

WEEKS 9/13-9/20  
**TELEOP**



 ROBO RAIDERS  
SCARSDALE • 12331

# Team Drive

---

Ask your TA to add you using your school email



# Discord

---

QR Code:



# Section 1: What is TeleOp?

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# TeleOp Game Phase

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- Short for Teleoperation  
(remote control)
- 2 minutes

Video 3:18 - 4:41



# Section 2: Setting Up



Unit 1: TeleOp

Slideshow for 9/13-9/20

WEBSITE TELEOP  
ROBO RAIDERS SCARSDALE • 12331

[Unit 1] Basics of TeleOp  
Google Slides

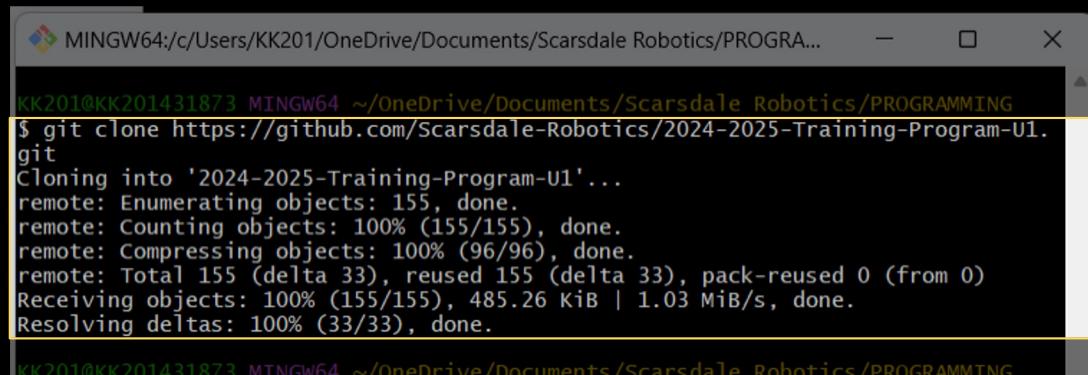
# GitHub Repo

---

- Clone the Unit 1 Repo:

```
git clone https://github.com/Scarsdale-Robotics/2024-2025-Training-Program-U1.git
```

\*You can also get the HTTP link by going to <https://github.com/Scarsdale-Robotics/2024-2025-Training-Program-U1> and clicking 



```
MINGW64:/c/Users/KK201/OneDrive/Documents/Scarsdale Robotics/PROGRAMMING
KK201@KK201431873 MINGW64 ~/OneDrive/Documents/Scarsdale Robotics/PROGRAMMING
$ git clone https://github.com/Scarsdale-Robotics/2024-2025-Training-Program-U1.git
Cloning into '2024-2025-Training-Program-U1'...
remote: Enumerating objects: 155, done.
remote: Counting objects: 100% (155/155), done.
remote: Compressing objects: 100% (96/96), done.
remote: Total 155 (delta 33), reused 155 (delta 33), pack-reused 0 (from 0)
Receiving objects: 100% (155/155), 485.26 KiB | 1.03 MiB/s, done.
Resolving deltas: 100% (33/33), done.

KK201@KK201431873 MINGW64 ~/OneDrive/Documents/Scarsdale Robotics/PROGRAMMING
```

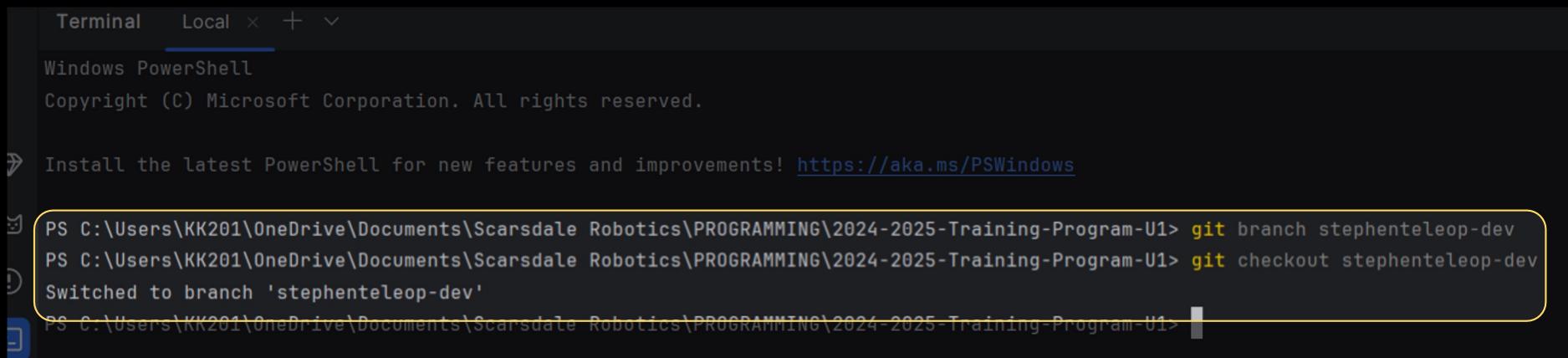
\*This was covered in the Unit 0 slides.  
Please review it if this is new to you!\*



# New Branch

---

- Open it in Android Studio, wait for Gradle to build, and create a new branch called “[your name]teleop-dev”. Checkout the branch.



```
Terminal Local × + ▾
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

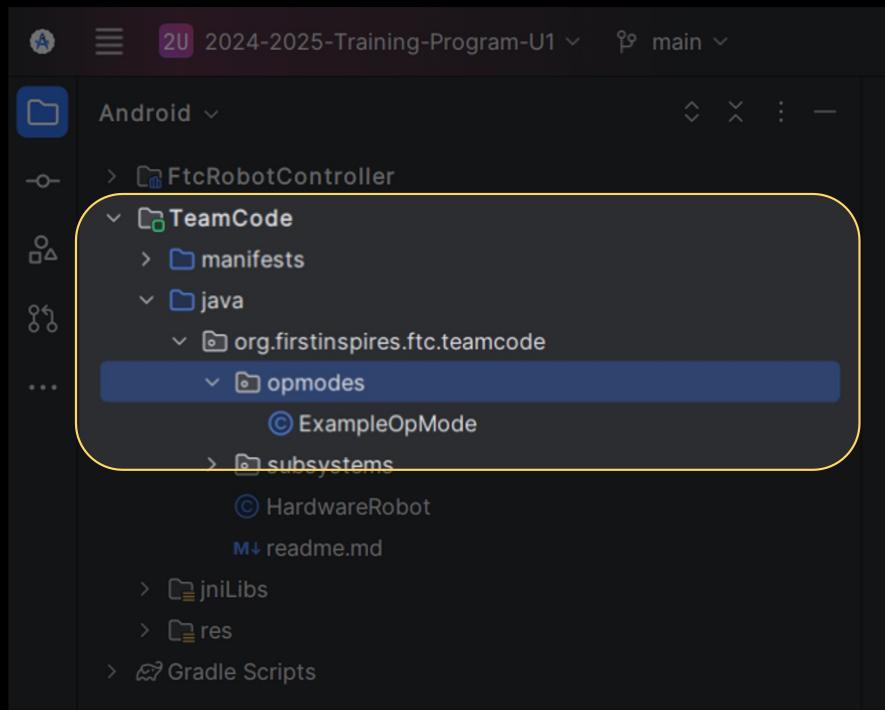
PS C:\Users\KK201\OneDrive\Documents\Scarsdale Robotics\PROGRAMMING\2024-2025-Training-Program-U1> git branch stephenteleop-dev
PS C:\Users\KK201\OneDrive\Documents\Scarsdale Robotics\PROGRAMMING\2024-2025-Training-Program-U1> git checkout stephenteleop-dev
Switched to branch 'stephenteleop-dev'
PS C:\Users\KK201\OneDrive\Documents\Scarsdale Robotics\PROGRAMMING\2024-2025-Training-Program-U1>
```



