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# **RobotPy WPILib Documentation**

*Release master*

**RobotPy development team**

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RobotPy WPILib is the source code for a 100% python implementation of WPILib, the library used to interface with hardware for the FIRST Robotics Competition. Teams can use this library to write their robot code in Python, a powerful dynamic programming language.

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**Note:** RobotPy is a community project and is not officially supported by FIRST. Please see the [FAQ](#) for more information.

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The WPI Robotics library (WPILib) is a set of classes that interfaces to the hardware in the FRC control system and your robot. There are classes to handle sensors, motors, the driver station, and a number of other utility functions like timing and field management. The library is designed to:

- Deal with all the low level interfacing to these components so you can concentrate on solving this year’s “robot problem”. This is a philosophical decision to let you focus on the higher-level design of your robot rather than deal with the details of the processor and the operating system.
- Understand everything at all levels by making the full source code of the library available. You can study (and modify) the algorithms used by the gyro class for oversampling and integration of the input signal or just ask the class for the current robot heading. You can work at any level.

## 1.1 wpilib Package

This is the core of WPILib.

<code>wpilib.AccumulatorResult</code>	Structure for holding the values stored in an accumulator.
<code>wpilib.ADXL345_I2C(port, range)</code>	ADXL345 accelerometer device via i2c
<code>wpilib.ADXL345_SPI(port, range)</code>	ADXL345 accelerometer device via spi
<code>wpilib.ADXL362(range[, port])</code>	ADXL362 SPI Accelerometer.
<code>wpilib.ADXRS450_Gyro([port])</code>	Use a rate gyro to return the robots heading relative to a starting position.
<code>wpilib.AnalogAccelerometer(channel)</code>	Analog Accelerometer
<code>wpilib.AnalogGyro(channel[, ...])</code>	Interface to a gyro device via an <i>AnalogInput</i>
<code>wpilib.AnalogInput(channel)</code>	Analog input
<code>wpilib.AnalogOutput(channel)</code>	Analog output
<code>wpilib.AnalogPotentiometer(channel)</code>	Reads a potentiometer via an <i>AnalogInput</i>
<code>wpilib.AnalogTrigger(channel)</code>	Converts an analog signal into a digital signal

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<code>wpilib.AnalogTriggerOutput(...)</code>	Represents a specific output from an <i>AnalogTrigger</i>
<code>wpilib.BuiltInAccelerometer([range])</code>	Built-in accelerometer device
<code>wpilib.CameraServer</code>	Provides a way to launch an out of process cscore-based camera service instance, for streaming or for image processing.
<code>wpilib.Compressor([module])</code>	Class for operating a compressor connected to a PCM (Pneumatic Control Module).
<code>wpilib.ControllerPower</code>	Old Controller PR class.
<code>wpilib.Counter(*args, **kwargs)</code>	Counts the number of ticks on a <i>DigitalInput</i> channel.
<code>wpilib.DigitalGlitchFilter()</code>	Class to enable glitch filtering on a set of digital inputs.
<code>wpilib.DigitalInput(channel)</code>	Reads a digital input.
<code>wpilib.DigitalOutput(channel)</code>	Writes to a digital output
<code>wpilib.DigitalSource()</code>	DigitalSource Interface.
<code>wpilib.DMC60(channel)</code>	Digilent DMC 60 Speed Controller.
<code>wpilib.DoubleSolenoid(*args, ...)</code>	Controls 2 channels of high voltage Digital Output on the PCM.
<code>wpilib.DriverStation()</code>	Provide access to the network communication data to / from the Driver Station.
<code>wpilib.Encoder(*args, **kwargs)</code>	Class to read quadrature encoders.
<code>wpilib.Filter(source)</code>	Superclass for filters
<code>wpilib.GearTooth(channel[, ...])</code>	Interface to the gear tooth sensor supplied by FIRST
<code>wpilib.GyroBase()</code>	GyroBase is the common base class for Gyro implementations such as <i>AnalogGyro</i> .
<code>wpilib.I2C(port, deviceAddress[, simPort])</code>	I2C bus interface class.
<code>wpilib.InterruptableSensorBase()</code>	Base for sensors to be used with interrupts
<code>wpilib.IterativeRobot()</code>	IterativeRobot implements the IterativeRobotBase robot program framework.
<code>wpilib.IterativeRobotBase(period)</code>	IterativeRobotBase implements a specific type of robot program framework, extending the RobotBase class.
<code>wpilib.Jaguar(channel)</code>	Texas Instruments / Vex Robotics Jaguar Speed Controller as a PWM device.
<code>wpilib.Joystick(port)</code>	Handle input from standard Joysticks connected to the Driver Station.
<code>wpilib.LinearDigitalFilter(...)</code>	This class implements a linear, digital filter.
<code>wpilib.LiveWindow</code>	The public interface for putting sensors and actuators on the LiveWindow.
<code>wpilib.LiveWindowSendable</code>	A special type of object that can be displayed on the live window.
<code>wpilib.MotorSafety()</code>	Provides mechanisms to safely shutdown motors if they aren't updated often enough.
<code>wpilib.NidecBrushless(...)</code>	Nidec Brushless Motor
<code>wpilib.Notifier(run)</code>	Create a Notifier for timer event notification.
<code>wpilib.PIDBase(Kp, Ki, Kd, Kf, ...)</code>	Class implements a PID Control Loop.
<code>wpilib.PIDController(Kp, Ki, ...)</code>	Can be used to control devices via a PID Control Loop.
<code>wpilib.PowerDistributionPanel([...])</code>	Use to obtain voltage, current, temperature, power, and energy from the Power Distribution Panel over CAN
<code>wpilib.Preferences()</code>	Provides a relatively simple way to save important values to the roboRIO to access the next time the roboRIO is booted.

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<code>wplib.PWM(channel)</code>	Raw interface to PWM generation in the FPGA.
<code>wplib.PWMSpeedController(channel)</code>	Common base class for all PWM Speed Controllers.
<code>wplib.PWMTalonSRX(channel)</code>	Cross the Road Electronics (CTRE) Talon SRX Speed Controller with PWM control.
<code>wplib.PWMMVictorSPX(channel)</code>	Cross the Road Electronics (CTRE) Victor SPX Speed Controller with PWM control.
<code>wplib.Relay(channel[, direction])</code>	Controls VEX Robotics Spike style relay outputs.
<code>wplib.Resource(size)</code>	Tracks resources in the program.
<code>wplib.RobotBase()</code>	Implement a Robot Program framework.
<code>wplib.RobotController</code>	Contains functions for roboRIO functionality.
<code>wplib.RobotDrive(*args, **kwargs)</code>	Deprecated since version 2018.0.0.
<code>wplib.RobotState</code>	Provides an interface to determine the current operating state of the robot code.
<code>wplib.SampleRobot()</code>	A simple robot base class that knows the standard FRC competition states (disabled, autonomous, or operator controlled).
<code>wplib.SD540(channel)</code>	Mindsensors SD540 Speed Controller
<code>wplib.Sendable</code>	The base interface for objects that can be sent over the network through network tables
<code>wplib.SendableBase([addLiveWindow])</code>	Base class for all sensors.
<code>wplib.SendableBuilder()</code>	
<code>wplib.SendableChooser()</code>	A useful tool for presenting a selection of options to be displayed on the <i>SmartDashboard</i>
<code>wplib.SensorUtil</code>	Stores most recent status information as well as containing utility functions for checking channels and error processing.
<code>wplib.SerialPort(baudRate, port)</code>	Driver for the RS-232 serial port on the roboRIO.
<code>wplib.Servo(channel)</code>	Standard hobby style servo
<code>wplib.SmartDashboard</code>	The bridge between robot programs and the SmartDashboard on the laptop
<code>wplib.Solenoid(*args, **kwargs)</code>	Solenoid class for running high voltage Digital Output.
<code>wplib.SolenoidBase(moduleNumber)</code>	SolenoidBase class is the common base class for the Solenoid and DoubleSolenoid classes.
<code>wplib.Spark(channel)</code>	REV Robotics SPARK Speed Controller
<code>wplib.SpeedControllerGroup(...)</code>	Allows multiple <i>SpeedController</i> objects to be linked together.
<code>wplib.SPI(port[, simPort])</code>	Represents a SPI bus port
<code>wplib.Talon(channel)</code>	Cross the Road Electronics (CTRE) Talon and Talon SR Speed Controller via PWM
<code>wplib.TimedRobot([period])</code>	TimedRobot implements the IterativeRobotBase robot program framework.
<code>wplib.Timer()</code>	Provides time-related functionality for the robot
<code>wplib.Ultrasonic(pingChannel, ...)</code>	Ultrasonic rangefinder control
<code>wplib.Utility</code>	Contains global utility functions
<code>wplib.Victor(channel)</code>	VEX Robotics Victor 888 Speed Controller via PWM
<code>wplib.VictorSP(channel)</code>	VEX Robotics Victor SP Speed Controller via PWM
<code>wplib.Watchdog(timeout, callback)</code>	A class that's a wrapper around a watchdog timer.
<code>wplib.XboxController(port)</code>	Handle input from Xbox 360 or Xbox One controllers connected to the Driver Station.

### 1.1.1 AccumulatorResult

**class** `wpiplib.AccumulatorResult`

Bases: `tuple`

Structure for holding the values stored in an accumulator.

Create new instance of `AccumulatorResult(value, count)`

**count**

The number of sample value was accumulated over.

**value**

The total value accumulated.

### 1.1.2 ADXL345\_I2C

**class** `wpiplib.ADXL345_I2C` (*port, range, address=None*)

Bases: `wpiplib.SendableBase`

ADXL345 accelerometer device via i2c

Constructor.

**Parameters**

- **port** (*Port*) – The I2C port the accelerometer is attached to.
- **range** (*Range*) – The range (+ or -) that the accelerometer will measure.
- **address** (`Optional[int]`) – the I2C address of the accelerometer (0x1D or 0x53)

**class** `Axes`

Bases: `enum.IntEnum`

An enumeration.

**kX** = 0

**kY** = 2

**kZ** = 4

**class** `Range`

Bases: `enum.IntEnum`

An enumeration.

**k16G** = 3

**k2G** = 0

**k4G** = 1

**k8G** = 2

**close** ()

Free the resources used by this object.

**Return type** `None`

**getAcceleration** (*axis*)

Get the acceleration of one axis in Gs.

**Parameters** **axis** (*Axes*) – The axis to read from.

**Return type** float

**Returns** An object containing the acceleration measured on each axis of the ADXL345 in Gs.

**getAccelerations** ()

Get the acceleration of all axes in Gs.

**Return type** Tuple[float, float, float]

**Returns** X,Y,Z tuple of acceleration measured on all axes of the ADXL345 in Gs.

**getX** ()

Get the x axis acceleration

**Return type** float

**Returns** The acceleration along the x axis in g-forces

**getY** ()

Get the y axis acceleration

**Return type** float

**Returns** The acceleration along the y axis in g-forces

**getZ** ()

Get the z axis acceleration

**Return type** float

**Returns** The acceleration along the z axis in g-forces

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**kAddress** = 29

**kDataFormatRegister** = 49

**kDataFormat\_FullRes** = 8

**kDataFormat\_IntInvert** = 32

**kDataFormat\_Justify** = 4

**kDataFormat\_SPI** = 64

**kDataFormat\_SelfTest** = 128

**kDataRegister** = 50

**kGsPerLSB** = 0.00390625

**kPowerCtlRegister** = 45

**kPowerCtl\_AutoSleep** = 16

**kPowerCtl\_Link** = 32

**kPowerCtl\_Measure** = 8

**kPowerCtl\_Sleep** = 4

**setRange** (*range*)

Set the measuring range of the accelerometer.

**Parameters** **range** (*Range*) – The maximum acceleration, positive or negative, that the accelerometer will measure.

**Return type** None

### 1.1.3 ADXL345\_SPI

**class** `wpiplib.ADXL345_SPI` (*port*, *range*)

Bases: `wpiplib.SendableBase`

ADXL345 accelerometer device via spi

Constructor. Use this when the device is the first/only device on the bus

#### Parameters

- **port** (*Port*) – The SPI port that the accelerometer is connected to
- **range** (*Range*) – The range (+ or -) that the accelerometer will measure.

**class** `Axes`

Bases: `enum.IntEnum`

An enumeration.

**kX** = 0

**kY** = 2

**kZ** = 4

**class** `Range`

Bases: `enum.IntEnum`

An enumeration.

**k16G** = 3

**k2G** = 0

**k4G** = 1

**k8G** = 2

**close** ()

Free the resources used by this object.

**Return type** None

**getAcceleration** (*axis*)

Get the acceleration of one axis in Gs.

**Parameters** **axis** (*Axes*) – The axis to read from.

**Return type** float

**Returns** An object containing the acceleration measured on each axis of the ADXL345 in Gs.

**getAccelerations** ()

Get the acceleration of all axes in Gs.

**Return type** Tuple[float, float, float]

**Returns** X,Y,Z tuple of acceleration measured on all axes of the ADXL345 in Gs.

**getX** ()

Get the x axis acceleration

**Return type** float

**Returns** The acceleration along the x axis in g-forces

**getY()**

Get the y axis acceleration

**Return type** float

**Returns** The acceleration along the y axis in g-forces

**getZ()**

Get the z axis acceleration

**Return type** float

**Returns** The acceleration along the z axis in g-forces

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**kAddress\_MultiByte** = 64

**kAddress\_Read** = 128

**kDataFormatRegister** = 49

**kDataFormat\_FullRes** = 8

**kDataFormat\_IntInvert** = 32

**kDataFormat\_Justify** = 4

**kDataFormat\_SPI** = 64

**kDataFormat\_SelfTest** = 128

**kDataRegister** = 50

**kGsPerLSB** = 0.00390625

**kPowerCtlRegister** = 45

**kPowerCtl\_AutoSleep** = 16

**kPowerCtl\_Link** = 32

**kPowerCtl\_Measure** = 8

**kPowerCtl\_Sleep** = 4

**setRange** (*range*)

Set the measuring range of the accelerometer.

**Parameters** **range** (*Range*) – The maximum acceleration, positive or negative, that the accelerometer will measure.

**Return type** None

### 1.1.4 ADXL362

**class** `wpiplib.ADXL362` (*range*, *port=None*)

Bases: `wpiplib.SendableBase`

ADXL362 SPI Accelerometer.

This class allows access to an Analog Devices ADXL362 3-axis accelerometer.

Constructor.

**Parameters**

- **range** (*Range*) – The range (+ or -) that the accelerometer will measure.
- **port** (*Optional[Port]*) – The SPI port that the accelerometer is connected to

**class** `Axes`

Bases: `enum.IntEnum`

An enumeration.

**kX** = 0

**kY** = 2

**kZ** = 4

**class** `Range`

Bases: `enum.IntEnum`

An enumeration.

**k16G** = 3

**k2G** = 0

**k4G** = 1

**k8G** = 2

**close** ()

Free the resources used by this object.

**Return type** `None`

**getAcceleration** (*axis*)

Get the acceleration of one axis in Gs.

**Parameters** **axis** (*Axes*) – The axis to read from.

**Return type** `float`

**Returns** An object containing the acceleration measured on each axis in Gs.

**getAccelerations** ()

Get the acceleration of all axes in Gs.

**Return type** `Tuple[float, float, float]`

**Returns** X,Y,Z tuple of acceleration measured on all axes in Gs.

**getX** ()

Get the x axis acceleration

**Return type** `float`

**Returns** The acceleration along the x axis in g-forces

**getY()**

Get the y axis acceleration

**Return type** float**Returns** The acceleration along the y axis in g-forces**getZ()**

Get the z axis acceleration

**Return type** float**Returns** The acceleration along the z axis in g-forces**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder**Return type** None**kDataRegister** = 14**kFilterCtlRegister** = 44**kFilterCtl\_ODR\_100Hz** = 3**kFilterCtl\_Range2G** = 0**kFilterCtl\_Range4G** = 64**kFilterCtl\_Range8G** = 128**kPartIdRegister** = 2**kPowerCtlRegister** = 45**kPowerCtl\_AutoSleep** = 4**kPowerCtl\_Measure** = 2**kPowerCtl\_UltraLowNoise** = 32**kRegRead** = 11**kRegWrite** = 10**setRange** (*range*)

Set the measuring range of the accelerometer.

