

imports

`datatypes::*`

GimbalSprayEvents

- ⚡ `gimbalYaw: nat`
- ⚡ `gimbalPitch: nat`
- ⚡ `gimbalYawAck`
- ⚡ `gimbalPitchAck`

SprayPlanningEvents

- ⚡ `startSpray`
- ⚡ `stopSpray`
- ⚡ `waterEmpty`