# File Tree

---

- Navigate from “TeamCode” to “opmodes”.



# Section 3: OpModes

---

# What is an OpMode?

---

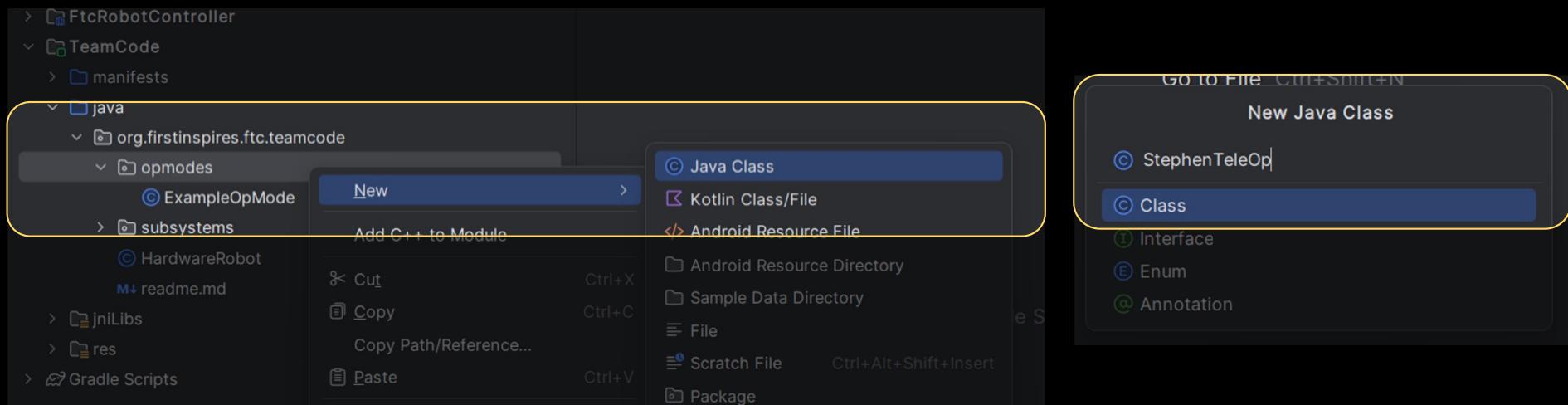
- An Operational Mode (OpMode) is code that the robot can run.
- There are two main types of OpModes in FTC:
  - OpMode: Requires writing two methods.
  - **LinearOpMode**: You only need to write a `runOpMode()` method.
- Hence, we will be using **LinearOpMode** for simplicity sake.



# Let's Create an OpMode!

---

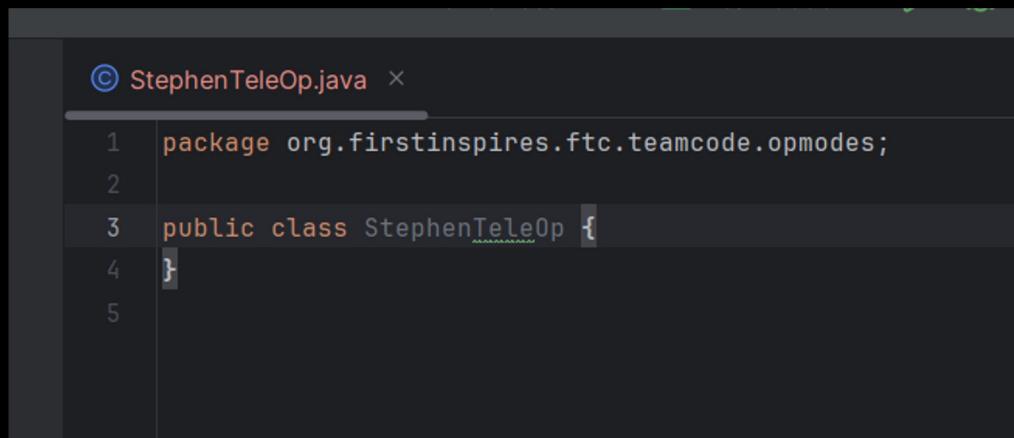
- Create a Java Class file in the “opmodes” folder called “[your name]TeleOp”



# Let's Create an OpMode!

---

- You should see a *package statement* and a *class declaration*. If this is your first time using Java, the package statement should match the file's location and the class declaration should match the file's name.



```
© StephenTeleOp.java ×
1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 public class StephenTeleOp {
4 }
5
```

# Let's Create an OpMode!

---

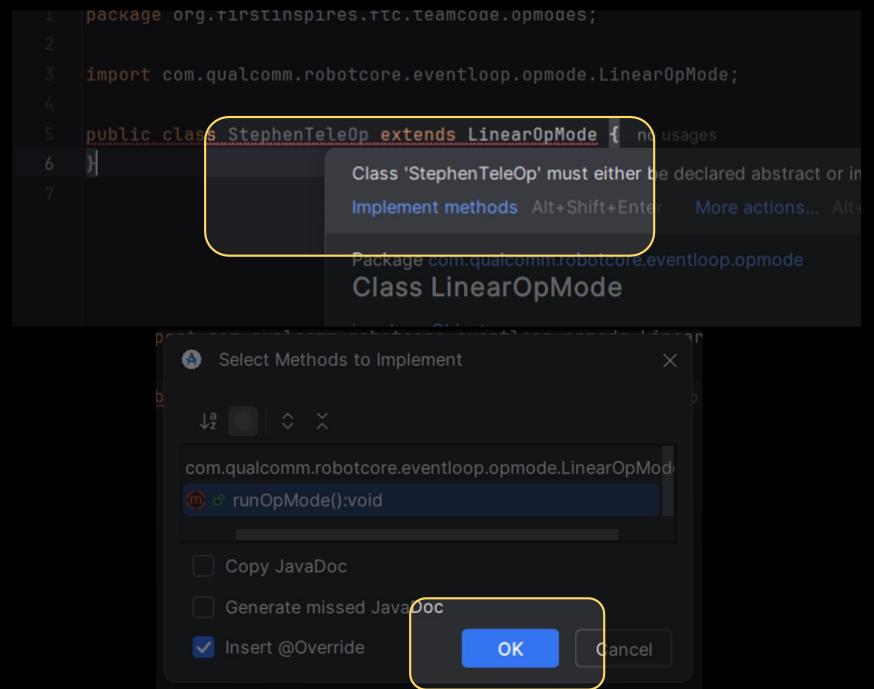
- To make our class an OpMode, we have to *inherit* from a *parent class* called “LinearOpMode”. In Java, the inheritance keyword is “**extends**”.



```
© StephenTeleOp.java ×  
1 package org.firstinspires.ftc.teamcode.opmodes;  
2  
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;  
4  
5 public class StephenTeleOp extends LinearOpMode { no usages  
6  
7 }
```