**Parameters** **range** (*Range*) – The maximum acceleration, positive or negative, that the accelerometer will measure.**Return type** None

### 1.1.5 ADXRS450\_Gyro

**class** wpilib.ADXRS450\_Gyro (*port=None*)Bases: *wpilib.GyroBase*

Use a rate gyro to return the robots heading relative to a starting position. The Gyro class tracks the robots heading based on the starting position. As the robot rotates the new heading is computed by integrating the rate of rotation returned by the sensor. When the class is instantiated, it does a short calibration routine where it samples the gyro while at rest to determine the default offset. This is subtracted from each sample to determine the heading.

This class is for the digital ADXRS450 gyro sensor that connects via SPI.

Constructor.

**Parameters** `port` (`Optional[Port]`) – The SPI port that the gyro is connected to

**calibrate()**

Calibrate the gyro by running for a number of samples and computing the center value. Then use the center value as the Accumulator center value for subsequent measurements.

It's important to make sure that the robot is not moving while the centering calculations are in progress, this is typically done when the robot is first turned on while it's sitting at rest before the competition starts.

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**Note:** Usually you don't need to call this, as it's called when the object is first created. If you do, it will freeze your robot for 5 seconds

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**Return type** `None`

**close()**

Delete (free) the spi port used for the gyro and stop accumulating.

**Return type** `None`

**getAngle()**

Return the actual angle in degrees that the robot is currently facing.

The angle is based on the current accumulator value corrected by the oversampling rate, the gyro type and the A/D calibration values. The angle is continuous, that is it will continue from 360 to 361 degrees. This allows algorithms that wouldn't want to see a discontinuity in the gyro output as it sweeps past from 360 to 0 on the second time around.

**Return type** `float`

**Returns** the current heading of the robot in degrees. This heading is based on integration of the returned rate from the gyro.

**getRate()**

Return the rate of rotation of the gyro

The rate is based on the most recent reading of the gyro value

**Return type** `float`

**Returns** the current rate in degrees per second

**isConnected()**

**Return type** `bool`

`kCalibrationSampleTime = 5.0`

`kDegreePerSecondPerLSB = 0.0125`

`kFaultRegister = 10`

`kHiCSTRegister = 6`

`kLoCSTRegister = 4`

`kPIDRegister = 12`

`kQuadRegister = 8`

`kRateRegister = 0`



```
kSNHighRegister = 14
```

```
kSNLowRegister = 16
```

```
kSamplePeriod = 0.0005
```

```
kTemRegister = 2
```

```
reset ()
```

Reset the gyro.

Resets the gyro to a heading of zero. This can be used if there is significant drift in the gyro and it needs to be recalibrated after it has been running.

**Return type** None

### 1.1.6 AnalogAccelerometer

```
class wpilib.AnalogAccelerometer (channel)
```

Bases: *wpilib.SendableBase*

Analog Accelerometer

The accelerometer reads acceleration directly through the sensor. Many sensors have multiple axis and can be treated as multiple devices. Each is calibrated by finding the center value over a period of time.

Constructor. Create a new instance of Accelerometer from either an existing AnalogChannel or from an analog channel port index.

**Parameters** **channel** (Union[*AnalogInput*, int]) – port index or an already initialized AnalogInput

```
class PIDSourceType
```

Bases: *enum.IntEnum*

A description for the type of output value to provide to a *PIDController*

```
kDisplacement = 0
```

```
kRate = 1
```

```
close ()
```

Free the resources used by this object.

**Return type** None

```
getAcceleration ()
```

Return the acceleration in Gs.

The acceleration is returned units of Gs.

**Return type** float

**Returns** The current acceleration of the sensor in Gs.

```
getPIDSourceType ()
```

**Return type** *PIDSourceType*

```
initSendable (builder)
```

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**pidGet** ()

Get the Acceleration for the PID Source parent.

**Return type** float

**Returns** The current acceleration in Gs.

**setPIDSourceType** (*pidSource*)

Set which parameter you are using as a process control variable.

**Parameters** **pidSource** (*PIDSourceType*) – An enum to select the parameter.

**Return type** None

**setSensitivity** (*sensitivity*)

Set the accelerometer sensitivity.

This sets the sensitivity of the accelerometer used for calculating the acceleration. The sensitivity varies by accelerometer model. There are constants defined for various models.

**Parameters** **sensitivity** (float) – The sensitivity of accelerometer in Volts per G.

**Return type** None

**setZero** (*zero*)

Set the voltage that corresponds to 0 G.

The zero G voltage varies by accelerometer model. There are constants defined for various models.

**Parameters** **zero** (float) – The zero G voltage.

**Return type** None

## 1.1.7 AnalogGyro

**class** `wpiplib.AnalogGyro` (*channel*, *center=None*, *offset=None*)

Bases: `wpiplib.GyroBase`

Interface to a gyro device via an `AnalogInput`

Use a rate gyro to return the robots heading relative to a starting position. The Gyro class tracks the robots heading based on the starting position. As the robot rotates the new heading is computed by integrating the rate of rotation returned by the sensor. When the class is instantiated, it does a short calibration routine where it samples the gyro while at rest to determine the default offset. This is subtracted from each sample to determine the heading.

Gyro constructor.

Also initializes the gyro. Calibrate the gyro by running for a number of samples and computing the center value. Then use the center value as the Accumulator center value for subsequent measurements. It's important to make sure that the robot is not moving while the centering calculations are in progress, this is typically done when the robot is first turned on while it's sitting at rest before the competition starts.

### Parameters

- **channel** (Union[`AnalogInput`, int]) – The analog channel index or `AnalogInput` object that the gyro is connected to. Gyros can only be used on on-board channels 0-1.
- **center** (Optional[int]) – Preset uncalibrated value to use as the accumulator center value
- **offset** (Optional[float]) – Preset uncalibrated value to use as the gyro offset

**class** `PIDSourceType`Bases: `enum.IntEnum`A description for the type of output value to provide to a `PIDController`**kDisplacement** = 0**kRate** = 1**calibrate**()See `Gyro.calibrate()`**Return type** `None`**close**()See `Gyro.close()`**Return type** `None`**getAngle**()See `Gyro.getAngle()`**Return type** `float`**getCenter**()

Return the gyro center value set during calibration to use as a future preset

**Return type** `int`**Returns** the current center value**getOffset**()

Return the gyro offset value set during calibration to use as a future preset

**Return type** `float`**Returns** the current offset value**getRate**()See `Gyro.getRate()`**Return type** `float`**kAverageBits** = 0**kCalibrationSampleTime** = 5.0**kDefaultVoltsPerDegreePerSecond** = 0.007**kOversampleBits** = 10**kSamplesPerSecond** = 50.0**reset**()See `Gyro.reset()`**Return type** `None`**setDeadband**(*volts*)

Set the size of the neutral zone. Any voltage from the gyro less than this amount from the center is considered stationary. Setting a deadband will decrease the amount of drift when the gyro isn't rotating, but will make it less accurate.

**Parameters** **volts** (`float`) – The size of the deadband in volts

**Return type** None

**setSensitivity** (*voltsPerDegreePerSecond*)

Set the gyro sensitivity. This takes the number of volts/degree/second sensitivity of the gyro and uses it in subsequent calculations to allow the code to work with multiple gyros. This value is typically found in the gyro datasheet.

**Parameters** **voltsPerDegreePerSecond** (float) – The sensitivity in Volts/degree/second

**Return type** None

## 1.1.8 AnalogInput

**class** `wpiplib.AnalogInput` (*channel*)

Bases: `wpiplib.SendableBase`

Analog input

Each analog channel is read from hardware as a 12-bit number representing 0V to 5V.

Connected to each analog channel is an averaging and oversampling engine. This engine accumulates the specified (by `setAverageBits()` and `setOversampleBits()`) number of samples before returning a new value. This is not a sliding window average. The only difference between the oversampled samples and the averaged samples is that the oversampled samples are simply accumulated effectively increasing the resolution, while the averaged samples are divided by the number of samples to retain the resolution, but get more stable values.

Construct an analog channel.

**Parameters** **channel** (int) – The channel number to represent. 0-3 are on-board 4-7 are on the MXP port.

**class** `PIDSourceType`

Bases: `enum.IntEnum`

A description for the type of output value to provide to a `PIDController`

**kDisplacement** = 0

**kRate** = 1

**channels** = `<wpiplib.resource.Resource object>`

**close** ()

Channel destructor

**Return type** None

**getAccumulatorCount** ()

Read the number of accumulated values.

Read the count of the accumulated values since the last call to `resetAccumulator()`.

**Return type** float

**Returns** The number of times samples from the channel were accumulated.

**getAccumulatorOutput** ()

Read the accumulated value and the number of accumulated values atomically.

This function reads the value and count from the FPGA atomically. This can be used for averaging.

**Return type** `AccumulatorResult`

**getAccumulatorValue()**

Read the accumulated value.

Read the value that has been accumulating. The accumulator is attached after the oversample and average engine.

**Return type** float

**Returns** The 64-bit value accumulated since the last call to `resetAccumulator()`.

**getAverageBits()**

Get the number of averaging bits. This gets the number of averaging bits from the FPGA. The actual number of averaged samples is  $2^{\text{bits}}$ . The averaging is done automatically in the FPGA.

**Return type** int

**Returns** The number of averaging bits.

**getAverageValue()**

Get a sample from the output of the oversample and average engine for this channel. The sample is 12-bit + the bits configured in `setOversampleBits()`. The value configured in `setAverageBits()` will cause this value to be averaged  $2^{\text{bits}}$  number of samples. This is not a sliding window. The sample will not change until  $2^{(\text{OversampleBits} + \text{AverageBits})}$  samples have been acquired from this channel. Use `getAverageVoltage()` to get the analog value in calibrated units.

**Return type** float

**Returns** A sample from the oversample and average engine for this channel.

**getAverageVoltage()**

Get a scaled sample from the output of the oversample and average engine for this channel. The value is scaled to units of Volts using the calibrated scaling data from `getLSBWeight()` and `getOffset()`. Using oversampling will cause this value to be higher resolution, but it will update more slowly. Using averaging will cause this value to be more stable, but it will update more slowly.

**Return type** float

**Returns** A scaled sample from the output of the oversample and average engine for this channel.

**getChannel()**

Get the channel number.

**Return type** int

**Returns** The channel number.

**static getGlobalSampleRate()**

Get the current sample rate.

This assumes one entry in the scan list. This is a global setting for all channels.

**Return type** float

**Returns** Sample rate.

**getLSBWeight()**

Get the factory scaling least significant bit weight constant. The least significant bit weight constant for the channel that was calibrated in manufacturing and stored in an eeprom.

$\text{Volts} = ((\text{LSB\_Weight} * 1e-9) * \text{raw}) - (\text{Offset} * 1e-9)$

**Return type** float

**Returns** Least significant bit weight.

**getOffset ()**

Get the factory scaling offset constant. The offset constant for the channel that was calibrated in manufacturing and stored in an eeprom.

$\text{Volts} = (\text{LSB\_Weight} * 1\text{e-}9) * \text{raw} - (\text{Offset} * 1\text{e-}9)$

**Return type** `int`

**Returns** Offset constant.

**getOversampleBits ()**

Get the number of oversample bits. This gets the number of oversample bits from the FPGA. The actual number of oversampled values is  $2^{\text{bits}}$ . The oversampling is done automatically in the FPGA.

**Return type** `int`

**Returns** The number of oversample bits.

**getPIDSourceType ()**

See `PIDSource.getPIDSourceType ()`

**Return type** `PIDSourceType`

**getValue ()**

Get a sample straight from this channel. The sample is a 12-bit value representing the 0V to 5V range of the A/D converter. The units are in A/D converter codes. Use `getVoltage ()` to get the analog value in calibrated units.

**Return type** `int`

**Returns** A sample straight from this channel.

**getVoltage ()**

Get a scaled sample straight from this channel. The value is scaled to units of Volts using the calibrated scaling data from `getLSBWeight ()` and `getOffset ()`.

**Return type** `float`

**Returns** A scaled sample straight from this channel.

**initAccumulator ()**

Initialize the accumulator.

**Return type** `None`

**initSendable (builder)**

Initializes this Sendable object.

**Parameters** **builder** (`SendableBuilder`) – sendable builder

**Return type** `None`

**isAccumulatorChannel ()**

Is the channel attached to an accumulator.

**Return type** `bool`

**Returns** The analog channel is attached to an accumulator.

**kAccumulatorChannels = (0, 1)**

**kAccumulatorSlot = 1**

**pidGet ()**

Get the average voltage for use with PIDController

**Return type** float

**Returns** the average voltage

**resetAccumulator** ()

Resets the accumulator to the initial value.

**Return type** None

**setAccumulatorCenter** (*center*)

Set the center value of the accumulator.

The center value is subtracted from each A/D value before it is added to the accumulator. This is used for the center value of devices like gyros and accelerometers to make integration work and to take the device offset into account when integrating.

This center value is based on the output of the oversampled and averaged source from channel 1. Because of this, any non-zero oversample bits will affect the size of the value for this field.

**Return type** None

**setAccumulatorDeadband** (*deadband*)

Set the accumulator's deadband.

**Return type** None

**setAccumulatorInitialValue** (*initialValue*)

Set an initial value for the accumulator.

This will be added to all values returned to the user.

**Parameters** **initialValue** (float) – The value that the accumulator should start from when reset.

**Return type** None

**setAverageBits** (*bits*)

Set the number of averaging bits. This sets the number of averaging bits. The actual number of averaged samples is  $2^{\text{bits}}$ . The averaging is done automatically in the FPGA.

**Parameters** **bits** (int) – The number of averaging bits.

**Return type** None

**static setGlobalSampleRate** (*samplesPerSecond*)

Set the sample rate per channel.

This is a global setting for all channels. The maximum rate is 500kS/s divided by the number of channels in use. This is 62500 samples/s per channel if all 8 channels are used.

**Parameters** **samplesPerSecond** (float) – The number of samples per second.

**Return type** None

**setOversampleBits** (*bits*)

Set the number of oversample bits. This sets the number of oversample bits. The actual number of oversampled values is  $2^{\text{bits}}$ . The oversampling is done automatically in the FPGA.

**Parameters** **bits** (int) – The number of oversample bits.

**Return type** None

**setPIDSourceType** (*pidSource*)

See [PIDSource.setPIDSourceType\(\)](#)

**Return type** None

### 1.1.9 AnalogOutput

**class** `wpiplib.AnalogOutput` (*channel*)

Bases: `wpiplib.SendableBase`

Analog output

Construct an analog output on a specified MXP channel.

**Parameters** `channel` (`int`) – The channel number to represent.

**channels** = `<wpiplib.resource.Resource object>`

**close** ()

Channel destructor.

**Return type** `None`

**getChannel** ()

Get the channel of this AnalogOutput.

**Return type** `int`

**getVoltage** ()

**Return type** `float`

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** `builder` (`SendableBuilder`) – sendable builder

**Return type** `None`

**setVoltage** (*voltage*)

**Return type** `None`

### 1.1.10 AnalogPotentiometer

**class** `wpiplib.AnalogPotentiometer` (*channel*, *fullRange=1.0*, *offset=0.0*)

Bases: `wpiplib.SendableBase`

Reads a potentiometer via an *AnalogInput*

Analog potentiometers read in an analog voltage that corresponds to a position. The position is in whichever units you choose, by way of the scaling and offset constants passed to the constructor.

AnalogPotentiometer constructor.

Use the `fullRange` and `offset` values so that the output produces meaningful values. I.E: you have a 270 degree potentiometer and you want the output to be degrees with the halfway point as 0 degrees. The `fullRange` value is 270.0(degrees) and the `offset` is -135.0 since the halfway point after scaling is 135 degrees.

**Parameters**

- **channel** (`Union[AnalogInput, int]`) – The analog channel this potentiometer is plugged into.
- **fullRange** (`float`) – The scaling to multiply the fraction by to get a meaningful unit. Defaults to 1.0 if unspecified.
- **offset** (`float`) – The offset to add to the scaled value for controlling the zero value. Defaults to 0.0 if unspecified.



**class** `PIDSourceType`Bases: `enum.IntEnum`A description for the type of output value to provide to a `PIDController`**kDisplacement** = 0**kRate** = 1**close** ()

Free the resources used by this object.

**Return type** `None`**get** ()

Get the current reading of the potentiometer.

**Return type** `float`**Returns** The current position of the potentiometer.**getPIDSourceType** ()**Return type** `PIDSourceType`**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (`SendableBuilder`) – sendable builder**Return type** `None`**pidGet** ()

Implement the PIDSource interface.

**Return type** `float`**Returns** The current reading.**setPIDSourceType** (*pidSource*)

Set which parameter you are using as a process control variable.

