, false otherwise.
- DpadUp Returns true if D-pad Up is pressed, false otherwise.

- LeftTrigger Returns range of value 0.0 to 1.0 as left trigger is pressed.
- RightTrigger Returns range of value 0.0 to 1.0 as right trigger is pressed.

- LeftBumper Returns true if the left bumper is pressed, false otherwise.
- RightBumper Returns true if the right bumper is pressed, false otherwise.

- Back Returns true if Back button is pressed, false otherwise.
- Start Returns true if the Start button is pressed, false otherwise.
- Guide/Mode Returns true if the Guide/Mode button is pressed, false otherwise.

- LeftStickX Returns the left-right deflection of the left stick.
Negative values represent left deflections and positive right deflections. Range is -1.0 to +1.0.
- LeftStickY Returns the up-down deflection of the left stick.
Negative values represent up deflections and positive values down deflections. Range is -1.0 to +1.0.
- RightStickX Returns the left-right deflection of the right stick.
Negative values represent left deflections and positive right deflections. Range is -1.0 to +1.0.
- RightStickY Returns the up-down deflection of the right stick.
Negative values represent up deflections and positive values down deflections. Range is -1.0 to +1.0.
- LeftStickButton Returns true if the left stick button is pressed, false otherwise.
- RightStickButton Returns true if the right stick button is pressed, false otherwise.
- AtRest Returns true if joys sticks and triggers in neutral position, false otherwise.
(AtRest is a property you can access in your programming - not actually a "button" on the controller)