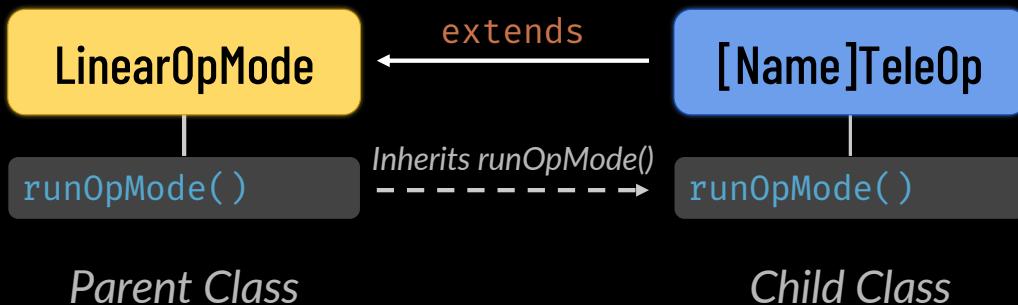
# Let's Create an OpMode!

- We haven't actually inherited anything yet. To inherit `runOpMode()`, hover over the red squiggle and press "Implement methods", then "OK".



# Let's Create an OpMode!

- Even though we could've typed it, now we have a `runOpMode()` method!
- The `@Override` just means we're going to write our own code in `runOpMode()`.



```
© StephenTeleOp.java ×
1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;
4
5 public class StephenTeleOp extends LinearOpMode { no usages
6
7     @Override
8     public void runOpMode() throws InterruptedException {
9
10
11 }
```

# Let's Create an OpMode!

---

- To finish up our OpMode skeleton, we'll add the `@Teleop` annotation above the class. This simply tells the robot that your file is a runnable TeleOp program.
- You can also set a program name with `@Teleop(name=" [Name here]")`!



```
© StephenTeleOp.java ×
1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;
4 import com.qualcomm.robotcore.eventloop.opmode.TeleOp;
5
6 @TeleOp(name="Stephen's TeleOp") no usages
7 public class StephenTeleOp extends LinearOpMode {
8     @Override
9     public void runOpMode() throws InterruptedException {
10
11     }
12 }
13
```



# The Code So Far

---

Registering and setting  
the name of our opmode

The inherited method  
which we will write our  
code in

```
© StephenTeleOp.java ×  
1 package org.firstinspires.ftc.teamcode.opmodes;  
2  
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;  
4 import com.qualcomm.robotcore.eventloop.opmode.TeleOp;  
5  
6 @TeleOp(name="Stephen's TeleOp") no usages  
7 public class StephenTeleOp extends LinearOpMode {  
8     @Override  
9     public void runOpMode() throws InterruptedException {  
10         }  
11     }  
12 }  
13 }
```

Inheriting from  
LinearOpMode



# Section 4: Initialization

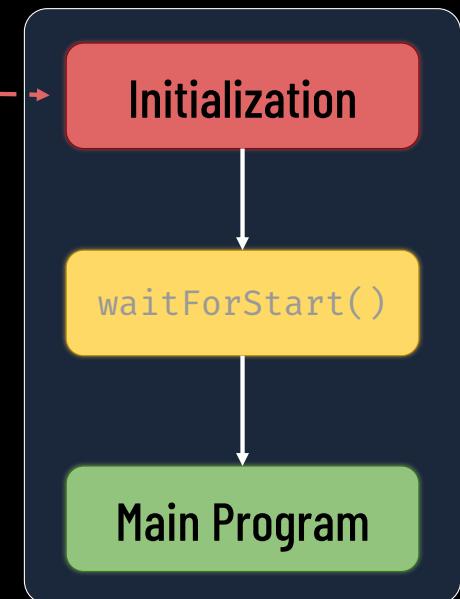
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# What is Initialization?

---

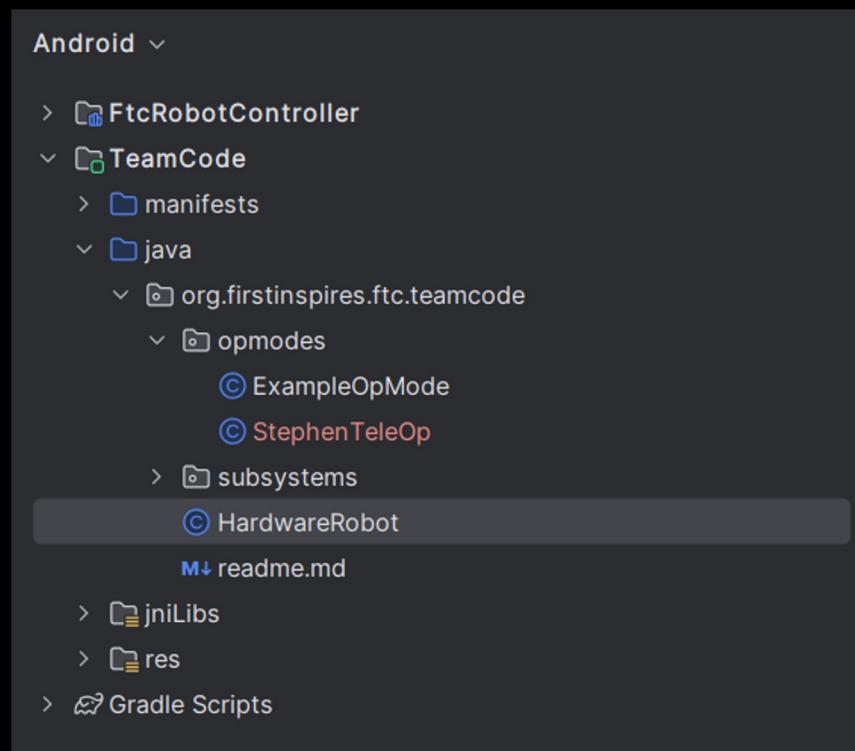
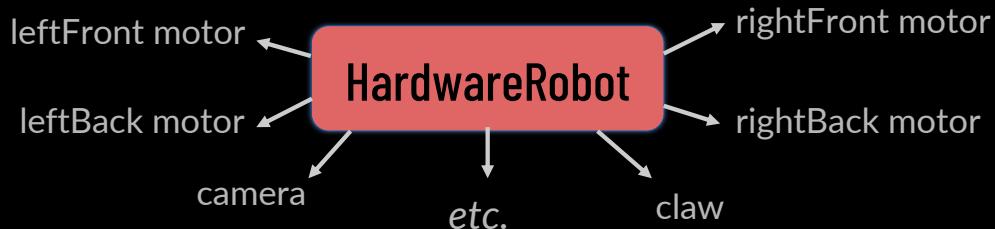
- Initialization is simply **what happens before hitting the Start button.**
- For example, a robot might need to:
  - Recognize and store its motors,
  - Turn on its camera,
  - Reset its internal timer,
  - etc.
- All of these are examples of code you might put in the initialization phase of your OpMode!