**Parameters** **pidSource** (`PIDSourceType`) – An enum to select the parameter.**Return type** `None`

### 1.1.11 AnalogTrigger

**class** `wpilib.AnalogTrigger` (*channel*)Bases: `wpilib.SendableBase`

Converts an analog signal into a digital signal

An analog trigger is a way to convert an analog signal into a digital signal using resources built into the FPGA. The resulting digital signal can then be used directly or fed into other digital components of the FPGA such as the counter or encoder modules. The analog trigger module works by comparing analog signals to a voltage range set by the code. The specific return types and meanings depend on the analog trigger mode in use.

Constructor for an analog trigger given a channel number or analog input.

**Parameters** **channel** (`Union[AnalogInput, int]`) – the port index or `AnalogInput` to use for the analog trigger. Treated as an `AnalogInput` if the provided object has a `getChannel` function.

**class AnalogTriggerType**Bases: `enum.IntEnum`Defines the state in which the *AnalogTrigger* triggers**kFallingPulse** = 3**kInWindow** = 0**kRisingPulse** = 2**kState** = 1**close()**

Release the resources used by this object

**Return type** `None`**createOutput** (*type*)Creates an *AnalogTriggerOutput* object. Gets an output object that can be used for routing. Caller is responsible for deleting the *AnalogTriggerOutput* object.**Parameters** **type** (*AnalogTriggerType*) – An enum of the type of output object to create.**Return type** *AnalogTriggerOutput***Returns** An *AnalogTriggerOutput* object.**getInWindow()**Return the *InWindow* output of the analog trigger. True if the analog input is between the upper and lower limits.**Return type** `bool`**Returns** The *InWindow* output of the analog trigger.**getIndex()**

Return the index of the analog trigger. This is the FPGA index of this analog trigger instance.

**Return type** `int`**Returns** The index of the analog trigger.**getTriggerState()**Return the *TriggerState* output of the analog trigger. True if above upper limit. False if below lower limit. If in Hysteresis, maintain previous state.**Return type** `bool`**Returns** The *TriggerState* output of the analog trigger.**initSendable** (*builder*)Initializes this *Sendable* object.**Parameters** **builder** (*SendableBuilder*) – sendable builder**Return type** `None`**setAveraged** (*useAveragedValue*)

Configure the analog trigger to use the averaged vs. raw values. If the value is true, then the averaged value is selected for the analog trigger, otherwise the immediate value is used.

**Parameters** **useAveragedValue** (`bool`) – True to use an averaged value, False otherwise**Return type** `None`

**setFiltered** (*useFilteredValue*)

Configure the analog trigger to use a filtered value. The analog trigger will operate with a 3 point average rejection filter. This is designed to help with 360 degree pot applications for the period where the pot crosses through zero.

**Parameters** **useFilteredValue** (bool) – True to use a filtered value, False otherwise

**Return type** None

**setLimitsRaw** (*lower, upper*)

Set the upper and lower limits of the analog trigger. The limits are given in ADC codes. If oversampling is used, the units must be scaled appropriately.

**Parameters**

- **lower** (int) – the lower raw limit
- **upper** (int) – the upper raw limit

**Return type** None

**setLimitsVoltage** (*lower, upper*)

Set the upper and lower limits of the analog trigger. The limits are given as floating point voltage values.

**Parameters**

- **lower** (float) – the lower voltage limit
- **upper** (float) – the upper voltage limit

**Return type** None

## 1.1.12 AnalogTriggerOutput

### **class** `wpiplib.AnalogTriggerOutput` (*trigger, outputType*)

Bases: `wpiplib.DigitalSource`

Represents a specific output from an *AnalogTrigger*

This class is used to get the current output value and also as a *DigitalSource* to provide routing of an output to digital subsystems on the FPGA such as `counter.Counter`, `Encoder`, and `class.Interrupt`.

The `TriggerState` output indicates the primary output value of the trigger. If the analog signal is less than the lower limit, the output is False. If the analog value is greater than the upper limit, then the output is True. If the analog value is in between, then the trigger output state maintains its most recent value.

The `InWindow` output indicates whether or not the analog signal is inside the range defined by the limits.

The `RisingPulse` and `FallingPulse` outputs detect an instantaneous transition from above the upper limit to below the lower limit, and vice versa. These pulses represent a rollover condition of a sensor and can be routed to an up / down counter or to interrupts. Because the outputs generate a pulse, they cannot be read directly. To help ensure that a rollover condition is not missed, there is an average rejection filter available that operates on the upper 8 bits of a 12 bit number and selects the nearest outlier of 3 samples. This will reject a sample that is (due to averaging or sampling) errantly between the two limits. This filter will fail if more than one sample in a row is errantly in between the two limits. You may see this problem if attempting to use this feature with a mechanical rollover sensor, such as a 360 degree no-stop potentiometer without signal conditioning, because the rollover transition is not sharp / clean enough. Using the averaging engine may help with this, but rotational speeds of the sensor will then be limited.

Create an object that represents one of the four outputs from an analog trigger.

Because this class derives from `DigitalSource`, it can be passed into routing functions for `Counter`, `Encoder`, etc.

**Parameters**

- **trigger** (*AnalogTrigger*) – The trigger for which this is an output.
- **outputType** (*AnalogTriggerType*) – An enum that specifies the output on the trigger to represent.

**class AnalogTriggerType**Bases: *enum.IntEnum*Defines the state in which the *AnalogTrigger* triggers**kFallingPulse** = 3**kInWindow** = 0**kRisingPulse** = 2**kState** = 1**get()**

Get the state of the analog trigger output.

**Return type** *AnalogTriggerType***Returns** The state of the analog trigger output.**getAnalogTriggerTypeForRouting()****Return type** *AnalogTriggerType***getChannel()****Return type** *int***getPortHandleForRouting()****Return type** *int***initSendable(builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder**Return type** *None*

### 1.1.13 BuiltInAccelerometer

**class wpilib.BuiltInAccelerometer** (*range=<Range.k8G: 2>*)Bases: *wpilib.SendableBase*

Built-in accelerometer device

This class allows access to the roboRIO's internal accelerometer.

Constructor.

**Parameters** **range** (*Range*) – The range the accelerometer will measure. Defaults to +/-8g if unspecified.**class Range**Bases: *enum.IntEnum*

An enumeration.

**k16G** = 3

**k2G** = 0

**k4G** = 1

**k8G** = 2

**getX()**

**Return type** float

**Returns** The acceleration of the roboRIO along the X axis in g-forces

**getY()**

**Return type** float

**Returns** The acceleration of the roboRIO along the Y axis in g-forces

**getZ()**

**Return type** float

**Returns** The acceleration of the roboRIO along the Z axis in g-forces

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**setRange** (*range*)

Set the measuring range of the accelerometer.

**Parameters** **range** (*Range*) – The maximum acceleration, positive or negative, that the accelerometer will measure.

**Return type** None

### 1.1.14 CameraServer

**class** wpilib.CameraServer

Bases: object

Provides a way to launch an out of process cscore-based camera service instance, for streaming or for image processing.

---

**Note:** This does not correspond directly to the wpilib CameraServer object; that can be found as `cscore.CameraServer`. However, you should not use cscore directly from your robot code, see the documentation for details

---

**classmethod** **is\_alive**()

**Return type** bool

**Returns** True if the CameraServer is still alive

**classmethod** **launch** (*vision\_py=None*)

Launches the CameraServer process in autocapture mode or using a user-specified python script

**Parameters** **vision\_py** (*Optional[str]*) – If specified, this is the relative path to a filename with a function in it

Example usage:

```
wplib.CameraServer.launch("vision.py:main")
```

**Warning:** You must have robotpy-cscore installed, or this function will fail without returning an error (you will see an error in the console).

**Return type** None

### 1.1.15 Compressor

**class** `wplib.Compressor` (*module=None*)

Bases: `wplib.SendableBase`

Class for operating a compressor connected to a PCM (Pneumatic Control Module).

The PCM will automatically run in closed loop mode by default whenever a Solenoid object is created. For most cases the Compressor object does not need to be instantiated or used in a robot program. This class is only required in cases where the robot program needs a more detailed status of the compressor or to enable/disable closed loop control.

Note: you cannot operate the compressor directly from this class as doing so would circumvent the safety provided by using the pressure switch and closed loop control. You can only turn off closed loop control, thereby stopping the compressor from operating.

Makes a new instance of the compressor using the provided CAN device ID.

**Parameters** `module` (Optional[int]) – The PCM CAN device ID. (0 - 62 inclusive)

**clearAllPCMStickyFaults** ()

Clear ALL sticky faults inside PCM that Compressor is wired to.

If a sticky fault is set, then it will be persistently cleared. The compressor might momentarily disable while the flags are being cleared. Do not call this method too frequently, otherwise normal compressor functionality may be prevented.

If no sticky faults are set then this call will have no effect.

**Return type** None

**enabled** ()

Get the enabled status of the compressor.

**Return type** bool

**Returns** True if the compressor is on

**enabledChanged** (*value*)

**Return type** None

**getClosedLoopControl** ()

Gets the current operating mode of the PCM.

**Return type** bool

**Returns** True if compressor is operating on closed-loop mode

**getCompressorCurrent** ()

Get the current being used by the compressor.

**Return type** float

**Returns** Current consumed by the compressor in amps

**getCompressorCurrentTooHighFault** ()

**Return type** bool

**Returns** True if PCM is in fault state : Compressor Drive is disabled due to compressor current being too high

**getCompressorCurrentTooHighStickyFault** ()

**Return type** bool

**Returns** True if PCM sticky fault is set : Compressor is disabled due to compressor current being too high

**getCompressorNotConnectedFault** ()

**Return type** bool

**Returns** True if PCM is in fault state : Compressor does not appear to be wired, i.e. compressor is not drawing enough current.

**getCompressorNotConnectedStickyFault** ()

**Return type** bool

**Returns** True if PCM sticky fault is set : Compressor does not appear to be wired, i.e. compressor is not drawing enough current.

**getCompressorShortedFault** ()

**Return type** bool

**Returns** True if PCM is in fault state : Compressor output appears to be shorted

**getCompressorShortedStickyFault** ()

**Return type** bool

**Returns** True if PCM sticky fault is set : Compressor output appears to be shorted

**getPressureSwitchValue** ()

Get the pressure switch value.

**Return type** bool

**Returns** True if the pressure is low

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**setClosedLoopControl** (*on*)

Set the PCM in closed loop control mode.

**Parameters** **on** (bool) – If True sets the compressor to be in closed loop control mode (default)

**Return type** None

**start** ()

Start the compressor running in closed loop control mode.

Use the method in cases where you would like to manually stop and start the compressor for applications such as conserving battery or making sure that the compressor motor doesn't start during critical operations.

**Return type** None

**stop()**

Stop the compressor from running in closed loop control mode.

Use the method in cases where you would like to manually stop and start the compressor for applications such as conserving battery or making sure that the compressor motor doesn't start during critical operations.

**Return type** None

### 1.1.16 ControllerPower

**class** `wpilib.ControllerPower`

Bases: `object`

Old Controller PR class.

Deprecated since version 2018.0.0: Use RobotController class instead

**static** `getCurrent3V3()`

Get the current output of the 3.3V rail

**Return type** `float`

**Returns** The controller 3.3V rail output current value in Amps

**static** `getCurrent5V()`

Get the current output of the 5V rail

**Return type** `float`

**Returns** The controller 5V rail output current value in Amps

**static** `getCurrent6V()`

Get the current output of the 6V rail

**Return type** `float`

**Returns** The controller 6V rail output current value in Amps

**static** `getEnabled3V3()`

Get the enabled state of the 3.3V rail. The rail may be disabled due to a controller brownout, a short circuit on the rail, or controller over-voltage

**Return type** `bool`

**Returns** True if enabled, False otherwise

**static** `getEnabled5V()`

Get the enabled state of the 5V rail. The rail may be disabled due to a controller brownout, a short circuit on the rail, or controller over-voltage

**Return type** `bool`

**Returns** True if enabled, False otherwise

**static** `getEnabled6V()`

Get the enabled state of the 6V rail. The rail may be disabled due to a controller brownout, a short circuit on the rail, or controller over-voltage



**Return type** `bool`

**Returns** True if enabled, False otherwise

**static** `getFaultCount3V3()`

Get the count of the total current faults on the 3.3V rail since the controller has booted

**Return type** `int`

**Returns** The number of faults

**static** `getFaultCount5V()`

Get the count of the total current faults on the 5V rail since the controller has booted

**Return type** `int`

**Returns** The number of faults

**static** `getFaultCount6V()`

Get the count of the total current faults on the 6V rail since the controller has booted

**Return type** `int`

**Returns** The number of faults

**static** `getInputCurrent()`

Get the input current to the robot controller

**Return type** `float`

**Returns** The controller input current value in Amps

**static** `getInputVoltage()`

Get the input voltage to the robot controller

**Return type** `float`

**Returns** The controller input voltage value in Volts

**static** `getVoltage3V3()`

Get the voltage of the 3.3V rail

**Return type** `float`

**Returns** The controller 3.3V rail voltage value in Volts

**static** `getVoltage5V()`

Get the voltage of the 5V rail

**Return type** `float`

**Returns** The controller 5V rail voltage value in Volts

**static** `getVoltage6V()`

Get the voltage of the 6V rail

**Return type** `float`

**Returns** The controller 6V rail voltage value in Volts

### 1.1.17 Counter

**class** `wpilib.Counter(*args, **kwargs)`

Bases: `wpilib.SendableBase`

Counts the number of ticks on a *DigitalInput* channel.

This is a general purpose class for counting repetitive events. It can return the number of counts, the period of the most recent cycle, and detect when the signal being counted has stopped by supplying a maximum cycle time.

All counters will immediately start counting - `reset()` them if you need them to be zeroed before use.

Counter constructor.

The counter will start counting immediately.

Positional arguments may be either channel numbers, `DigitalSource` sources, or `AnalogTrigger` sources in the following order:

A “source” is any valid single-argument input to `setUpSource()` and `setDownSource()`

- (none)
- `upSource`
- `upSource`, `down source`
- `encodingType`, `up source`, `down source`, `inverted`

If the passed object has a `getPortHandleForRouting` function, it is assumed to be a `DigitalSource`. If the passed object has a `createOutput` function, it is assumed to be an `AnalogTrigger`.

In addition, extra keyword parameters may be provided for `mode`, `inverted`, and `encodingType`.

### Parameters

- **`upSource`** – The source (channel num, `DigitalInput`, or `AnalogTrigger`) that should be used for up counting.
- **`downSource`** – The source (channel num, `DigitalInput`, or `AnalogTrigger`) that should be used for down counting or direction control.
- **`mode`** – How and what the counter counts (see `Mode`). Defaults to `Mode.kTwoPulse` for zero or one source, and `Mode.kExternalDirection` for two sources.
- **`inverted`** – Flips the direction of counting. Defaults to `False` if unspecified. Only used when two sources are specified.
- **`encodingType`** (`Counter.EncodingType`) – Either `k1X` or `k2X` to indicate 1X or 2X decoding. 4X decoding is not supported by `Counter`; use `Encoder` instead. Defaults to `k1X` if unspecified. Only used when two sources are specified.

### class `EncodingType`

Bases: `enum.IntEnum`

The number of edges for the counterbase to increment or decrement on

**`k1X`** = 0

**`k2X`** = 1

**`k4X`** = 2

### class `Mode`

Bases: `enum.IntEnum`

Mode determines how and what the counter counts

**`kExternalDirection`** = 3  
external direction mode

**`kPulseLength`** = 2  
pulse length mode

```

kSemiperiod = 1
    semi period mode

kTwoPulse = 0
    two pulse mode

class PIDSourceType
    Bases: enum.IntEnum

    A description for the type of output value to provide to a PIDController

kDisplacement = 0

kRate = 1

allocatedDownSource = False

allocatedUpSource = False

clearDownSource ()
    Disable the down counting source to the counter.

    Return type None

clearUpSource ()
    Disable the up counting source to the counter.

    Return type None

close ()
    Free the resources used by this object.

    Return type None

get ()
    Read the current counter value. Read the value at this instant. It may still be running, so it reflects the
    current value. Next time it is read, it might have a different value.

    Return type int

getDirection ()
    The last direction the counter value changed.

    Return type bool

    Returns The last direction the counter value changed.

getDistance ()
    Read the current scaled counter value. Read the value at this instant, scaled by the distance per pulse
    (defaults to 1).

    Return type float

    Returns Scaled value

getFPGAIndex ()

    Return type int

    Returns The Counter's FPGA index.

getPIDSourceType ()

    Return type PIDSourceType

```

**getPeriod()**

Get the Period of the most recent count. Returns the time interval of the most recent count. This can be used for velocity calculations to determine shaft speed.

