IterativeRobot

- +kDefaultPeriod: double
- -m_disabledInitialized: bool
- -m_autonomousInitialized: bool
- -m_teleopInitialized: bool -m period: double
- -m mainLoopTimer: Timer
- +StartCompetition(): void
- +RobotInit(): void
- +DisabledInit(): void
- +AutonomousInit(): void
- +TeleopInit(): void
- +DisabledPeriodic(): void
- +AutonomousPeriodic(): void
- +TeleopPeriodic(): void
- +DisabledContinuous(): void
- +AutonomousContinuous(): void
- +TeleopContinuous(): void
- +SetPeriod(period: double): void
- +GetPeriod(): double
- +GetLoopsPerSec(): double
- <<destroy>>-IterativeRobot()
- <<create>>-IterativeRobot()
- -NextPeriodReady(): bool



WsRobot6wdProto

#ap_rightStick: Joystick

#ap_leftStick: Joystick

#ap_driveGamepad: Gamepad

#ap_antiTurboButton: WsButton

#ap_robotDrive: RobotDrive

#ap_scDriveFL: SpeedController

#ap_scDriveFR: SpeedController

#ap_scDriveBL: SpeedController

#ap_scDriveBR: SpeedController

#a_autoPeriodicLoops: UINT32

#a disabledPeriodicLoops: UINT32

#a_telePeriodicLoops: UINT32

- <<create>>-WsRobot6wdProto(: void)
- +RobotInit(: void): void
- +DisabledInit(: void): void
- +AutonomousInit(: void): void
- +TeleopInit(: void): void
- +DisabledPeriodic(: void): void
- +AutonomousPeriodic(: void): void
- +TeleopPeriodic(: void): void +DisabledContinuous(: void): void
- +AutonomousContinuous(: void): void
- +TeleopContinuous(: void): void
- <<destroy>>-WsRobot6wdProto(: void)

Gamepad

-kLeftXAxisNum: UINT32

-kLeftYAxisNum: UINT32

-kRightXAxisNum: UINT32

-kRightYAxisNum: UINT32

-kDPadXAxisNum: UINT32

-kDPadYAxisNum: UINT32

-kSquareButtonNum: UINT32

-kXButtonNum: UINT32

-kCircleButtonNum: UINT32 -kTriangleButtonNum: UINT32

-kLeftBumperButtonNum: UINT32

-kRightBumperButtonNum: UINT32

-kLeftTriggerButtonNum: UINT32

-kRightTriggerButtonNum: UINT32 -kSelectButtonNum: UINT32

-kStartButtonNum: UINT32

-kLeftAnalogStickButtonNum: UINT32

-kRightAnalogStickButtonNum: UINT32

-ap_ds: DriverStation

-a_port: UINT32

<<create>>-Gamepad(port: UINT32)

<<destroy>>-Gamepad()

+GetX(hand: JoystickHand): float

+GetY(hand: JoystickHand): float

+GetZ(): float

+GetTwist(): float

+GetThrottle(): float +GetAxis(axis: AxisType): float

+GetRawAxis(axis: UINT32): float

+GetTrigger(hand: JoystickHand): bool

+GetTop(hand: JoystickHand): bool

+GetBumper(hand: JoystickHand): bool

+GetTriangleButton(): bool

+GetCircleButton(): bool

+GetSquareButton(): bool

+GetXButton(): bool

+GetSelectButton(): bool

+GetStartButton(): bool

+GetButton(button: ButtonType): bool

+GetRawButton(button: UINT32): bool

+GetMagnitude(hand: JoystickHand): float

+GetDirectionRadians(hand: JoystickHand): float

+GetDirectionDegrees(hand: JoystickHand): float

+GetDPad(): DPadDirection

WsButton

-ap_pad: Gamepad -a_button: ButtonType

<<create>>-WsButton(p_pad: Gamepad, button: ButtonType)

+GetState(: void): bool

WsJoystick

<<create>>-WsJoystick(port: UINT32) +GetY(hand: JoystickHand): float