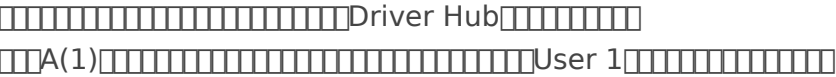
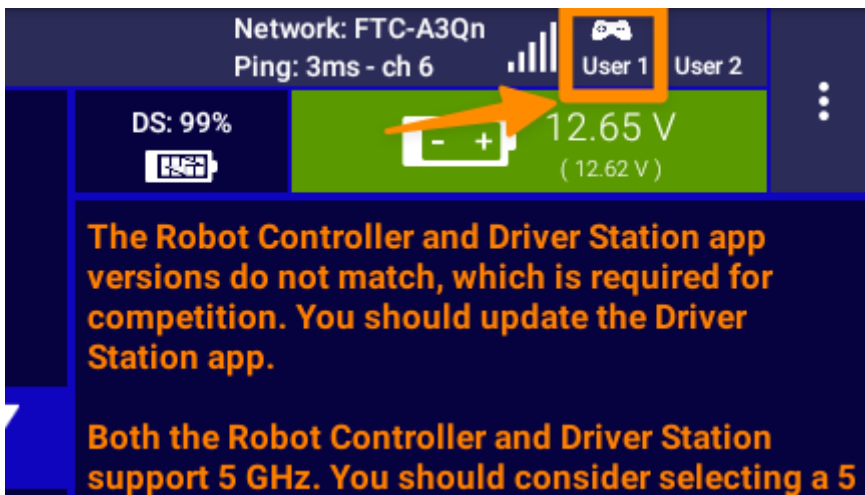


|           |                        |
|-----------|------------------------|
| Axis 0    | Left Joystick X        |
| Axis 1    | Left Joystick Y (inv)  |
| Axis 2    | Right Joystick X       |
| Axis 3    | Right Joystick Y (inv) |
| Button 0  | X                      |
| Button 1  | A                      |
| 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) |





A horizontal number line with arrows at both ends. It is divided into 10 equal rectangular segments by vertical tick marks. The first segment on the left is shaded gray. To the right of this segment, the number '0.1' is written.

```
motor.setPower(0.1);
```



```
motor.setPower(gamepad1.left_stick_y);
```

[illegible]

```
package org.firstinspires.ftc.teamcode;

import com.qualcomm.robotcore.eventloop.opmode.OpMode;
import com.qualcomm.robotcore.eventloop.opmode.TeleOp;
import com.qualcomm.robotcore.hardware.DcMotor;

@TeleOp(name = "Main OpMode", group = "Main")
public class Main extends OpMode {

    //XXXXXXXXXX

    DcMotor motor;
```

```

/*
 * [ ] [ ] [ ] [ ] INIT [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
 */
*/

@Override
public void init() {
    motor = hardwareMap.get(DcMotor.class, "motor");
    telemetry.addData("Status", "Initialized");
}

/*
 * [ ] [ ] [ ] [ ] INIT [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
 */
*/

@Override
public void init_loop() {
}

/*
 * [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
 */
*/

@Override
public void start() {
    telemetry.addData("Status", "Started");
}

/*
 * Enable [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
 * while (opModelsActive()) [ ] [ ]
 */
*/

@Override
public void loop() {
    motor.setPower(gamepad1.left_stick_y);
}

/*
 * [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
 */
*/

@Override
public void stop() {
    telemetry.addData("Status", "Stopped");
}
}

```

---

Revision #1

Created 2 September 2024 10:23:11 by Yuki Terasaki / 23232

Updated 2 September 2024 10:39:53 by Yuki Terasaki / 23232