**Return type** float

**Returns** The period of the last two pulses in units of seconds.

**getRate()**

Get the current rate of the Counter. Read the current rate of the counter accounting for the distance per pulse value. The default value for distance per pulse (1) yields units of pulses per second.

**Return type** float

**Returns** The rate in units/sec

**getSamplesToAverage()**

Get the Samples to Average which specifies the number of samples of the timer to average when calculating the period. Perform averaging to account for mechanical imperfections or as oversampling to increase resolution.

**Return type** int

**Returns** The number of samples being averaged (from 1 to 127)

**getStopped()**

Determine if the clock is stopped. Determine if the clocked input is stopped based on the MaxPeriod value set using the `setMaxPeriod()` method. If the clock exceeds the MaxPeriod, then the device (and counter) are assumed to be stopped and it returns True.

**Return type** bool

**Returns** Returns True if the most recent counter period exceeds the MaxPeriod value set by SetMaxPeriod.

**initSendable (builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**pidGet()**

**Return type** float

**reset()**

Reset the Counter to zero. Set the counter value to zero. This doesn't effect the running state of the counter, just sets the current value to zero.

**Return type** None

**setDistancePerPulse (distancePerPulse)**

Set the distance per pulse for this counter. This sets the multiplier used to determine the distance driven based on the count value from the encoder. Set this value based on the Pulses per Revolution and factor in any gearing reductions. This distance can be in any units you like, linear or angular.

**Parameters** **distancePerPulse** (float) – The scale factor that will be used to convert pulses to useful units.

**Return type** None

**setDownSource (\*args, \*\*kwargs)**

Set the down counting source for the counter.

This function accepts either a digital channel index, a *DigitalSource*, or an *AnalogTrigger* as positional arguments:

- source
- channel
- analogTrigger
- analogTrigger, triggerType

For positional arguments, if the passed object has a *getChannelForRouting* function, it is assumed to be a *DigitalSource*. If the passed object has a *createOutput* function, it is assumed to be an *AnalogTrigger*.

Alternatively, sources and/or channels may be passed as keyword arguments. The behavior of specifying both a source and a number for the same channel is undefined, as is passing both a positional and a keyword argument for the same channel.

#### Parameters

- **channel** (*int*) – the DIO channel to use as the down source. 0-9 are on-board, 10-25 are on the MXP
- **source** (*DigitalInput*) – The digital source to count
- **analogTrigger** (*AnalogTrigger*) – The analog trigger object that is used for the Up Source
- **triggerType** (*AnalogTrigger.AnalogTriggerType*) – The analog trigger output that will trigger the counter. Defaults to *kState* if not specified.

**Return type** *None*

**setDownSourceEdge** (*risingEdge, fallingEdge*)

Set the edge sensitivity on an down counting source. Set the down source to either detect rising edges or falling edges.

#### Parameters

- **risingEdge** (*bool*) – True to count rising edge
- **fallingEdge** (*bool*) – True to count falling edge

**Return type** *None*

**setExternalDirectionMode** ()

Set external direction mode on this counter. Counts are sourced on the Up counter input. The Down counter input represents the direction to count.

**Return type** *None*

**setMaxPeriod** (*maxPeriod*)

Set the maximum period where the device is still considered “moving”. Sets the maximum period where the device is considered moving. This value is used to determine the “stopped” state of the counter using the *getStopped()* method.

**Parameters** **maxPeriod** (*float*) – The maximum period where the counted device is considered moving in seconds.

**Return type** *None*

**setPIDSSourceType** (*pidSource*)

Set which parameter of the encoder you are using as a process control variable. The counter class supports the rate and distance parameters.

**Parameters** **pidSource** (*PIDSSourceType*) – An enum to select the parameter.

**Return type** None

**setPulseLengthMode** (*threshold*)

Configure the counter to count in up or down based on the length of the input pulse. This mode is most useful for direction sensitive gear tooth sensors.

**Parameters** **threshold** (float) – The pulse length beyond which the counter counts the opposite direction. Units are seconds.

**Return type** None

**setReverseDirection** (*reverseDirection*)

Set the Counter to return reversed sensing on the direction. This allows counters to change the direction they are counting in the case of 1X and 2X quadrature encoding only. Any other counter mode isn't supported.

**Parameters** **reverseDirection** (bool) – True if the value counted should be negated.

**Return type** None

**setSamplesToAverage** (*samplesToAverage*)

Set the Samples to Average which specifies the number of samples of the timer to average when calculating the period. Perform averaging to account for mechanical imperfections or as oversampling to increase resolution.

**Parameters** **samplesToAverage** (int) – The number of samples to average from 1 to 127.

**Return type** None

**setSemiPeriodMode** (*highSemiPeriod*)

Set Semi-period mode on this counter. Counts up on both rising and falling edges.

**Parameters** **highSemiPeriod** (float) – True to count up on both rising and falling

**Return type** None

**setUpDownCounterMode** ()

Set standard up / down counting mode on this counter. Up and down counts are sourced independently from two inputs.

**Return type** None

**setUpSource** (*\*args, \*\*kwargs*)

Set the up counting source for the counter.

This function accepts either a digital channel index, a *DigitalSource*, or an *AnalogTrigger* as positional arguments:

- source
- channel
- analogTrigger
- analogTrigger, triggerType

For positional arguments, if the passed object has a *getPortHandleForRouting* function, it is assumed to be a *DigitalSource*. If the passed object has a *createOutput* function, it is assumed to be an *AnalogTrigger*.

Alternatively, sources and/or channels may be passed as keyword arguments. The behavior of specifying both a source and a number for the same channel is undefined, as is passing both a positional and a keyword argument for the same channel.

**Parameters**

- **channel** (*int*) – the DIO channel to use as the up source. 0-9 are on-board, 10-25 are on the MXP
- **source** (*DigitalInput*) – The digital source to count
- **analogTrigger** (*AnalogTrigger*) – The analog trigger object that is used for the Up Source
- **triggerType** (*AnalogTrigger.AnalogTriggerType*) – The analog trigger output that will trigger the counter. Defaults to `kState` if not specified.

**Return type** `None`

**setUpSourceEdge** (*risingEdge, fallingEdge*)

Set the edge sensitivity on an up counting source. Set the up source to either detect rising edges or falling edges.

**Parameters**

- **risingEdge** (*bool*) – True to count rising edge
- **fallingEdge** (*bool*) – True to count falling edge

**Return type** `None`

**setUpUpdateWhenEmpty** (*enabled*)

Select whether you want to continue updating the event timer output when there are no samples captured. The output of the event timer has a buffer of periods that are averaged and posted to a register on the FPGA. When the timer detects that the event source has stopped (based on the `MaxPeriod`) the buffer of samples to be averaged is emptied. If you enable update when empty, you will be notified of the stopped source and the event time will report 0 samples. If you disable update when empty, the most recent average will remain on the output until a new sample is acquired. You will never see 0 samples output (except when there have been no events since an FPGA reset) and you will likely not see the stopped bit become true (since it is updated at the end of an average and there are no samples to average).

**Parameters** **enabled** (*bool*) – True to continue updating

**Return type** `None`

### 1.1.18 DigitalGlitchFilter

**class** `wpiplib.DigitalGlitchFilter`

Bases: `wpiplib.SendableBase`

Class to enable glitch filtering on a set of digital inputs. This class will manage adding and removing digital inputs from a FPGA glitch filter. The filter lets the user configure the time that an input must remain high or low before it is classified as high or low.

**add** (*input*)

Assigns the *DigitalSource*, *Encoder*, or *counter.Counter* to this glitch filter.

**Parameters** **input** (`Union[DigitalSource, Encoder, Counter]`) – The object to add

**Return type** `None`

**close** ()

Free the resources used by this object.

**Return type** `None`

**filterAllocated** = [`False`, `False`, `False`]

**getPeriodCycles** ()

Gets the number of FPGA cycles that the input must hold steady to pass through this glitch filter.

**Return type** `int`

**Returns** The number of cycles.

**getPeriodNanoSeconds** ()

Gets the number of nanoseconds that the input must hold steady to pass through this glitch filter.

**Return type** `float`

**Returns** The number of nanoseconds.

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** `None`

**mutex** = `<unlocked _thread.lock object>`

**remove** (*input*)

Removes this filter from the given input object

**Return type** `None`

**setPeriodCycles** (*fpga\_cycles*)

Sets the number of FPGA cycles that the input must hold steady to pass through this glitch filter.

**Parameters** **fpga\_cycles** (`int`) – The number of FPGA cycles.

**Return type** `None`

**setPeriodNanoSeconds** (*nanoseconds*)

Sets the number of nanoseconds that the input must hold steady to pass through this glitch filter.

**Parameters** **nanoseconds** (`float`) – The number of nanoseconds.

**Return type** `None`

### 1.1.19 DigitalInput

**class** `wplib.DigitalInput` (*channel*)

Bases: `wplib.DigitalSource`

Reads a digital input.

This class will read digital inputs and return the current value on the channel. Other devices such as encoders, gear tooth sensors, etc. that are implemented elsewhere will automatically allocate digital inputs and outputs as required. This class is only for devices like switches etc. that aren't implemented anywhere else.

Create an instance of a Digital Input class. Creates a digital input given a channel.

**Parameters** **channel** (`int`) – the DIO channel for the digital input. 0-9 are on-board, 10-25 are on the MXP

**close** ()

Free the resources used by this object.

**Return type** `None`



**get ()**  
 Get the value from a digital input channel. Retrieve the value of a single digital input channel from the FPGA.  
**Return type** `bool`  
**Returns** the state of the digital input

**getAnalogTriggerTypeForRouting ()**  
 Get the analog trigger type.  
**Return type** `int`  
**Returns** `false`

**getChannel ()**  
 Get the channel of the digital input.  
**Return type** `int`  
**Returns** The GPIO channel number that this object represents.

**getPortHandleForRouting ()**  
 Get the HAL Port Handle.  
**Return type** `DigitalHandle`  
**Returns** The HAL Handle to the specified source

**initSendable (builder)**  
 Initializes this Sendable object.  
**Parameters** **builder** (*SendableBuilder*) – sendable builder  
**Return type** `None`

**isAnalogTrigger ()**  
 Is this an analog trigger.  
**Return type** `bool`  
**Returns** `true` if this is an analog trigger

### 1.1.20 DigitalOutput

**class** `wpiplib.DigitalOutput (channel)`

Bases: `wpiplib.SendableBase`

Writes to a digital output

Other devices that are implemented elsewhere will automatically allocate digital inputs and outputs as required.

Create an instance of a digital output.

**Parameters** **channel** (`int`) – the DIO channel for the digital output. 0-9 are on-board, 10-25 are on the MXP

**close ()**

Free the resources associated with a digital output.

**Return type** `None`

**disablePWM ()**

Change this line from a PWM output back to a static Digital Output line.

Free up one of the 6 DO PWM generator resources that were in use.

**Return type** None

**enablePWM** (*initialDutyCycle*)

Enable a PWM Output on this line.

Allocate one of the 6 DO PWM generator resources.

Supply the initial duty-cycle to output so as to avoid a glitch when first starting.

The resolution of the duty cycle is 8-bit for low frequencies (1kHz or less) but is reduced the higher the frequency of the PWM signal is.

**Parameters** **initialDutyCycle** (float) – The duty-cycle to start generating. [0..1]

**Return type** None

**get** ()

Gets the value being output from the Digital Output.

**Return type** bool

**Returns** the state of the digital output

**getChannel** ()

**Return type** int

**Returns** The GPIO channel number that this object represents.

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**invalidPwmGenerator** = None

**isPulsing** ()

Determine if the pulse is still going. Determine if a previously started pulse is still going.

**Return type** bool

**Returns** True if pulsing

**pulse** (*pulseLength*)

Generate a single pulse. There can only be a single pulse going at any time.

**Parameters** **pulseLength** (float) – The length of the pulse.

**Return type** None

**set** (*value*)

Set the value of a digital output.

**Parameters** **value** (bool) – True is on, off is False

**Return type** None

**setPWMMRate** (*rate*)

Change the PWM frequency of the PWM output on a Digital Output line.

The valid range is from 0.6 Hz to 19 kHz. The frequency resolution is logarithmic.

There is only one PWM frequency for all channels.

**Parameters** **rate** (float) – The frequency to output all digital output PWM signals.

**Return type** None

**updateDutyCycle** (*dutyCycle*)

Change the duty-cycle that is being generated on the line.

The resolution of the duty cycle is 8-bit for low frequencies (1kHz or less) but is reduced the higher the frequency of the PWM signal is.

**Parameters** **dutyCycle** (*float*) – The duty-cycle to change to. [0..1]

**Return type** *None*

### 1.1.21 DigitalSource

**class** `wpilib.DigitalSource`

Bases: `wpilib.InterruptableSensorBase`

DigitalSource Interface. The DigitalSource represents all the possible inputs for a counter or a quadrature encoder. The source may be either a digital input or an analog input. If the caller just provides a channel, then a digital input will be constructed and freed when finished for the source. The source can either be a digital input or analog trigger but not both.

Create a new InterruptableSensorBase

**getChannel** ()

**Return type** *int*

**isAnalogTrigger** ()

**Return type** *bool*

### 1.1.22 DMC60

**class** `wpilib.DMC60` (*channel*)

Bases: `wpilib.PWMSpeedController`

Digilent DMC 60 Speed Controller.

Constructor.

**Parameters** **channel** (*int*) – The PWM channel that the DMC60 is attached to. 0-9 are on-board, 10-19 are on the MXP port.

---

**Note:** The DMC60 uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the DMC 60 User Manual available from Digilent.

- 2.004ms = full “forward”
  - 1.520ms = the “high end” of the deadband range
  - 1.500ms = center of the deadband range (off)
  - 1.480ms = the “low end” of the deadband range
  - 0.997ms = full “reverse”
-

### 1.1.23 DoubleSolenoid

**class** `wpiplib.DoubleSolenoid(*args, **kwargs)`

Bases: `wpiplib.SolenoidBase`

Controls 2 channels of high voltage Digital Output on the PCM.

The DoubleSolenoid class is typically used for pneumatics solenoids that have two positions controlled by two separate channels.

Constructor.

Arguments can be supplied as positional or keyword. Acceptable positional argument combinations are:

- `forwardChannel`, `reverseChannel`
- `moduleNumber`, `forwardChannel`, `reverseChannel`

Alternatively, the above names can be used as keyword arguments.

#### Parameters

- **`moduleNumber`** – The module number of the solenoid module to use.
- **`forwardChannel`** – The forward channel number on the module to control (0..7)
- **`reverseChannel`** – The reverse channel number on the module to control (0..7)

**class** `Value`

Bases: `enum.IntEnum`

Possible values for a DoubleSolenoid.

**`kForward`** = 1

**`kOff`** = 0

**`kReverse`** = 2

**`close()`**

Mark the solenoid as freed.

**Return type** `None`

**`get()`**

Read the current value of the solenoid.

**Return type** `Value`

**Returns** The current value of the solenoid.

**`initSendable(builder)`**

Initializes this Sendable object.

**Parameters** **`builder`** (`SendableBuilder`) – sendable builder

**Return type** `None`

**`isFwdSolenoidBlackListed()`**

**Check if the forward solenoid is blacklisted.** If a solenoid is shorted, it is added to the blacklist and disabled until power cycle, or until faults are cleared. See `clearAllPCMStickyFaults()`

**Return type** `bool`

**Returns** If solenoid is disabled due to short.

**isRevSolenoidBlackListed()**

**Check if the reverse solenoid is blacklisted.** If a solenoid is shorted, it is added to the blacklist and disabled until power cycle, or until faults are cleared. See `clearAllPCMStickyFaults()`

**Return type** `bool`

**Returns** If solenoid is disabled due to short.

**set** (*value*)

Set the value of a solenoid.

**Parameters** **value** (*Value*) – The value to set (Off, Forward, Reverse)

**Return type** `None`

## 1.1.24 DriverStation

**class** `wplib.DriverStation`

Bases: `object`

Provide access to the network communication data to / from the Driver Station.

DriverStation constructor.

The single DriverStation instance is created statically with the instance static member variable, you should never create a DriverStation instance.

**class** `Alliance`

Bases: `enum.IntEnum`

The robot alliance that the robot is a part of.

**Blue** = 1

**Invalid** = 2

**Red** = 0

**InAutonomous** (*entering*)

Only to be used to tell the Driver Station what code you claim to be executing for diagnostic purposes only.