# Initializing **HardwareRobot**

---

- You might have noticed **HardwareRobot** in the file tree as you looked for the opmodes folder.
- This is a very nice initialization class that automatically reads in the robot config and stores its motors, servos, etc. into accessible objects.



# Initializing **HardwareRobot**

---

- To initialize **HardwareRobot**, we write:

```
© StephenTeleOp.java ×  
1 package org.firstinspires.ftc.teamcode.opmodes;  
2  
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;  
4 import com.qualcomm.robotcore.eventloop.opmode.TeleOp;  
5 import org.firstinspires.ftc.teamcode.HardwareRobot;  
6  
7 @TeleOp(name="Stephen's TeleOp") no usages  
8 public class StephenTeleOp extends LinearOpMode {  
9     @Override  
10    public void runOpMode() throws InterruptedException {  
11        // Initialization code.  
12        HardwareRobot robot = new HardwareRobot(hardwareMap);  
13    }  
14 }  
15 }
```

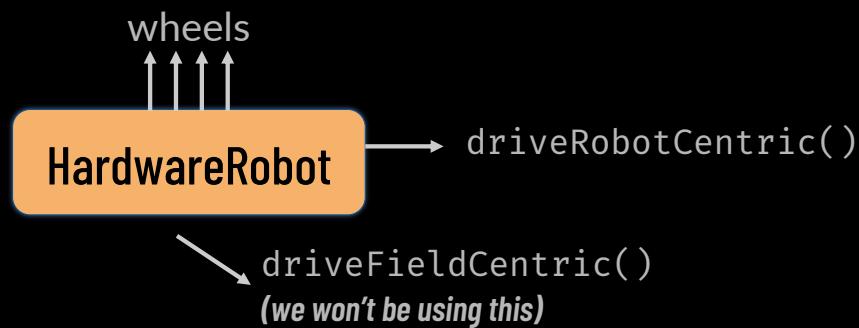
Passing in the `hardwareMap` to  
HardwareRobot's constructor

HardwareRobot's constructor method



# Initializing DriveSubsystem

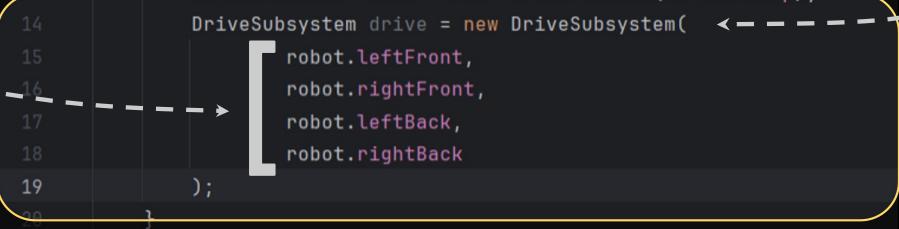
- In the “subsystems” folder, you will see a file called DriveSubsystem.
- This initialization class contains the four wheel motors and methods to drive the wheels in any direction



A screenshot of a file explorer window showing a project structure. The root folder contains `FtcRobotController`, `TeamCode`, `manifests`, `java`, `opmodes`, `subsystems`, `HardwareRobot`, and `readme.md`. The `jniLibs`, `res`, and `Gradle Scripts` folders are also present. The `DriveSubsystem` file within the `subsystems` folder is highlighted with a gray background.

# Initializing DriveSubsystem

- Let's write this to initialize DriveSubsystem:

```
© StephenTeleOp.java ×  
1 package org.firstinspires.ftc.teamcode.opmodes;  
2  
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;  
4 import com.qualcomm.robotcore.eventloop.opmode.TeleOp;  
5 import org.firstinspires.ftc.teamcode.HardwareRobot;  
6 import org.firstinspires.ftc.teamcode.subsystems.DriveSubsystem;  
7  
8 @TeleOp(name="Stephen's TeleOp") no usages  
9 public class StephenTeleOp extends LinearOpMode {  
10     @Override  
11     public void runOpMode() throws InterruptedException {  
12         // Initialization code.  
13         HardwareRobot robot = new HardwareRobot(hardwareMap);  
14         DriveSubsystem drive = new DriveSubsystem(   
15             [   
16                 robot.leftFront,  
17                 robot.rightFront,  
18                 robot.leftBack,  
19                 robot.rightBack  
20             ]);  
21     }  
22 }
```

DriveSubsystem's constructor method

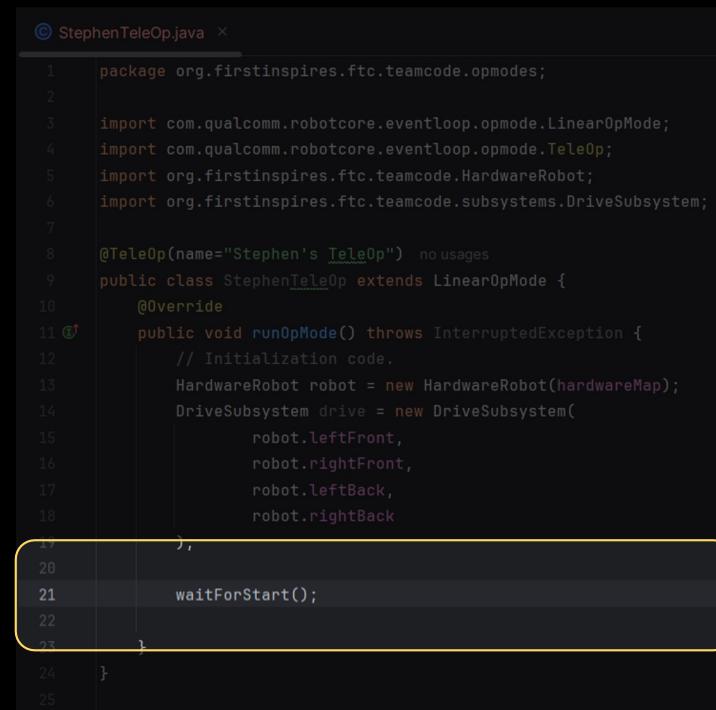
Access each of the [wheel motors](#) from our HardwareRobot and pass them into the constructor!



