

Cortex Microcontroller and VEXnet Joystick User Guide

5. Diagnostics Information: refer to the following chart for Joystick and Cortex LED patterns and meanings.

Joystick [5]	Robot	VEXnet	Game
		Medium (yellow)	Initialize - Looking for PC or Tether Mate
		Blip (yellow)	Startup - Looking for USB Key
		Fast (yellow)	Linking - Searching for VEXnet Mate
		Fast (green)	Linked
		Slow (green / yellow)	Linked - Data quality reduced
		Slow (green / red)	Linked - Poor Data quality reduced
		Solid (green)	Tethered to Mate or PC
		Slow (red) single blink	Fault: Lost Link - Searching for VEXnet Mate
		Slow (green)	Downloading User Code [1]

Note 1: Does not apply to ROBOTC User Code Downloads

Joystick [5]	Robot [1]	VEXnet	Game
	(red)		Main Battery = Dead (<5.5v) or CORTEX Off [2]
	(yellow)		Main Battery = Low (<6.5v) [2]
	(green)		Main Battery = Good
	Solid		All Good: Both Joysticks connected
	Solid + 1 Blink		All Good: Tx1 Joystick connected
	Fast		Autonomous only mode
	Fast (red) [3]		Fault: Low Backup Battery (0v-8v)
	Slow (red)		Fault: User Microprocessor Issue

Note 1: Robot LED only work when Linked

Note 2: Lowest CORTEX battery color latched at Joystick and CORTEX

Note 3: No Backup Battery only indicated if competition cable is connected.

Joystick [5]	Robot	VEXnet	Game
			Off
			Solid (green)
			Fast (green)
			Fast (yellow)

Note 4 : Game LED Driver Indicator is only used when the competition cable is connected.

Joystick [5]	Robot	VEXnet	Game
(red)			Joystick Battery = Dead (<5.5v)
(yellow)			Joystick Battery = Low (<6.5v)
(green)			Joystick Battery = Good
Fast			Two Joysticks in use
Solid			One Joystick in use

Note 5 : Joystick LED only on Joystick.

Update Utility Tool Indicators

Joystick [5]	Robot	VEXnet	Game
		Solid (green)	Tether to PC
	Slow (green)		Flickering (green)
	Slow (green)	Slow (red)	Flickering (green)

Other Indicators

Joystick [5]	Robot	VEXnet	Game
(red)	(red)	(red)	(red)
		Slow (red) double blink	
	Slow (red) double blink		
Slow (red) double blink			

Robot, VEXnet, and Game LED's show the same data [2]