**Parameters** **entering** (`bool`) – If True, starting autonomous code; if False, leaving autonomous code

**Return type** `None`

**InDisabled** (*entering*)

Only to be used to tell the Driver Station what code you claim to be executing for diagnostic purposes only.

**Parameters** **entering** (`bool`) – If True, starting disabled code; if False, leaving disabled code

**Return type** `None`

**InOperatorControl** (*entering*)

Only to be used to tell the Driver Station what code you claim to be executing for diagnostic purposes only.

**Parameters** **entering** (`bool`) – If True, starting teleop code; if False, leaving teleop code

**Return type** `None`

**InTest** (*entering*)

Only to be used to tell the Driver Station what code you claim to be executing for diagnostic purposes only.

**Parameters** `entering` (`bool`) – If True, starting test code; if False, leaving test code

**Return type** `None`

**class** `MatchType`

Bases: `enum.IntEnum`

An enumeration.

`Elimination = 3`

`None_ = 0`

`Practice = 1`

`Qualification = 2`

**method** `getAlliance()`

Get the current alliance from the FMS.

**Return type** `Alliance`

**Returns** The current alliance

**method** `getBatteryVoltage()`

Read the battery voltage.

Deprecated since version 2018.0.0: Use `RobotController.getBatteryVoltage()`

**Return type** `float`

**Returns** The battery voltage in Volts.

**method** `getControlState()`

More efficient way to determine what state the robot is in.

**Return type** `Tuple[bool, bool, bool]`

**Returns** booleans representing enabled, isautonomous, istest

New in version 2019.2.1.

---

**Note:** This function only exists in RobotPy

---

**method** `getEventName()`

Get the event name.

**Return type** `str`

**Returns** The event name

**method** `getGameSpecificMessage()`

Get the game specific message.

**Return type** `str`

**Returns** The game specific message

**classmethod** `getInstance()`

Gets the global instance of the DriverStation.

**Return type** `DriverStation`

**Returns** `DriverStation`

**getJoystickAxisType** (*stick*, *axis*)

Returns the types of Axes on a given joystick port.

**Parameters**

- **stick** (*int*) – The joystick port number
- **axis** (*int*) – The target axis

**Return type** *int*

**Returns** An integer that reports type of axis the axis is reporting to be

**getJoystickIsXbox** (*stick*)

Gets the value of isXbox on a joystick.

**Parameters** **stick** (*int*) – The joystick port number

**Return type** *bool*

**Returns** A boolean that returns the value of isXbox

**getJoystickName** (*stick*)

Gets the name of a joystick

**Parameters** **stick** (*int*) – The joystick port number

**Return type** *str*

**Returns** The joystick name.

**getJoystickType** (*stick*)

Gets the value of type on a joystick

**Parameters** **stick** (*int*) – The joystick port number

**Return type** *int*

**Returns** An integer that returns the value of type.

**getLocation** ()

Gets the location of the team's driver station controls.

**Return type** *int*

**Returns** The location of the team's driver station controls: 1, 2, or 3

**getMatchNumber** ()

Get the match number.

**Return type** *int*

**Returns** The match number

**getMatchTime** ()

Return the approximate match time.

The FMS does not currently send the official match time to the robots, but does send an approximate match time. The value will count down the time remaining in the current period (auto or teleop).

**Warning:** This is not an official time (so it cannot be used to argue with referees or guarantee that a function will trigger before a match ends).

The Practice Match function of the DS approximates the behaviour seen on the field.

**Return type** *int*

**Returns** Time remaining in current match period (auto or teleop) in seconds

**getMatchType** ()

Get the match type.

**Return type** *MatchType*

**Returns** The match type

**getReplayNumber** ()

Get the replay number.

**Return type** *int*

**Returns** The replay number

**getStickAxis** (*stick*, *axis*)

Get the value of the axis on a joystick.

This depends on the mapping of the joystick connected to the specified port.

**Parameters**

- **stick** (*int*) – The joystick port number
- **axis** (*int*) – The analog axis value to read from the joystick.

**Return type** *float*

**Returns** The value of the axis on the joystick.

**getStickAxisCount** (*stick*)

Returns the number of axes on a given joystick port.

**Parameters** **stick** (*int*) – The joystick port number

**Return type** *int*

**Returns** The number of axes on the indicated joystick

**getStickButton** (*stick*, *button*)

The state of a button on the joystick. Button indexes begin at 1.

**Parameters**

- **stick** (*int*) – The joystick port number
- **button** (*int*) – The button index, beginning at 1.

**Return type** *bool*

**Returns** The state of the button.

**getStickButtonCount** (*stick*)

Gets the number of buttons on a joystick.

**Parameters** **stick** (*int*) – The joystick port number

**Return type** *int*

**Returns** The number of buttons on the indicated joystick.

**getStickButtonPressed** (*stick*, *button*)

Whether one joystick button was pressed since the last check. Button indices begin at 1.

**Parameters**

- **stick** (*int*) – Joystick to read



- **button** (*int*) – Button index, beginning at 1

**Return type** `bool`

**Returns** Whether the joystick button was pressed since the last check

**getStickButtonReleased** (*stick, button*)

Whether one joystick button was released since the last check. Button indices begin at 1.

**Parameters**

- **stick** (*int*) – Joystick to read
- **button** (*int*) – Button index, beginning at 1

**Return type** `bool`

**Returns** Whether the joystick button was released since the last check

**getStickButtons** (*stick*)

The state of all the buttons on the joystick.

**Parameters** **stick** (*int*) – The joystick port number

**Return type** `int`

**Returns** The state of all buttons, as a bit array.

**getStickPOV** (*stick, pov*)

Get the state of a POV on the joystick.

**Parameters**

- **stick** (*int*) – The joystick port number
- **pov** (*int*) – which POV

**Return type** `int`

**Returns** The angle of the POV in degrees, or -1 if the POV is not pressed.

**getStickPOVCount** (*stick*)

Returns the number of POVs on a given joystick port.

**Parameters** **stick** (*int*) – The joystick port number

**Return type** `int`

**Returns** The number of POVs on the indicated joystick

**isAutonomous** ()

Gets a value indicating whether the Driver Station requires the robot to be running in autonomous mode.

**Return type** `bool`

**Returns** True if autonomous mode should be enabled, False otherwise.

**isAutonomousEnabled** ()

Equivalent to calling `isAutonomous()` and `isEnabled()` but more efficient.

**Return type** `bool`

**Returns** True if the robot is in autonomous mode and is enabled, False otherwise.

New in version 2019.2.1.

---

**Note:** This function only exists in RobotPy

---

**isBrownedOut ()**

Check if the system is browned out.

Deprecated since version 2018.0.0: Use *RobotController.isBrownedOut ()*

**Return type** bool

**Returns** True if the system is browned out.

**isDSAttached ()**

Is the driver station attached to the robot?

**Return type** bool

**Returns** True if the robot is being controlled by a driver station.

**isDisabled ()**

Gets a value indicating whether the Driver Station requires the robot to be disabled.

**Return type** bool

**Returns** True if the robot should be disabled, False otherwise.

**isEnabled ()**

Gets a value indicating whether the Driver Station requires the robot to be enabled.

**Return type** bool

**Returns** True if the robot is enabled, False otherwise.

**isFMSAttached ()**

Gets if the driver station attached to a Field Management System.

**Return type** bool

**Returns** True if the robot is competing on a field being controlled by a Field Management System

**isNewControlData ()**

Gets if a new control packet from the driver station arrived since the last time this function was called.

**Return type** bool

**Returns** True if the control data has been updated since the last call.

**isOperatorControl ()**

Gets a value indicating whether the Driver Station requires the robot to be running in operator-controlled mode.

**Return type** bool

**Returns** True if operator-controlled mode should be enabled, False otherwise.

**isOperatorControlEnabled ()**

Equivalent to calling *isOperatorControl ()* and *isEnabled ()* but more efficient.

**Return type** bool

**Returns** True if the robot is in operator-controlled mode and is enabled, False otherwise.

New in version 2019.2.1.

---

**Note:** This function only exists in RobotPy

---

**isSysActive()**

Gets a value indicating whether the FPGA outputs are enabled. The outputs may be disabled if the robot is disabled or e-stopped, the watchdog has expired, or if the roboRIO browns out.

Deprecated since version 2018.0.0: Use `RobotController.isSysActive()`

**Return type** `bool`

**Returns** True if the FPGA outputs are enabled.

**isTest()**

Gets a value indicating whether the Driver Station requires the robot to be running in test mode.

**Return type** `bool`

**Returns** True if test mode should be enabled, False otherwise.

**kJoystickPorts = 6**

The number of joystick ports

**release()**

Kill the thread.

**Return type** `None`

**static reportError(error, printTrace)**

Report error to Driver Station, and also prints error to `sys.stderr`. Optionally appends stack trace to error message.

**Parameters** **printTrace** (`bool`) – If True, append stack trace to error string

**Return type** `None`

**static reportWarning(error, printTrace)**

Report warning to Driver Station, and also prints error to `sys.stderr`. Optionally appends stack trace to error message.

**Parameters** **printTrace** (`bool`) – If True, append stack trace to warning string

**Return type** `None`

**waitForData(timeout=None)**

Wait for new data or for timeout, which ever comes first.

If timeout is None, wait for new data only.

**Parameters** **timeout** (`Optional[float]`) – The maximum time in seconds to wait.

**Return type** `bool`

**Returns** True if there is new data, otherwise False

## 1.1.25 Encoder

### **class** `wplib.Encoder(*args, **kwargs)`

Bases: `wplib.SendableBase`

Class to read quadrature encoders.

Quadrature encoders are devices that count shaft rotation and can sense direction. The output of the Encoder class is an integer that can count either up or down, and can go negative for reverse direction counting. When creating Encoders, a direction can be supplied that inverts the sense of the output to make code more readable if the encoder is mounted such that forward movement generates negative values. Quadrature encoders have two digital outputs, an A Channel and a B Channel, that are out of phase with each other for direction sensing.

All encoders will immediately start counting - `reset()` them if you need them to be zeroed before use.

Instance variables:

- `aSource`: The A phase of the quad encoder
- `bSource`: The B phase of the quad encoder
- `indexSource`: The index source (available on some encoders)

Encoder constructor. Construct a `Encoder` given a and b channels and optionally an index channel.

The encoder will start counting immediately.

The a, b, and optional index channel arguments may be either channel numbers or `DigitalSource` sources. There may also be a boolean `reverseDirection`, and an `encodingType` according to the following list.

- `aSource`, `bSource`
- `aSource`, `bSource`, `reverseDirection`
- `aSource`, `bSource`, `reverseDirection`, `encodingType`
- `aSource`, `bSource`, `indexSource`, `reverseDirection`
- `aSource`, `bSource`, `indexSource`
- `aChannel`, `bChannel`
- `aChannel`, `bChannel`, `reverseDirection`
- `aChannel`, `bChannel`, `reverseDirection`, `encodingType`
- `aChannel`, `bChannel`, `indexChannel`, `reverseDirection`
- `aChannel`, `bChannel`, `indexChannel`

For positional arguments, if the passed object has a `getPortHandleForRouting` function, it is assumed to be a `DigitalSource`.

Alternatively, sources and/or channels may be passed as keyword arguments. The behavior of specifying both a source and a number for the same channel is undefined, as is passing both a positional and a keyword argument for the same channel.

In addition, keyword parameters may be provided for `reverseDirection` and `inputType`.

### Parameters

- **`aSource`** (`DigitalSource`) – The source that should be used for the a channel.
- **`bSource`** (`DigitalSource`) – The source that should be used for the b channel.
- **`indexSource`** (`DigitalSource`) – The source that should be used for the index channel.
- **`aChannel`** (`int`) – The digital input index that should be used for the a channel.
- **`bChannel`** (`int`) – The digital input index that should be used for the b channel.
- **`indexChannel`** (`int`) – The digital input index that should be used for the index channel.
- **`reverseDirection`** (`bool`) – Represents the orientation of the encoder and inverts the output values if necessary so forward represents positive values. Defaults to `False` if unspecified.
- **`encodingType`** (`Encoder.EncodingType`) – Either `k1X`, `k2X`, or `k4X` to indicate 1X, 2X or 4X decoding. If `4X` is selected, then an encoder FPGA object is used and the returned counts will be 4x the encoder spec'd value since all rising and falling edges are

counted. If 1X or 2X are selected then a counter object will be used and the returned value will either exactly match the spec'd count or be double (2x) the spec'd count. Defaults to k4X if unspecified.

**class EncodingType**

Bases: `enum.IntEnum`

The number of edges for the counterbase to increment or decrement on

**k1X = 0**

**k2X = 1**

**k4X = 2**

**class IndexingType**

Bases: `enum.IntEnum`

An enumeration.

**kResetOnFallingEdge = 2**

**kResetOnRisingEdge = 3**

**kResetWhileHigh = 0**

**kResetWhileLow = 1**

**class PIDSourceType**

Bases: `enum.IntEnum`

A description for the type of output value to provide to a *PIDController*

**kDisplacement = 0**

**kRate = 1**

**close()**

Free the resources used by this object.

**Return type** `None`

**get()**

Gets the current count. Returns the current count on the Encoder. This method compensates for the decoding type.

**Return type** `int`

**Returns** Current count from the Encoder adjusted for the 1x, 2x, or 4x scale factor.

**getDirection()**

The last direction the encoder value changed.

**Return type** `bool`

**Returns** The last direction the encoder value changed.

**getDistance()**

Get the distance the robot has driven since the last reset.

**Return type** `float`

**Returns** The distance driven since the last reset as scaled by the value from *setDistancePerPulse()*.

**getDistancePerPulse()**

Get the distance per pulse for this encoder.

**Return type** float

**Returns** The scale factor that will be used to convert pulses to useful units.

**getEncodingScale()**

**Return type** int

**Returns** The encoding scale factor 1x, 2x, or 4x, per the requested encodingType. Used to divide raw edge counts down to spec'd counts.

**getFPGAIndex()**

Get the FPGA Index of the encoder

**Return type** int

**Returns** The Encoder's FPGA index

**getPIDSourceType()**

**Return type** *PIDSourceType*

**getPeriod()**

Returns the period of the most recent pulse. Returns the period of the most recent Encoder pulse in seconds. This method compensates for the decoding type.

Deprecated since version Use: *getRate()* in favor of this method. This returns unscaled periods and *getRate()* scales using value from *getDistancePerPulse()*.

**Return type** float

**Returns** Period in seconds of the most recent pulse.

**getRate()**

Get the current rate of the encoder. Units are distance per second as scaled by the value from *setDistancePerPulse()*.

**Return type** float

**Returns** The current rate of the encoder.

**getRaw()**

Gets the raw value from the encoder. The raw value is the actual count unscaled by the 1x, 2x, or 4x scale factor.

**Return type** int

**Returns** Current raw count from the encoder

**getSamplesToAverage()**

Get the Samples to Average which specifies the number of samples of the timer to average when calculating the period. Perform averaging to account for mechanical imperfections or as oversampling to increase resolution.

**Return type** int

**Returns** The number of samples being averaged (from 1 to 127)

**getStopped()**

Determine if the encoder is stopped. Using the MaxPeriod value, a boolean is returned that is True if the encoder is considered stopped and False if it is still moving. A stopped encoder is one where the most recent pulse width exceeds the MaxPeriod.

**Return type** bool

**Returns** True if the encoder is considered stopped.

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**pidGet** ()

Implement the PIDSource interface.

**Return type** float

**Returns** The current value of the selected source parameter.

**reset** ()

Reset the Encoder distance to zero. Resets the current count to zero on the encoder.

**Return type** None

**setDistancePerPulse** (*distancePerPulse*)

Set the distance per pulse for this encoder. This sets the multiplier used to determine the distance driven based on the count value from the encoder. Do not include the decoding type in this scale. The library already compensates for the decoding type. Set this value based on the encoder's rated Pulses per Revolution and factor in gearing reductions following the encoder shaft. This distance can be in any units you like, linear or angular.

**Parameters** **distancePerPulse** (float) – The scale factor that will be used to convert pulses to useful units.

**Return type** None

**setIndexSource** (*source, indexing\_type=<IndexingType.kResetOnRisingEdge: 3>*)

Set the index source for the encoder. When this source rises, the encoder count automatically resets.