# Adding **WaitForStart**

---

- Now that everything's initialized, we have to tell the code to wait until the Start button on the Driver Hub is pressed.



```
StephenTeleOp.java
1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;
4 import com.qualcomm.robotcore.eventloop.opmode.TeleOp;
5 import org.firstinspires.ftc.teamcode.HardwareRobot;
6 import org.firstinspires.ftc.teamcode.subsystems.DriveSubsystem;
7
8 @TeleOp(name="Stephen's TeleOp") no usages
9 public class StephenTeleOp extends LinearOpMode {
10
11     @Override
12     public void runOpMode() throws InterruptedException {
13         // Initialization code.
14         HardwareRobot robot = new HardwareRobot(hardwareMap);
15         DriveSubsystem drive = new DriveSubsystem(
16             robot.leftFront,
17             robot.rightFront,
18             robot.leftBack,
19             robot.rightBack
20         );
21         waitForStart();
22     }
23 }
24
25 }
```



# The Code So Far

Initialize HardwareRobot

Initialize DriveSubsystem

Wait until Start is pressed

```
StephenTeleOp.java
1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 > import ...
7
8 @TeleOp(name="Stephen's TeleOp") no usages
9 public class StephenTeleOp extends LinearOpMode {
10
11     @Override
12     public void runOpMode() throws InterruptedException {
13         // Initialization code.
14         HardwareRobot robot = new HardwareRobot(hardwareMap);
15         DriveSubsystem drive = new DriveSubsystem(
16             robot.leftFront,
17             robot.rightFront,
18             robot.leftBack,
19             robot.rightBack
20         );
21         waitForStart();
22     }
23 }
24
25 }
```



# Section 5: The Main Loop

---

# While Loop

---

- After the Start button is pressed, we want to run code continuously. Let's use a “`while`” loop to do so.
- The loop only runs while condition within the parentheses, `opModeIsActive()`, is true. When Stop is pressed, the condition becomes false and the loop breaks

Let's add it to our code!

```
11  ↗    public void runOpMode() throws InterruptedException {  
12      // Initialization code.  
13      HardwareRobot robot = new HardwareRobot(hardwareMap);  
14      DriveSubsystem drive = new DriveSubsystem(  
15          robot.leftFront,  
16          robot.rightFront,  
17          robot.leftBack,  
18          robot.rightBack  
19      );  
20  
21      waitForStart();  
22  
23      while (opModeIsActive()) {  
24          // Anything you write in here will loop until Stop is pressed.  
25      }  
26  
27  }  
28 }  
29 }
```



# driveRobotCentric()

---

- As we discussed, the DriveSubsystem we initialized allows us to drive the wheels in any direction by using its `driveRobotCentric()` method.
- It takes 3 parameters: **right power**, **forward power**, and **turn power**. These inputs are *between -1 and 1*, with negative values representing the reverse direction.

*Disclaimer: Just an example,  
don't run this code on the robot!*

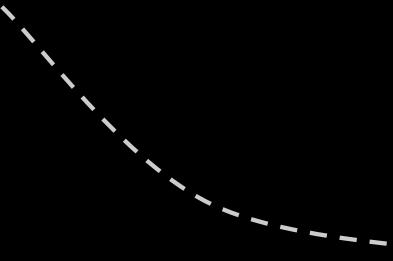
*All of these different commands  
are being called within the same  
loop, so the robot will seize up!*

```
23     while (opModeIsActive()) {  
24         // Anything you write in here will loop until Stop is pressed.  
25  
26         // Set full power to the right.  
27         drive.driveRobotCentric( right: 1, forward: 0, turn: 0 );  
28         // Set half power backward.  
29         drive.driveRobotCentric( right: 0, forward: -0.5, turn: 0 );  
30         // Set quarter power turning clockwise.  
31         drive.driveRobotCentric( right: 0, forward: 0, turn: 0.25 );  
32         // Set full power to the backward and left.  
33         drive.driveRobotCentric( right: -1, forward: -1, turn: 0 );  
34         // This will get clamped to 1.  
35         drive.driveRobotCentric( right: 2, forward: 0, turn: 0 );  
36     }  
37 }
```



# The Code So Far

The main loop



```
© StephenTeleOp.java ×

1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 > import ...
4
5
6 @TeleOp(name="Stephen's TeleOp") no usages
7
8 public class StephenTeleOp extends LinearOpMode {
9     @Override
10    public void runOpMode() throws InterruptedException {
11        // Initialization code.
12        HardwareRobot robot = new HardwareRobot(hardwareMap);
13        DriveSubsystem drive = new DriveSubsystem(
14            robot.leftFront,
15            robot.rightFront,
16            robot.leftBack,
17            robot.rightBack
18        );
19
20        waitForStart();
21
22        // Main loop.
23        while (opModeIsActive()) {
24            // Anything you write in here will loop until Stop is pressed.
25
26            // We will do something with drive.driveRobotCentric()...
27
28        }
29    }
30
31 }
32 }
33 }
```



# Section 6: The Gamepad

---

# Controller Types

---



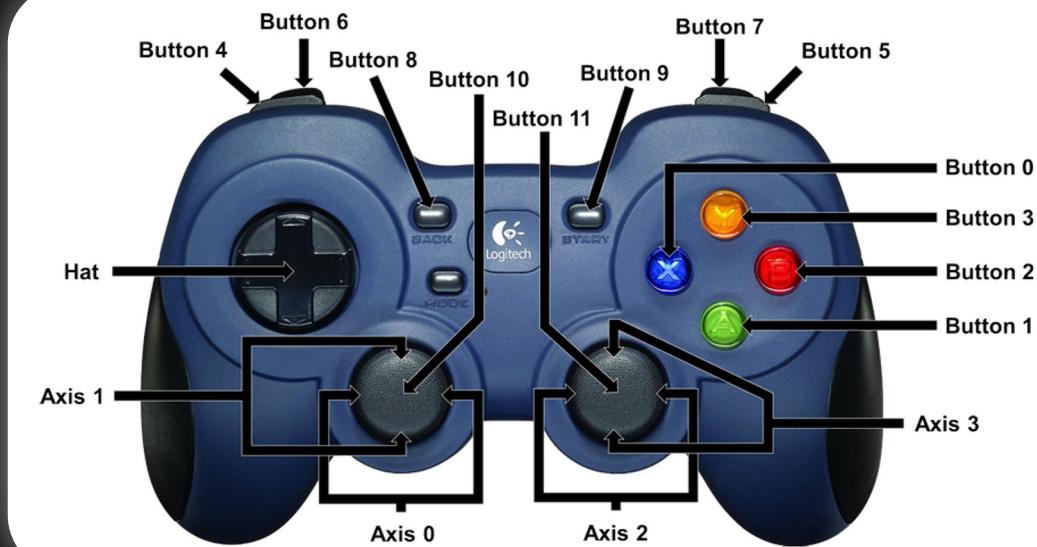
XBOX

OR



PS4™

# A Diagram I Took Off Google



Axis 0	Left Joystick X
Axis 1	Left Joystick Y (inv)
Axis 2	Right Joystick X
Axis 3	Right Joystick Y (inv)
Button 0	X
Button 1	A
Button 2	B
Button 3	Y
Button 4	Left Bumper
Button 5	Right Bumper
Button 6	Left Trigger
Button 7	Right Trigger
Button 8	Back
Button 9	Start
Button 10	Left Joystick (click)
Button 11	Right Joystick (click)
Hat	Directional Pad (X, Y)

