






- Ⓡ Pump
- Ⓡ Gimbal
- Ⓢ SprayPlanningEvents
- Ⓢ GimbalSprayEvents

 *ref AWaterMonitor = WaterMonitor*


 monitorOn  monitorOff  monitorEmpty

 monitorOn  monitorOff  monitorEmpty

 *ref ASpray = Spray*

 startSpray  stopSpray  waterEmpty

 startSpray  stopSpray  waterEmpty

 *ref AAim = Aim*

 gimbalPitch: nat   
 gimbalPitchAck   
 gimbalYaw: nat   
 gimbalYawAck 

**imports**

spray::\*