**Parameters**

- **source** (Union[int, *DigitalInput*]) – Either an initialized DigitalSource or a DIO channel number
- **indexing\_type** (*IndexingType*) – The state that will cause the encoder to reset

**Return type** None

**setMaxPeriod** (*maxPeriod*)

Sets the maximum period for stopped detection. Sets the value that represents the maximum period of the Encoder before it will assume that the attached device is stopped. This timeout allows users to determine if the wheels or other shaft has stopped rotating. This method compensates for the decoding type.

**Parameters** **maxPeriod** (float) – The maximum time between rising and falling edges before the FPGA will report the device stopped. This is expressed in seconds.

**Return type** None

**setMinRate** (*minRate*)

Set the minimum rate of the device before the hardware reports it stopped.

**Parameters** **minRate** (float) – The minimum rate. The units are in distance per second as scaled by the value from *setDistancePerPulse* ().

**Return type** None

**setPIDSourceType** (*pidSource*)

Set which parameter of the encoder you are using as a process control variable. The encoder class supports the rate and distance parameters.

**Parameters** `pidSource` (*PIDSourceType*) – An enum to select the parameter.

**Return type** None

**setReverseDirection** (*reverseDirection*)

Set the direction sensing for this encoder. This sets the direction sensing on the encoder so that it could count in the correct software direction regardless of the mounting.

**Parameters** `reverseDirection` (bool) – True if the encoder direction should be reversed

**Return type** None

**setSamplesToAverage** (*samplesToAverage*)

Set the Samples to Average which specifies the number of samples of the timer to average when calculating the period. Perform averaging to account for mechanical imperfections or as oversampling to increase resolution.

TODO: Should this raise an exception, so that the user has to deal with giving an incorrect value?

**Parameters** `samplesToAverage` (int) – The number of samples to average from 1 to 127.

**Return type** None

## 1.1.26 Filter

**class** `wpiilib.Filter` (*source*)

Bases: `object`

Superclass for filters

Constructor.

**Parameters** `source` (*PIDSource*) –

**get** ()

Returns the current filter estimate without also inserting new data as `pidGet()` would do.

**Return type** float

**Returns** The current filter estimate

**getPIDSourceType** ()

**Return type** *PIDSourceType*

**pidGet** ()

**Return type** float

**pidGetSource** ()

Calls `PIDGet()` of source

**Return type** float

**Returns** Current value of source

**reset** ()

Reset the filter state

**Return type** None

**setPIDSourceType** (*pidSourceType*)

**Return type** None



### 1.1.27 GearTooth

**class** `wpiplib.GearTooth` (*channel*, *directionSensitive=False*)

Bases: `wpiplib.Counter`

Interface to the gear tooth sensor supplied by FIRST

Currently there is no reverse sensing on the gear tooth sensor, but in future versions we might implement the necessary timing in the FPGA to sense direction.

Construct a GearTooth sensor.

#### Parameters

- **channel** (`int`) – The DIO channel index or DigitalSource that the sensor is connected to.
- **directionSensitive** (`bool`) – True to enable the pulse length decoding in hardware to specify count direction. Defaults to False.

**enableDirectionSensing** (*directionSensitive*)

**Return type** `None`

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (`SendableBuilder`) – sendable builder

**Return type** `None`

**kGearToothThreshold** = `5.5e-05`

### 1.1.28 GyroBase

**class** `wpiplib.GyroBase`

Bases: `wpiplib.SendableBase`

GyroBase is the common base class for Gyro implementations such as `AnalogGyro`.

**class** `PIDSourceType`

Bases: `enum.IntEnum`

A description for the type of output value to provide to a `PIDController`

**kDisplacement** = `0`

**kRate** = `1`

**calibrate** ()

**Return type** `None`

**getAngle** ()

**Return type** `float`

**getPIDSourceType** ()

**Return type** `PIDSourceType`

**getRate** ()

**Return type** `float`

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** `builder` (*SendableBuilder*) – sendable builder

**Return type** `None`

**pidGet** ()

Get the output of the gyro for use with PIDControllers. May be the angle or rate depending on the set *PIDSourceType*

**Return type** `float`

**Returns** the current angle according to the gyro

**reset** ()

**Return type** `None`

**setPIDSourceType** (*pidSource*)

Set which parameter of the gyro you are using as a process control variable. The Gyro class supports the rate and angle parameters.

**Parameters** `pidSource` (*PIDSourceType*) – An enum to select the parameter.

**Return type** `None`

## 1.1.29 I2C

**class** `wpiplib.I2C` (*port, deviceAddress, simPort=None*)

Bases: `object`

I2C bus interface class.

This class is intended to be used by sensor (and other I2C device) drivers. It probably should not be used directly.

Example usage:

```
i2c = wpiplib.I2C(wpiplib.I2C.Port.kOnboard, 4)

# Write bytes 'text', and receive 4 bytes in data
data = i2c.transaction(b'text', 4)
```

Constructor.

### Parameters

- **port** (*Port*) – The I2C port the device is connected to.
- **deviceAddress** (*int*) – The address of the device on the I2C bus.
- **simPort** – This must be an object that implements all of the `i2c*` functions from `hal_impl` that you use. See `test_i2c.py` for an example.

**class** `Port`

Bases: `enum.IntEnum`

An enumeration.

**kMXP** = 1

**kOnboard** = 0

**addressOnly** ()

Attempt to address a device on the I2C bus.

This allows you to figure out if there is a device on the I2C bus that responds to the address specified in the constructor.

**Return type** `bool`

**Returns** Transfer Aborted... False for success, True for aborted.

**close()**

**Return type** `None`

**free()**

Deprecated since version 2019.0.0: Use close instead

**Return type** `None`

**read(*registerAddress*, *count*)**

Execute a read transaction with the device.

Read bytes from a device. Most I2C devices will auto-increment the register pointer internally allowing you to read consecutive registers on a device in a single transaction.

**Parameters**

- **registerAddress** (`int`) – The register to read first in the transaction.
- **count** (`int`) – The number of bytes to read in the transaction.

**Return type** `bytearray`

**Returns** The data read from the device.

**readOnly(*count*)**

Execute a read only transaction with the device.

Read bytes from a device. This method does not write any data to prompt the device.

**Parameters** **count** (`int`) – The number of bytes to read in the transaction.

**Return type** `bytes`

**Returns** The data read from the device.

**transaction(*dataToSend*, *receiveSize*)**

Generic transaction.

This is a lower-level interface to the I2C hardware giving you more control over each transaction. If you intend to write multiple bytes in the same transaction and do not plan to receive anything back, use `writeBulk()` instead. Calling this with a `receiveSize` of 0 will result in an error.

**Parameters**

- **dataToSend** (`Union[bytes, List[int]]`) – Buffer of data to send as part of the transaction.
- **receiveSize** (`int`) – Number of bytes to read from the device.

**Return type** `bytes`

**Returns** Data received from the device.

**verifySensor(*registerAddress*, *expected*)**

Verify that a device's registers contain expected values.

Most devices will have a set of registers that contain a known value that can be used to identify them. This allows an I2C device driver to easily verify that the device contains the expected value.

The device must support and be configured to use register auto-increment.

**Parameters**

- **registerAddress** (*int*) – The base register to start reading from the device.
- **expected** (*bytes*) – The values expected from the device.

**Return type** `bool`

**Returns** True if the sensor was verified to be connected

**write** (*registerAddress, data*)

Execute a write transaction with the device.

Write a single byte to a register on a device and wait until the transaction is complete.

**Parameters**

- **registerAddress** (*int*) – The address of the register on the device to be written.
- **data** (*int*) – The byte to write to the register on the device.

**Return type** `bool`

**Returns** Transfer Aborted... False for success, True for aborted.

**writeBulk** (*data*)

Execute a write transaction with the device.

Write multiple bytes to a register on a device and wait until the transaction is complete.

**Parameters** **data** (*bytes*) – The data to write to the device.

**Return type** `bool`

**Returns** Transfer Aborted... False for success, True for aborted.

Usage:

```
# send byte string
failed = i2c.writeBulk(b'stuff')

# send list of integers
failed = i2c.write([0x01, 0x02])
```

### 1.1.30 InterruptableSensorBase

**class** `wpiplib.InterruptableSensorBase`

Bases: `wpiplib.SendableBase`

Base for sensors to be used with interrupts

Create a new `InterruptableSensorBase`

**class** `WaitResult`

Bases: `enum.IntEnum`

An enumeration.

**kBoth** = 257

**kFallingEdge** = 256

**kRisingEdge** = 1

**kTimeout** = 0

**allocateInterrupts** (*watcher*)

Allocate the interrupt

**Parameters** `watcher` (`bool`) – True if the interrupt should be in synchronous mode where the user program will have to explicitly wait for the interrupt to occur.

**Return type** `None`

**cancelInterrupts** ()

Cancel interrupts on this device. This deallocates all the chipobject structures and disables any interrupts.

**Return type** `None`

**close** ()

Free the resources used by this object.

**Return type** `None`

**disableInterrupts** ()

Disable Interrupts without without deallocating structures.

**Return type** `None`

**enableInterrupts** ()

Enable interrupts to occur on this input. Interrupts are disabled when the RequestInterrupt call is made. This gives time to do the setup of the other options before starting to field interrupts.

**Return type** `None`

**getAnalogTriggerTypeForRouting** ()

**Return type** `int`

**getPortHandleForRouting** ()

**Return type** `int`

**readFallingTimestamp** ()

Return the timestamp for the falling interrupt that occurred most recently. This is in the same time domain as `getClock()`. The falling-edge interrupt should be enabled with `setUpSourceEdge`.

**Return type** `float`

**Returns** Timestamp in seconds since boot.

**readRisingTimestamp** ()

Return the timestamp for the rising interrupt that occurred most recently. This is in the same time domain as `getClock()`. The rising-edge interrupt should be enabled with `setUpSourceEdge`.

**Return type** `float`

**Returns** Timestamp in seconds since boot.

**requestInterrupts** (*handler=None*)

Request one of the 8 interrupts asynchronously on this digital input.

**Parameters** `handler` (`Optional[Callable[[int], None]]`) – (optional) The function that will be called whenever there is an interrupt on this device. Request interrupts in synchronous mode where the user program interrupt handler will be called when an interrupt occurs. The default is interrupt on rising edges only. If not specified, the user program will have to explicitly wait for the interrupt to occur using `waitForInterrupt`.

**Return type** `None`

**setUpSourceEdge** (*risingEdge, fallingEdge*)

Set which edge to trigger interrupts on

**Parameters**

- **risingEdge** (bool) – True to interrupt on rising edge
- **fallingEdge** (bool) – True to interrupt on falling edge

**Return type** None

**waitForInterrupt** (*timeout, ignorePrevious=True*)

In synchronous mode, wait for the defined interrupt to occur. You should **NOT** attempt to read the sensor from another thread while waiting for an interrupt. This is not threadsafe, and can cause memory corruption

**Parameters**

- **timeout** (float) – Timeout in seconds
- **ignorePrevious** (bool) – If True (default), ignore interrupts that happened before `waitForInterrupt` was called.

**Return type** int

### 1.1.31 IterativeRobot

**class** `wplib.IterativeRobot`

Bases: `wplib.IterativeRobotBase`

`IterativeRobot` implements the `IterativeRobotBase` robot program framework.

The `IterativeRobot` class is intended to be subclassed by a user creating a robot program.

`periodic()` functions from the base class are called each time a new packet is received from the driver station.

Deprecated since version 2019.0.0: Use `TimedRobot` instead. It's a drop-in replacement that provides more regular execution periods.

Constructor for `IterativeRobot`.

The constructor initializes the instance variables for the robot to indicate the status of initialization for disabled, autonomous, and teleop code.

**Warning:** If you override `__init__` in your robot class, you must call the base class constructor. This must be used to ensure that the communications code starts.

**kPacketPeriod** = 0.02

**logger** = <Logger robot (WARNING)>

A python logging object that you can use to send messages to the log. It is recommended to use this instead of print statements.

**startCompetition** ()

Provide an alternate “main loop” via `startCompetition()`.

**Return type** None

### 1.1.32 IterativeRobotBase

**class** `wplib.IterativeRobotBase` (*period*)

Bases: `wplib.RobotBase`

`IterativeRobotBase` implements a specific type of robot program framework, extending the `RobotBase` class.

The `IterativeRobotBase` class does not implement `startCompetition()`, so it should not be used by teams directly.

This class provides the following functions which are called by the main loop, `startCompetition()`, at the appropriate times:

`robotInit()` – provide for initialization at robot power-on

`init()` functions – each of the following functions is called once when the appropriate mode is entered:

- `disabledInit()` – called each and every time disabled is entered from another mode
- `autonomousInit()` – called each and every time autonomous is entered from another mode
- `teleopInit()` – called each and every time teleop is entered from another mode
- `testInit()` – called each and every time test is entered from another mode

`periodic()` functions – each of these functions is called on an interval:

- `robotPeriodic()`
- `disabledPeriodic()`
- `autonomousPeriodic()`
- `teleopPeriodic()`
- `testPeriodic()`

Constructor for `IterativeRobotBase`.

**Parameters** `period` (`float`) – Period in seconds

**class Mode**

Bases: `enum.IntEnum`

An enumeration.

**kAutonomous** = 2

**kDisabled** = 1

**kNone** = 0

**kTeleop** = 3

**kTest** = 4

**autonomousInit** ()

Initialization code for autonomous mode should go here.

Users should override this method for initialization code which will be called each time the robot enters autonomous mode.

**Return type** `None`

**autonomousPeriodic** ()

Periodic code for autonomous mode should go here.

**Return type** `None`

**disabledInit** ()

Initialization code for disabled mode should go here.

Users should override this method for initialization code which will be called each time the robot enters disabled mode.

**Return type** `None`

**disabledPeriodic** ()

Periodic code for disabled mode should go here.

**Return type** None

**logger = <Logger robot (WARNING)>**

A python logging object that you can use to send messages to the log. It is recommended to use this instead of print statements.

**loopFunc ()**

Call the appropriate function depending upon the current robot mode

**Return type** None

**printLoopOverrunMessage ()**

**Return type** None

**robotInit ()**

Robot-wide initialization code should go here.

Users should override this method for default Robot-wide initialization which will be called when the robot is first powered on. It will be called exactly 1 time.

---

**Note:** It is simpler to override this function instead of defining a constructor for your robot class

---

**Return type** None

**robotPeriodic ()**

Periodic code for all robot modes should go here.

**Return type** None

**teleopInit ()**

Initialization code for teleop mode should go here.

Users should override this method for initialization code which will be called each time the robot enters teleop mode.

**Return type** None

**teleopPeriodic ()**

Periodic code for teleop mode should go here.

**Return type** None

**testInit ()**

Initialization code for test mode should go here.

Users should override this method for initialization code which will be called each time the robot enters test mode.

**Return type** None

**testPeriodic ()**

Periodic code for test mode should go here.

**Return type** None

### 1.1.33 Jaguar

**class** `wpilib.Jaguar` (*channel*)

Bases: `wpilib.PWMSpeedController`



Texas Instruments / Vex Robotics Jaguar Speed Controller as a PWM device.

Constructor.

**Parameters** `channel` (`int`) – The PWM channel that the Jaguar is attached to. 0-9 are on-board, 10-19 are on the MXP port

### 1.1.34 Joystick

**class** `wpiplib.Joystick` (`port`)

Bases: `wpiplib.interfaces.GenericHID`

Handle input from standard Joysticks connected to the Driver Station.

This class handles standard input that comes from the Driver Station. Each time a value is requested the most recent value is returned. There is a single class instance for each joystick and the mapping of ports to hardware buttons depends on the code in the Driver Station.

Construct an instance of a joystick.

The joystick index is the USB port on the Driver Station.

This constructor is intended for use by subclasses to configure the number of constants for axes and buttons.

**Parameters** `port` (`int`) – The port on the Driver Station that the joystick is plugged into.

**class** `Axis`

Bases: `enum.IntEnum`

Represents an analog axis on a joystick

`kNumAxes = 5`

`kThrottle = 4`

`kTwist = 3`

`kX = 0`

`kY = 1`

`kZ = 2`

**class** `AxisType`

Bases: `enum.IntEnum`

Represents an analog axis on a joystick.

`kThrottle = 4`

`kTwist = 3`

`kX = 0`

`kY = 1`

`kZ = 2`

**Button**

alias of `Joystick.ButtonType`

**class** `ButtonType`

Bases: `enum.IntEnum`

Represents a digital button on the Joystick

`kTop = 2`

**kTrigger = 1**

**getAxis** (*axis*)

For the current joystick, return the axis determined by the argument.

This is for cases where the joystick axis is returned programmatically, otherwise one of the previous functions would be preferable (for example *getX()*).