Button Aliases

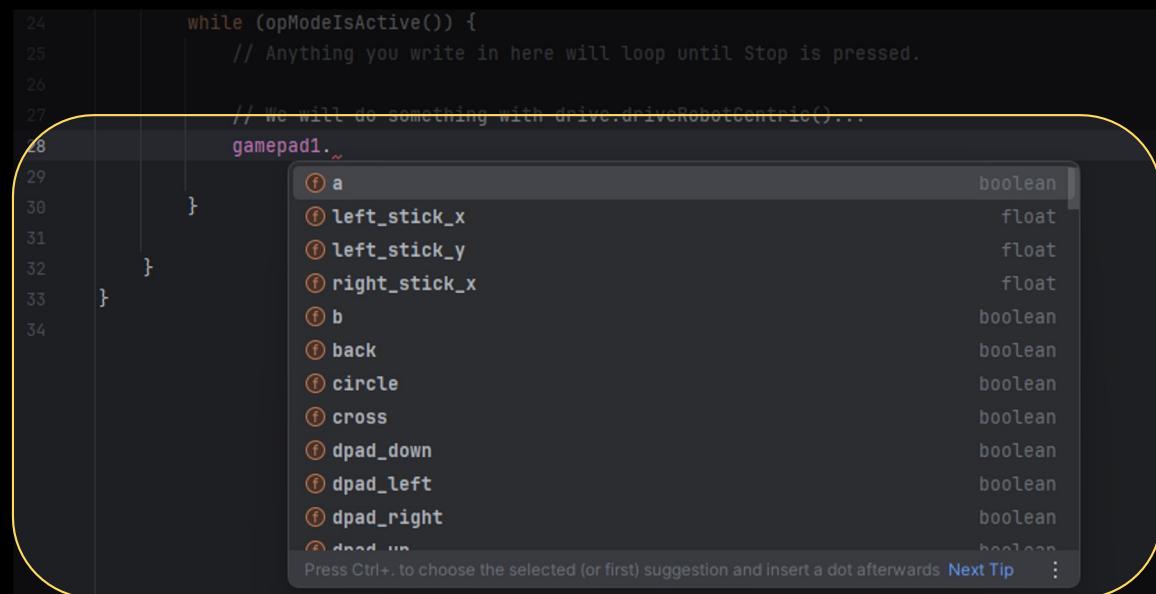
PS4	Xbox
circle	b
cross	a
triangle	y
square	x
share	back
options	start
ps	guide

# Accessing Gamepad Buttons

---

- There are two gamepad objects, `gamepad1` and `gamepad2` (because the teleop phase requires two drivers). We will only use `gamepad1`.
- It's actually really easy! Type `gamepad1.` and see what appears:

NOTE: Joystick values are between -1 and 1.



The screenshot shows a code editor with the following code snippet:

```
24     while (opModeIsActive()) {
25         // Anything you write in here will loop until Stop is pressed.
26
27         // We will do something with drive.driveRobotCentric()...
28         gamepad1.~
29     }
30 }
```

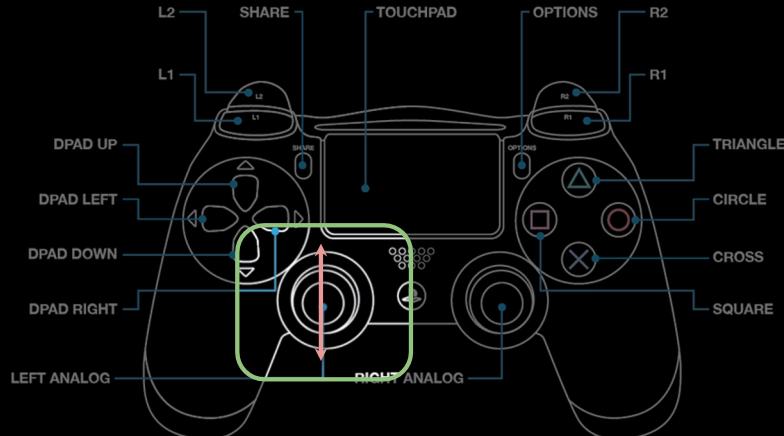
A yellow rounded rectangle highlights the dropdown menu that appears when the cursor is over the `gamepad1.` part of the code. The menu lists various gamepad buttons and their types:

Method	Type
<code>a</code>	boolean
<code>left_stick_x</code>	float
<code>left_stick_y</code>	float
<code>right_stick_x</code>	float
<code>b</code>	boolean
<code>back</code>	boolean
<code>circle</code>	boolean
<code>cross</code>	boolean
<code>dpad_down</code>	boolean
<code>dpad_left</code>	boolean
<code>dpad_right</code>	boolean
<code>dpad_up</code>	boolean

At the bottom of the menu, there is a note: "Press Ctrl+. to choose the selected (or first) suggestion and insert a dot afterwards".

# Driving Sideways (Strafing)

- Let's map the Left Joystick X-axis to strafing left or right.

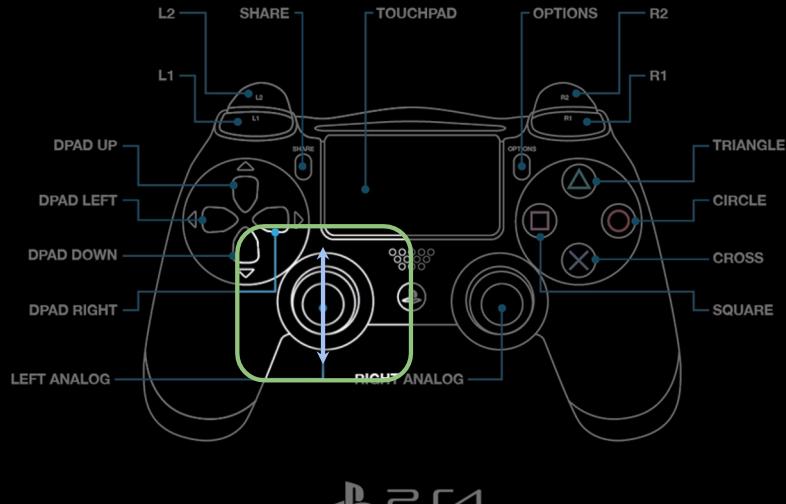


PS4

```
23 // Main loop.  
24 while (opModeIsActive()) {  
25     // Get the left joystick x position.  
26     double strafe = gamepad1.left_stick_x;  
27  
28     // Drive using the joystick's position as the strafe power.  
29     drive.driveRobotCentric(strafe, forward: 0, turn: 0);  
30  
31 }  
32 }
```

# Driving Forward

- Similarly, let's map the Left Joystick Y-axis to driving forward or backward.

