IterativeRobot

WsRobot6wdProto

#ap_rightStick: Joystick
#ap_leftStick: Joystick
#ap_driveGamepad: Gamepad
#ap_antiTurboButton: WsButton
#ap_stickyButton: WsButton
#ap_multiStickyButton: WsButton
#ap_tapButton: 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)

WsJoystick

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

Gamepad

WsButton

#ap_pad: Gamepad
#a_button: ButtonType

<<create>>-WsButton(p_pad: Gamepad, button: ButtonType)
+GetState(: void): bool

WsStickyButton

#a_statePrev: bool
#a_stickyState: bool

<<create>>-WsStickyButton(p_pad: Gamepad, button: ButtonType)
+GetState(: void): bool

WsMultiStickyButton

#a_offButton: ButtonType
#a_stickyState: bool

<<create>>-WsMultiStickyButton(p_pad: Gamepad, onButton: ButtonType, offButton: ButtonType)
+GetState(: void): bool

WsTapButton

#a_statePrev: bool

<<create>>-WsTapButton(p_pad: Gamepad, button: ButtonType)
+GetState(: void): bool