**Parameters** **axis** – The axis to read.

**Return type** float

**Returns** The value of the axis.

**..deprecated: 2018.0.0** Use the more specific axis getter functions.

**getAxisChannel** (*axis*)

Get the channel currently associated with the specified axis.

**Parameters** **axis** (int) – The axis to look up the channel for.

**Return type** int

**Returns** The channel for the axis.

**..deprecated:: 2018.0.0** Use the more specific axis channel getter functions

**getButton** (*button*)

Get buttons based on an enumerated type.

The button type will be looked up in the list of buttons and then read.

**Parameters** **button** (*ButtonType*) – The type of button to read.

**Return type** bool

**Returns** The state of the button.

**..deprecated: 2018.0.0** Use Button enum values instead of ButtonType

**getDirectionDegrees** ()

Get the direction of the vector formed by the joystick and its origin in degrees.

**Return type** float

**Returns** The direction of the vector in degrees

**getDirectionRadians** ()

Get the direction of the vector formed by the joystick and its origin in radians.

**Return type** float

**Returns** The direction of the vector in radians

**getMagnitude** ()

Get the magnitude of the direction vector formed by the joystick's current position relative to its origin.

**Return type** float

**Returns** The magnitude of the direction vector

**getThrottle** ()

Get the throttle value of the current joystick.

This depends on the mapping of the joystick connected to the current port.

**Return type** float

**Returns** The Throttle value of the joystick.

**getThrottleChannel ()**

Get the channel currently associated with the Throttle axis

**Return type** int

**Returns** The channel for the axis

**getTop ()**

Read the state of the top button on the joystick.

Look up which button has been assigned to the top and read its state.

**Return type** bool

**Returns** The state of the top button.

**getTopPressed ()**

Whether the trigger was pressed since the last check

**Return type** bool

**Returns** Whether the button was pressed since the last check

**getTopReleased ()**

Whether the trigger was released since the last check.

**Return type** bool

**Returns** Whether the button was released since the last check.

**getTrigger ()**

Read the state of the trigger on the joystick.

Look up which button has been assigned to the trigger and read its state.

**Return type** bool

**Returns** The state of the trigger.

**getTriggerPressed ()**

Whether the trigger was pressed since the last check

**Return type** bool

**Returns** Whether the button was pressed since the last check

**getTriggerReleased ()**

Whether the trigger was released since the last check.

**Return type** bool

**Returns** Whether the button was released since the last check.

**getTwist ()**

Get the twist value of the current joystick.

This depends on the mapping of the joystick connected to the current port.

**Return type** float

**Returns** The Twist value of the joystick.

**getTwistChannel ()**

Get the channel currently associated with the Twist axis

**Return type** `int`

**Returns** The channel for the axis

**getX** (*hand=None*)

Get the X value of the joystick.

This depends on the mapping of the joystick connected to the current port.

**Parameters** **hand** – Unused

**Return type** `float`

**Returns** The X value of the joystick.

**getXChannel** ()

Get the channel currently associated with the X axis

**Return type** `int`

**Returns** The channel for the axis

**getY** (*hand=None*)

Get the Y value of the joystick.

This depends on the mapping of the joystick connected to the current port.

**Parameters** **hand** – Unused

**Return type** `float`

**Returns** The Y value of the joystick.

**getYChannel** ()

Get the channel currently associated with the Y axis

**Return type** `int`

**Returns** The channel for the axis

**getZ** (*hand=None*)

Get the Z position of the HID

**Parameters** **hand** – Unused

**Return type** `float`

**Returns** the Z position

**getZChannel** ()

Get the channel currently associated with the Z axis

**Return type** `int`

**Returns** The channel for the axis

**kDefaultThrottleAxis** = 3

**kDefaultThrottleChannel** = 3

**kDefaultTopButton** = 2

**kDefaultTriggerButton** = 1

**kDefaultTwistAxis** = 2

**kDefaultTwistChannel** = 2

**kDefaultXAxis** = 0

```
kDefaultXChannel = 0
```

```
kDefaultYAxis = 1
```

```
kDefaultYChannel = 1
```

```
kDefaultZAxis = 2
```

```
kDefaultZChannel = 2
```

```
setAxisChannel (axis, channel)
```

Set the channel associated with a specified axis.

**Parameters**

- **axis** – The axis to set the channel for.
- **channel** – The channel to set the axis to.

Deprecated since version 2018.0.0: Use the more specific axis channel setter functions

**Return type** None

```
setThrottleChannel (channel)
```

Set the channel associated with the Throttle axis.

**Parameters** **channel** (*int*) – The channel to set the axis to.

**Return type** None

```
setTwistChannel (channel)
```

Set the channel associated with the Twist axis.

**Parameters** **channel** (*int*) – The channel to set the axis to.

**Return type** None

```
setXChannel (channel)
```

Set the channel associated with the X axis.

**Parameters** **channel** (*int*) – The channel to set the axis to.

**Return type** None

```
setYChannel (channel)
```

Set the channel associated with the Y axis.

**Parameters** **channel** (*int*) – The channel to set the axis to.

**Return type** None

```
setZChannel (channel)
```

Set the channel associated with the Z axis.

**Parameters** **channel** (*int*) – The channel to set the axis to.

**Return type** None

### 1.1.35 LinearDigitalFilter

```
class wpilib.LinearDigitalFilter (source, ffGains, fbGains)
```

Bases: *wpilib.Filter*

This class implements a linear, digital filter. All types of FIR and IIR filters are supported. Static factory methods are provided to create commonly used types of filters.

Filters are of the form:

$$y[n] = (b_0 * x[n] + b_1 * x[n-1] + \dots + b_P * x[n-P]) - (a_0 * y[n-1] + a_1 * y[n-2] + \dots + a_Q * y[n-Q])$$

Where:

- $y[n]$  is the output at time “n”
- $x[n]$  is the input at time “n”
- $y[n-1]$  is the output from the LAST time step (“n-1”)
- $x[n-1]$  is the input from the LAST time step (“n-1”)
- $b_0 \dots b_P$  are the “feedforward” (FIR) gains
- $a_0 \dots a_Q$  are the “feedback” (IIR) gains

---

**Note:** IMPORTANT! Note the “-” sign in front of the feedback term! This is a common convention in signal processing.

---

What can linear filters do? Basically, they can filter, or diminish, the effects of undesirable input frequencies. High frequencies, or rapid changes, can be indicative of sensor noise or be otherwise undesirable. A “low pass” filter smoothes out the signal, reducing the impact of these high frequency components. Likewise, a “high pass” filter gets rid of slow-moving signal components, letting you detect large changes more easily.

Example FRC applications of filters:

- Getting rid of noise from an analog sensor input (note: the roboRIO’s FPGA can do this faster in hardware)
- Smoothing out joystick input to prevent the wheels from slipping or the robot from tipping
- Smoothing motor commands so that unnecessary strain isn’t put on electrical or mechanical components
- If you use clever gains, you can make a PID controller out of this class!

For more on filters, I highly recommend the following articles:

- [http://en.wikipedia.org/wiki/Linear\\_filter](http://en.wikipedia.org/wiki/Linear_filter)
- [http://en.wikipedia.org/wiki/Iir\\_filter](http://en.wikipedia.org/wiki/Iir_filter)
- [http://en.wikipedia.org/wiki/Fir\\_filter](http://en.wikipedia.org/wiki/Fir_filter)

---

**Note:** `pidGet()` should be called by the user on a known, regular period. You can set up a Notifier to do this (look at the `PIDController` class), or do it “inline” with code in a periodic function.

---

---

**Note:** For ALL filters, gains are necessarily a function of frequency. If you make a filter that works well for you at, say, 100Hz, you will most definitely need to adjust the gains if you then want to run it at 200Hz! Combining this with Note 1 - the impetus is on YOU as a developer to make sure `pidGet()` gets called at the desired, constant frequency!

---

There are static methods you can use to build common filters:

- `highPass()`
- `movingAverage()`
- `singlePoleIIR()`

Constructor. Create a linear FIR or IIR filter

#### Parameters

- **source** (*PIDSource*) – The *PIDSource* object that is used to get values
- **ffGains** (*Sequence[float]*) – The “feed forward” or FIR gains
- **fbGains** (*Sequence[float]*) – The “feed back” or IIR gains

**get ()**

Returns the current filter estimate without also inserting new data as *pidGet ()* would do.

**Return type** *float*

**Returns** The current filter estimate

**static highPass** (*source, timeConstant, period*)

Creates a first-order high-pass filter of the form:

$$y[n] = \text{gain} * x[n] + (-\text{gain}) * x[n-1] + \text{gain} * y[n-1]$$

where  $\text{gain} = e^{(-dt / T)}$ ,  $T$  is the time constant in seconds

This filter is stable for time constants greater than zero

#### Parameters

- **source** (*PIDSource*) – The *PIDSource* object that is used to get values
- **timeConstant** (*float*) – The discrete-time time constant in seconds
- **period** (*float*) – The period in seconds between samples taken by the user

**Return type** *LinearDigitalFilter*

**Returns** *LinearDigitalFilter*

**instances = 0**

**static movingAverage** (*source, taps*)

Creates a K-tap FIR moving average filter of the form:

$$y[n] = 1/k * (x[k] + x[k-1] + \dots + x[0])$$

This filter is always stable.

#### Parameters

- **source** (*PIDSource*) – The *PIDSource* object that is used to get values
- **taps** (*int*) – The number of samples to average over. Higher = smoother but slower

**Raises** *ValueError* if number of taps is less than 1

**Return type** *LinearDigitalFilter*

**Returns** *LinearDigitalFilter*

**pidGet ()**

Calculates the next value of the filter

**Return type** *float*

**Returns** The filtered value at this step

**reset ()**

Reset the filter state

**Return type** None

**static singlePoleIIR** (*source*, *timeConstant*, *period*)

Creates a one-pole IIR low-pass filter of the form:

$$y[n] = (1-\text{gain}) * x[n] + \text{gain} * y[n-1]$$

Where  $\text{gain} = e^{-(dt / T)}$ ,  $T$  is the time constant in seconds

This filter is stable for time constants greater than zero

**Parameters**

- **source** (*PIDSource*) – The PIDSource object that is used to get values
- **timeConstant** (*float*) – The discrete-time time constant in seconds
- **period** (*float*) – The period in seconds between samples taken by the user

**Return type** *LinearDigitalFilter*

**Returns** *LinearDigitalFilter*

### 1.1.36 LiveWindow

**class** `wplib.LiveWindow`

Bases: `object`

The public interface for putting sensors and actuators on the LiveWindow.

**classmethod** `add` (*sendable*)

Add a component to the LiveWindow.

**Parameters** `sendable` (*Sendable*) – component to add

**Return type** None

**classmethod** `addActuator` (*subsystem*, *name*, *component*)

Add an Actuator associated with the subsystem and with call it by the given name.

**Parameters**

- **subsystem** (*str*) – The subsystem this component is part of.
- **name** (*str*) – The name of this component.
- **component** (*Sendable*) – A LiveWindowSendable component that represents a actuator.

Deprecated since version 2018.0.0: Use `Sendable.setName()` instead.

**Return type** None

**classmethod** `addActuatorChannel` (*moduleType*, *channel*, *component*)

Add Actuator to LiveWindow. The components are shown with the module type, slot and channel like this: `Servo[0,2]` for a servo object connected to the first digital module and PWM port 2.

**Parameters**

- **moduleType** (*str*) – A string that defines the module name in the label for the value
- **channel** (*int*) – The channel number the device is plugged into (usually PWM)
- **component** (*Sendable*) – The reference to the object being added

Deprecated since version 2018.0.0: Use `SendableBase.setName()` instead.



**Return type** None

**classmethod** `addActuatorModuleChannel` (*moduleType*, *moduleNumber*, *channel*, *component*)

Add Actuator to LiveWindow. The components are shown with the module type, slot and channel like this: Servo[0,2] for a servo object connected to the first digital module and PWM port 2.

**Parameters**

- **moduleType** (`str`) – A string that defines the module name in the label for the value
- **moduleNumber** (`int`) – The number of the particular module type
- **channel** (`int`) – The channel number the device is plugged into (usually PWM)
- **component** (`Sendable`) – The reference to the object being added

Deprecated since version 2018.0.0: Use `SendableBase.setName()` instead.

**Return type** None

**classmethod** `addChild` (*parent*, *child*)

Add a child component to a component.

**Parameters**

- **parent** (`Sendable`) – parent component
- **child** (`object`) – child component

**Return type** None

**classmethod** `addSensor` (*subsystem*, *name*, *component*)

Add a Sensor associated with the subsystem and with call it by the given name.

**Parameters**

- **subsystem** (`str`) – The subsystem this component is part of.
- **name** (`Union[str, int]`) – The name of this component.
- **component** (`Sendable`) – A LiveWindowSendable component that represents a sensor.

Deprecated since version 2018.0.0: Use `Sendable.setName()` instead.

**Return type** None

**classmethod** `addSensorChannel` (*moduleType*, *channel*, *component*)

Add Sensor to LiveWindow. The components are shown with the type and channel like this: Gyro[0] for a gyro object connected to the first analog channel.

**Parameters**

- **moduleType** (`str`) – A string indicating the type of the module used in the naming (above)
- **channel** (`int`) – The channel number the device is connected to
- **component** (`Sendable`) – A reference to the object being added

Deprecated since version 2018.0.0: Use `SendableBase.setName()` instead.

**Return type** None

`components = {}`

**classmethod** `disableAllTelemetry` ()

Disable ALL telemetry

**Return type** None

**classmethod** `disableTelemetry (sendable)`

Disable telemetry for a single component.

**Parameters** `sendable (Sendable)` – component

**Return type** None

**classmethod** `enableTelemetry (sendable)`

Enable telemetry for a single component.

**Parameters** `sendable (Sendable)` – component

**Return type** None

**classmethod** `enabledEntry ()`

**Return type** `NetworkTableEntry`

**classmethod** `isEnabled ()`

**Return type** `bool`

`liveWindowEnabled = False`

**classmethod** `liveWindowTable ()`

**Return type** `NetworkTable`

`mutex = <unlocked _thread.RLock object owner=0 count=0>`

**classmethod** `remove (sendable)`

Remove a component from the LiveWindow.

**Parameters** `sendable (Sendable)` – component to remove

**Return type** None

**classmethod** `run ()`

The run method is called repeatedly to keep the values refreshed on the screen in test mode.

Deprecated since version 2018.0.0: No longer required

**Return type** None

**classmethod** `setEnabled (enabled)`

Set the enabled state of LiveWindow. If it's being enabled, turn off the scheduler and remove all the commands from the queue and enable all the components registered for LiveWindow. If it's being disabled, stop all the registered components and reenable the scheduler.

TODO: add code to disable PID loops when enabling LiveWindow. The commands should reenable the PID loops themselves when they get rescheduled. This prevents arms from starting to move around, etc. after a period of adjusting them in LiveWindow mode.

**Return type** None

`startLiveWindow = False`

**classmethod** `statusTable ()`

**Return type** `NetworkTable`

`telemetryEnabled = True`

**classmethod** `updateValues ()`

**Return type** None

### 1.1.37 LiveWindowSendable

**class** `wpiplib.LiveWindowSendable`

Bases: `wpiplib.Sendable`

A special type of object that can be displayed on the live window.

Deprecated since version 2018.0: Use `Sendable` directly instead.

**getName** ()

Gets the name of this Sendable object.

**Return type** `str`

**Returns** Name

**getSubsystem** ()

Gets the subsystem name of this Sendable object.

**Return type** `str`

**Returns** subsystem name

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (`SendableBuilder`) – sendable builder

**Return type** `None`

**setSubsystem** (*subsystem*)

Sets the subsystem name of this Sendable object.

**Parameters** **subsystem** (`Subsystem`) – subsystem name

**Return type** `None`

**startLiveWindowMode** ()

Start having this sendable object automatically respond to value changes reflect the value on the table.

Default implementation will add `self.valueChanged` (if it exists) as a table listener on “Value”.

**Return type** `None`

**stopLiveWindowMode** ()

Stop having this sendable object automatically respond to value changes.

**Return type** `None`

**updateTable** ()

Update the table for this sendable object with the latest values.

**Return type** `None`

### 1.1.38 MotorSafety

**class** `wpiplib.MotorSafety`

Bases: `object`

Provides mechanisms to safely shutdown motors if they aren’t updated often enough.

This base class runs a watchdog timer and calls the subclass’s `stopMotor()` function if the timeout expires.

The subclass should call `feed()` whenever the motor value is updated.