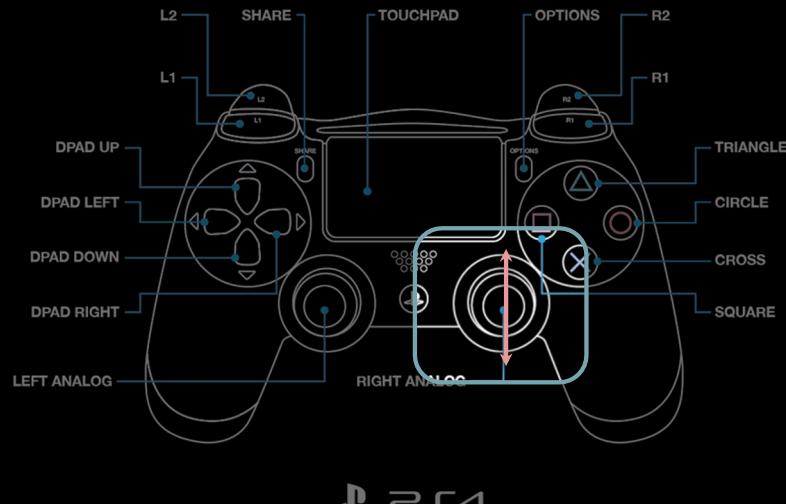


```
23 // Main loop.  
24 while (opModeIsActive()) {  
25     // Get the left joystick x position.  
26     double strafe = gamepad1.left_stick_x;  
27     // Get the inverted left joystick y position.  
28     double forward = -gamepad1.left_stick_y;  
29  
30     // Drive using LJX as strafe power and LJY as forward power.  
31     drive.driveRobotCentric(strafe, forward, turn: 0);  
32  
33 }  
34 }
```

NOTE: This axis is *inverted!!!*

# Turning

- Lastly, we'll map the Right Joystick X-axis to turning (positive = clockwise).



```
23 // Main loop.  
24 while (opModeIsActive()) {  
25     // Get the left joystick x position.  
26     double strafe = gamepad1.left_stick_x;  
27     // Get the inverted left joystick y position.  
28     double forward = -gamepad1.left_stick_y;  
29     // Get the right joystick x position.  
30     double turn = gamepad1.right_stick_x;  
31  
32     // Drive using:  
33     //     Left Joystick X as strafe power  
34     //     Left Joystick Y as forward power  
35     //     Right Joystick X as turn power  
36     drive.driveRobotCentric(strafe, forward, turn);  
37  
38 }
```

# The Code So Far

Reading gamepad inputs

Set powers proportional to the position of the joysticks

```
StephenTeleOp.java
1 package org.firstinspires.ftc.teamcode.opmodes;
2
3 > import ...
4
5
6 @TeleOp(name="Stephen's TeleOp") no usages
7 public class StephenTeleOp extends LinearOpMode {
8     @Override
9     public void runOpMode() throws InterruptedException {
10         // Initialization code.
11         HardwareRobot robot = new HardwareRobot(hardwareMap);
12         DriveSubsystem drive = new DriveSubsystem(
13             robot.leftFront,
14             robot.rightFront,
15             robot.leftBack,
16             robot.rightBack
17         );
18
19         waitForStart();
20
21         // Main loop.
22         while (opModeIsActive()) {
23             // Get the left joystick x position.
24             double strafe = gamepad1.left_stick_x;
25             // Get the inverted left joystick y position.
26             double forward = -gamepad1.left_stick_y;
27             // Get the right joystick x position.
28             double turn = gamepad1.right_stick_x;
29
30             // Drive using:
31             //     Left Joystick X as strafe power
32             //     Left Joystick Y as forward power
33             //     Right Joystick X as turn power
34             drive.driveRobotCentric(strafe, forward, turn);
35
36         }
37     }
38 }
39 }
40 }
```



# Other Driver Considerations

---

- To make it easier for the driver, you could possibly try:
  - Speed factor
  - Adding Fast and Slow modes
  - Modifying joystick sensitivity
  - Using the triggers to modify speed
  - etc.



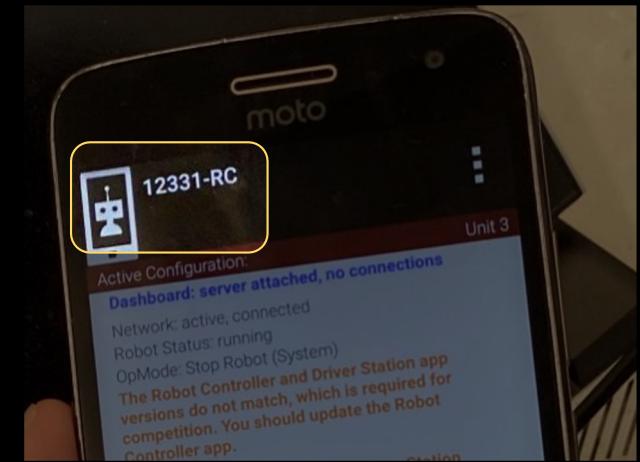
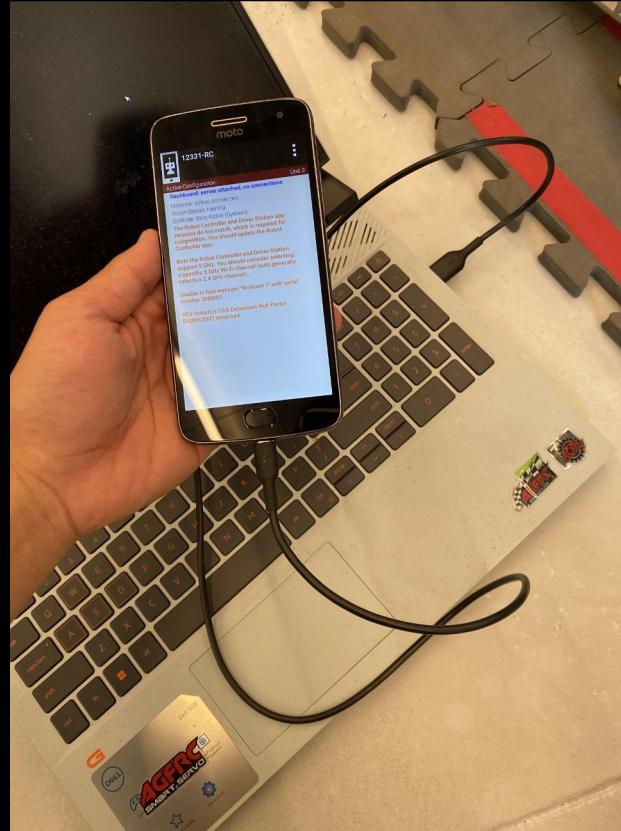
# Section 7: Testing Your Code

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# Connect Robot Controller

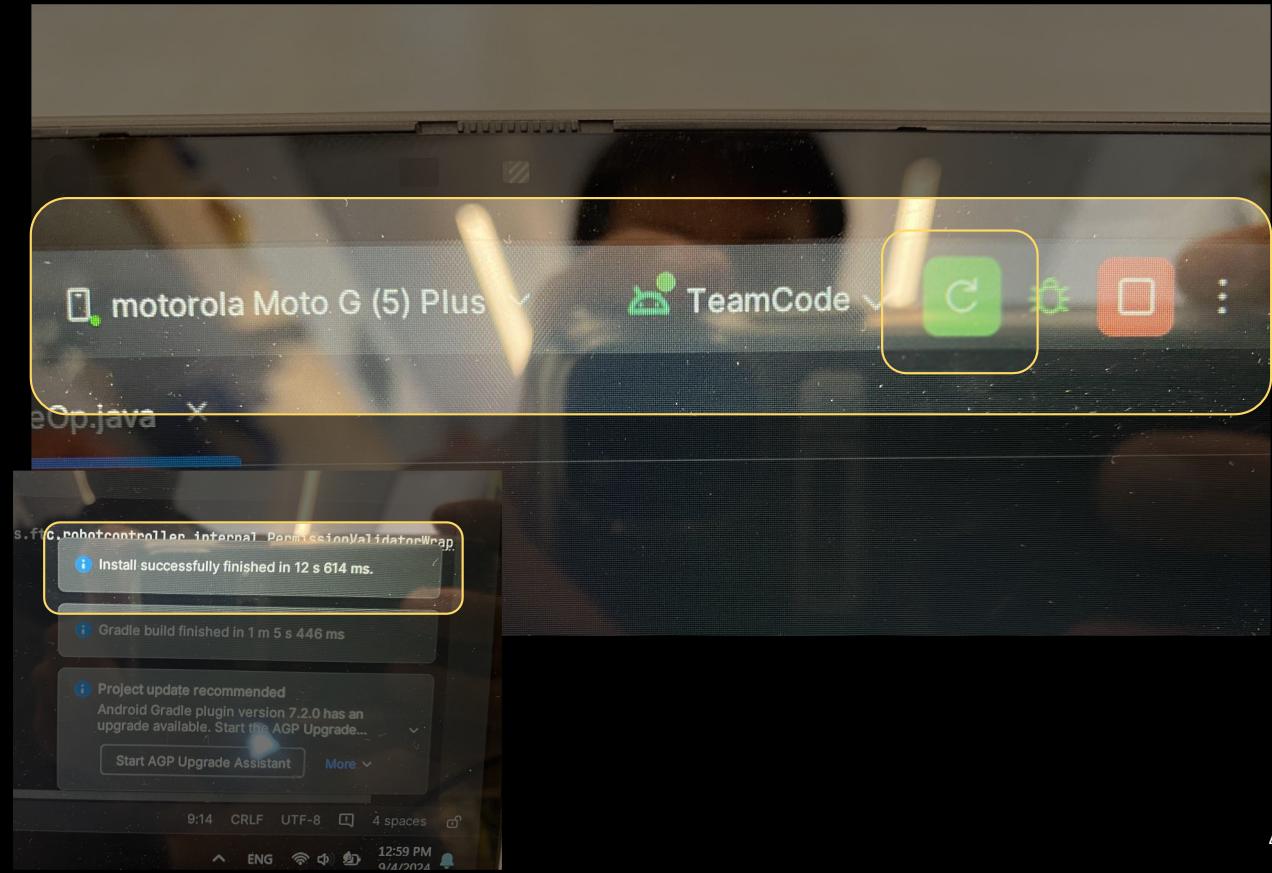
- Plug the 12331-RC phone into your computer.



# Upload Code

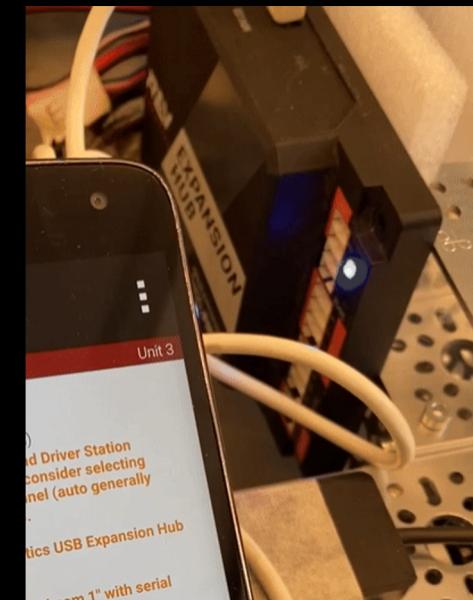
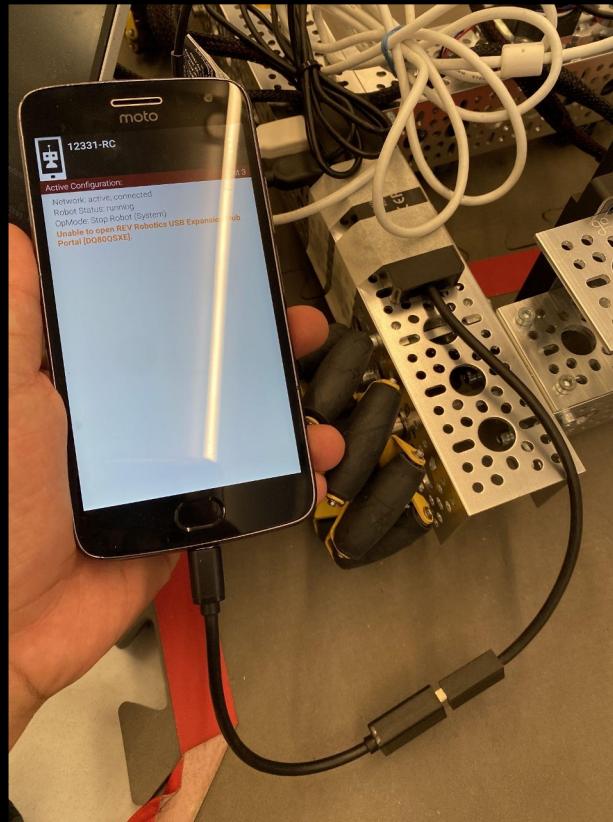
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- Make sure the launch device says “motorola Moto G (5) Plus”.
- Click the green run button!
- Wait until “Install successfully finished”.



# Reconnect Robot Controller

- Plug 12331-RC back into the chassis.
- If the expansion hub flashes blue, unplug & replug the battery and phone.



Not connected!

# Run On Driver Hub

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- Open the dropdown on either side and select your OpMode.
- Click “INIT”, and then press Start!