**DEFAULT\_SAFETY\_EXPIRATION = 0.1**

**check()**

Check if this motor has exceeded its timeout. This method is called periodically to determine if this motor has exceeded its timeout value. If it has, the stop method is called, and the motor is shut down until its value is updated again.

**Return type** None

**classmethod checkMotors()**

Check the motors to see if any have timed out. This static method is called periodically to poll all the motors and stop any that have timed out.

**Return type** None

**feed()**

Feed the motor safety object.

Resets the timer on this object that is used to do the timeouts.

**Return type** None

**getDescription()**

**Return type** str

**getExpiration()**

Retrieve the timeout value for the corresponding motor safety object.

**Return type** float

**Returns** the timeout value in seconds.

**isAlive()**

Determine if the motor is still operating or has timed out.

**Return type** bool

**Returns** True if the motor is still operating normally and hasn't timed out.

**isSafetyEnabled()**

Return the state of the motor safety enabled flag.

Return if the motor safety is currently enabled for this device.

**Return type** bool

**Returns** True if motor safety is enforced for this device

**setExpiration(*expirationTime*)**

Set the expiration time for the corresponding motor safety object.

**Parameters** **expirationTime** (float) – The timeout value in seconds.

**Return type** None

**setSafetyEnabled(*enabled*)**

Enable/disable motor safety for this device.

Turn on and off the motor safety option for this PWM object.

**Parameters** **enabled** (bool) – True if motor safety is enforced for this object

**Return type** None

**stopMotor()**

**Return type** None

### 1.1.39 NidecBrushless

**class** `wpiplib.NidecBrushless` (*pwmChannel*, *dioChannel*)

Bases: `wpiplib.SendableBase`, `wpiplib.MotorSafety`, `wpiplib.interfaces.SpeedController`

Nidec Brushless Motor

#### Parameters

- **pwmChannel** (*int*) – The PWM channel that the Nidec Brushless controller is attached to. 0-9 are on-board, 10-19 are on the MXP port
- **dioChannel** (*int*) – The DIO channel that the Nidec Brushless controller is attached to. 0-9 are on-board, 10-25 are on the MXP port

**close** ()

Free the resources used by this object.

**Return type** `None`

**disable** ()

Disable the motor. The `enable()` function must be called to re-enable the motor.

**Return type** `None`

**enable** ()

Re-enable the motor after `disable()` has been called. The `set()` function must be called to set a new motor speed.

**Return type** `None`

**get** ()

Get the recently set value of the PWM.

**Return type** `float`

**Returns** The most recently set value for the PWM between -1.0 and 1.0.

**getChannel** ()

Gets the channel number associated with the object.

**Return type** `int`

**Returns** The channel number.

**getDescription** ()

**Return type** `str`

**getInverted** ()

Common interface for determining if a speed controller is in the inverted state or not.

**Return type** `bool`

**Returns** True if in inverted state

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** `None`

**pidWrite** (*output*)

Write out the PID value as seen in the PIDOutput base object.

**Parameters** `output` (float) – Write out the PWM value as was found in the PIDController

**Return type** None

**set** (*speed*)

Set the PWM value.

The PWM value is set using a range of -1.0 to 1.0, appropriately scaling the value for the FPGA.

**Parameters** `speed` (float) – The speed value between -1.0 and 1.0 to set.

**Return type** None

**setInverted** (*isInverted*)

**Return type** None

**stopMotor** ()

Stop the motor. This is called by the MotorSafetyHelper object when it has a timeout for this PWM and needs to stop it from running. Calling `set ()` will re-enable the motor.

**Return type** None

### 1.1.40 Notifier

**class** `wpilib.Notifier` (*run*)

Bases: `object`

Create a Notifier for timer event notification.

**Parameters** `run` (<*built-in function callable*>) – The handler that is called at the notification time which is set using `startSingle ()` or `startPeriodic ()`.

**close** ()

**Return type** None

**setHandler** (*handler*)

Change the handler function.

**Parameters** `handler` (<*built-in function callable*>) – Handler

**Return type** None

**startPeriodic** (*period*)

Register for periodic event notification.

A timer event is queued for periodic event notification. Each time the interrupt occurs, the event will be immediately requeued for the same time interval.

**Parameters** `period` (float) – Period in seconds to call the handler starting one period after the call to this method.

**Return type** None

**startSingle** (*delay*)

Register for single event notification.

A timer event is queued for a single event after the specified delay.

**Parameters** `delay` (float) – Seconds to wait before the handler is called.

**Return type** None

**stop()**

Stop timer events from occurring.

Stop any repeating timer events from occurring. This will also remove any single notification events from the queue. If a timer-based call to the registered handler is in progress, this function will block until the handler call is complete.

**Return type** None

### 1.1.41 PIDBase

**class** `wplib.PIDBase` (*Kp, Ki, Kd, Kf, source, output*)

Bases: `wplib.SendableBase`

Class implements a PID Control Loop.

Creates a separate thread which reads the given PIDSource and takes care of the integral calculations, as well as writing the given PIDOutput.

This feedback controller runs in discrete time, so time deltas are not used in the integral and derivative calculations. Therefore, the sample rate affects the controller's behavior for a given set of PID constants.

Allocate a PID object with the given constants for P, I, D, and F

#### Parameters

- **Kp** (*float or int*) – the proportional coefficient
- **Ki** (*float or int*) – the integral coefficient
- **Kd** (*float or int*) – the derivative coefficient
- **Kf** (*float or int*) – the feed forward term
- **source** (A function, or an object that implements `PIDSource`) – Called to get values
- **output** (A function, or an object that implements `PIDOutput`) – Receives the output percentage

**AbsoluteTolerance\_onTarget** (*value*)

**Return type** bool

**class** `PIDSourceType`

Bases: `enum.IntEnum`

A description for the type of output value to provide to a `PIDController`

**kDisplacement** = 0

**kRate** = 1

**PercentageTolerance\_onTarget** (*percentage*)

**Return type** bool

**calculateFeedForward** ()

Calculate the feed forward term

Both of the provided feed forward calculations are velocity feed forwards. If a different feed forward calculation is desired, the user can override this function and provide his or her own. This function does no synchronization because the `PIDController` class only calls it in synchronized code, so be careful if calling it oneself.

If a velocity PID controller is being used, the F term should be set to 1 over the maximum setpoint for the output. If a position PID controller is being used, the F term should be set to 1 over the maximum speed for the output measured in setpoint units per this controller's update period (see the default period in this class's constructor).

**Return type** float

**clamp** (*value, low, high*)

**Return type** float

**get** ()

Return the current PID result. This is always centered on zero and constrained the the max and min outs.

**Return type** float

**Returns** the latest calculated output

**getAvgError** ()

Returns the current difference of the error over the past few iterations. You can specify the number of iterations to average with `setToleranceBuffer()` (defaults to 1). `getAvgError()` is used for the `onTarget()` function.

Deprecated since version 2018.0.0: Use `getError()`, which is now already filtered.

**Return type** float

**Returns** the current average of the error

**getContinuousError** (*error*)

Wraps error around for continuous inputs. The original error is returned if continuous mode is disabled. This is an unsynchronized function.

**Parameters** **error** (float) – The current error of the PID controller.

**Return type** float

**Returns** Error for continuous inputs.

**getD** ()

Get the Differential coefficient.

**Return type** float

**Returns** differential coefficient

**getDeltaSetpoint** ()

Returns the change in setpoint over time of the PIDController

**Return type** float

**Returns** the change in setpoint over time

**getError** ()

Returns the current difference of the input from the setpoint.

**Return type** float

**Returns** the current error

**getF** ()

Get the Feed forward coefficient.

**Return type** float

**Returns** feed forward coefficient



**getI ()**

Get the Integral coefficient

**Return type** float

**Returns** integral coefficient

**getP ()**

Get the Proportional coefficient.

**Return type** float

**Returns** proportional coefficient

**getPIDSourceType ()**

Returns the type of input the PID controller is using

**Return type** *PIDSourceType*

**Returns** the PID controller input type

**getSetpoint ()**

Returns the current setpoint of the PIDController.

**Return type** float

**Returns** the current setpoint

**initSendable (builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**instances** = 0

**kDefaultPeriod** = 0.05

**onTarget ()**

Return True if the error is within the percentage of the total input range, determined by setTolerance. This assumes that the maximum and minimum input were set using setInput ().

**Return type** bool

**Returns** True if the error is less than the tolerance

**pidWrite (output)**

Passes the output directly to setSetpoint().

PIDControllers can be nested by passing a PIDController as another PIDController's output. In that case, the output of the parent controller becomes the input (i.e., the reference) of the child.

It is the caller's responsibility to put the data into a valid form for setSetpoint().

**Return type** None

**reset ()**

Reset the previous error, the integral term, and disable the controller.

**Return type** None

**setAbsoluteTolerance (absvalue)**

Set the absolute error which is considered tolerable for use with onTarget ().

**Parameters** **absvalue** (float) – absolute error which is tolerable in the units of the input object

**Return type** None

**setContinuous** (*continuous=True*)

Set the PID controller to consider the input to be continuous. Rather than using the max and min input range as constraints, it considers them to be the same point and automatically calculates the shortest route to the setpoint.

**Parameters** **continuous** (bool) – Set to True turns on continuous, False turns off continuous

**Return type** None

**setD** (*d*)

Set the Differential coefficient of the PID controller gain.

**Parameters** **d** – differential coefficient

**Return type** None

**setF** (*f*)

Set the Feed forward coefficient of the PID controller gain.

**Parameters** **f** – feed forward coefficient

**Return type** None

**setI** (*i*)

Set the Integral coefficient of the PID controller gain.

**Parameters** **i** – Integral coefficient

**Return type** None

**setInputRange** (*minimumInput, maximumInput*)

Sets the maximum and minimum values expected from the input.

**Parameters**

- **minimumInput** (float) – the minimum percentage expected from the input
- **maximumInput** (float) – the maximum percentage expected from the output

**Return type** None

**setOutputRange** (*minimumOutput, maximumOutput*)

Sets the minimum and maximum values to write.

**Parameters**

- **minimumOutput** (float) – the minimum percentage to write to the output
- **maximumOutput** (float) – the maximum percentage to write to the output

**Return type** None

**setP** (*p*)

Set the Proportional coefficient of the PID controller gain.

**Parameters** **p** – Proportional coefficient

**Return type** None

**setPID** (*p, i, d, f=0.0*)

Set the PID Controller gain parameters. Set the proportional, integral, and differential coefficients.

**Parameters**

- **p** (float) – Proportional coefficient

- **i** (`float`) – Integral coefficient
- **d** (`float`) – Differential coefficient
- **f** (`float`) – Feed forward coefficient (optional, default is 0.0)

**Return type** `None`

**setPIDSourceType** (*pidSourceType*)

Sets what type of input the PID controller will use

**Parameters** **pidSourceType** (*PIDSourceType*) – the type of input

**Return type** `None`

**setPercentTolerance** (*percentage*)

Set the percentage error which is considered tolerable for use with `onTarget()`. (Input of 15.0 = 15 percent)

**Parameters** **percentage** (`float`) – percent error which is tolerable

**Return type** `None`

**setSetpoint** (*setpoint*)

Set the setpoint for the PIDController.

**Parameters** **setpoint** (`float`) – the desired setpoint

**Return type** `None`

**setToleranceBuffer** (*bufLength*)

Set the number of previous error samples to average for tolerancing. When determining whether a mechanism is on target, the user may want to use a rolling average of previous measurements instead of a precise position or velocity. This is useful for noisy sensors which return a few erroneous measurements when the mechanism is on target. However, the mechanism will not register as on target for at least the specified `bufLength` cycles.

**Parameters** **bufLength** (`int`) – Number of previous cycles to average.

Deprecated since version 2018.0.0: Use a `LinearDigitalFilter` as the input

**Return type** `None`

## 1.1.42 PIDController

**class** `wpiplib.PIDController` (*Kp, Ki, Kd, \*args, \*\*kwargs*)

Bases: `wpiplib.PIDBase`

Can be used to control devices via a PID Control Loop.

Creates a separate thread which reads the given `PIDSource` and takes care of the integral calculations, as well as writing the given `PIDOutput`.

This feedback controller runs in discrete time, so time deltas are not used in the integral and derivative calculations. Therefore, the sample rate affects the controller's behavior for a given set of PID constants.

Allocate a PID object with the given constants for P, I, D, and F

Arguments can be structured as follows:

- `Kp, Ki, Kd, Kf, source, output, period`
- `Kp, Ki, Kd, source, output, period`
- `Kp, Ki, Kd, source, output`

- Kp, Ki, Kd, Kf, source, output

**Parameters**

- **Kp** – the proportional coefficient
- **Ki** – the integral coefficient
- **Kd** – the derivative coefficient
- **Kf** – the feed forward term
- **source** – Called to get values
- **output** – Receives the output percentage
- **period** – the loop time for doing calculations. This particularly effects calculations of the integral and differential terms. The default is 0.05 (50ms).

**close ()**

Free the PID object

**Return type** None

**disable ()**

Stop running the PIDController, this sets the output to zero before stopping.

**Return type** None

**enable ()**

Begin running the PIDController.

**Return type** None

**initSendable (builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**isEnabled ()**

Return True if PIDController is enabled.

**Return type** bool

**reset ()**

Reset the previous error, the integral term, and disable the controller.

**Return type** None

**setEnabled (enable)**

Set the enabled state of the PIDController.

**Return type** None

### 1.1.43 PowerDistributionPanel

**class** wpilib.**PowerDistributionPanel** (*module=0*)

Bases: *wpilib.SendableBase*

Use to obtain voltage, current, temperature, power, and energy from the Power Distribution Panel over CAN

**Parameters** **module** (*int*) – CAN ID of the PDP

**clearStickyFaults** ()

Clear all pdp sticky faults

**Return type** None

**getCurrent** (*channel*)

Query the current of a single channel of the PDP

**Return type** float

**Returns** The current of one of the PDP channels (channels 0-15) in Amperes

**getTemperature** ()

Query the temperature of the PDP

**Return type** float

**Returns** The temperature of the PDP in degrees Celsius

**getTotalCurrent** ()

Query the current of all monitored PDP channels (0-15)

**Return type** float

**Returns** The total current drawn from the PDP channels in Amperes

**getTotalEnergy** ()

Query the total energy drawn from the monitored PDP channels

**Return type** float

**Returns** The total energy drawn from the PDP channels in Joules

**getTotalPower** ()

Query the total power drawn from the monitored PDP channels

**Return type** float

**Returns** The total power drawn from the PDP channels in Watts

**getVoltage** ()

Query the input voltage of the PDP

**Return type** float

**Returns** The voltage of the PDP in volts

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**resetTotalEnergy** ()

Reset the total energy to 0

**Return type** None

## 1.1.44 Preferences

**class** wpilib.Preferences

Bases: object

Provides a relatively simple way to save important values to the roboRIO to access the next time the roboRIO is booted.

This class loads and saves from a file inside the roboRIO. The user can not access the file directly, but may modify values at specific fields which will then be saved to the file when `save()` is called.

This class is thread safe.

This will also interact with `networktables.NetworkTable` by creating a table called “Preferences” with all the key-value pairs. To save using `NetworkTable`, simply set the boolean at position `~SAVE~` to true. Also, if the value of any variable is `”` in the `NetworkTable`, then that represents non-existence in the `Preferences` table.

Creates a preference class that will automatically read the file in a different thread. Any call to its methods will be blocked until the thread is finished reading.

**TABLE\_NAME = 'Preferences'**

**containsKey** (*key*)

Returns whether or not there is a key with the given name.

**Parameters** **key** (*str*) – the key

**Return type** `bool`

**Returns** True if there is a value at the given key

**getBoolean** (*key, backup=None*)

Returns the boolean at the given key. If this table does not have a value for that position, then the given backup value will be returned.

**Parameters**

- **key** (*str*) – the key
- **backup** (*Optional[bool]*) – the value to return if none exists in the table

**Return type** `bool`

**Returns** either the value in the table, or the backup

**getFloat** (*key, backup=None*)

Returns the float at the given key. If this table does not have a value for that position, then the given backup value will be returned.

**Parameters**

- **key** (*str*) – the key
- **backup** (*Optional[float]*) – the value to return if none exists in the table

**Return type** `float`

**Returns** either the value in the table, or the backup

**Raises** `TableKeyNotDefinedException` if key cannot be found

**static getInstance** ()

Returns the preferences instance.

**Return type** `Preferences`

**Returns** the preferences instance

**getInt** (*key, backup=None*)

Returns the int at the given key. If this table does not have a value for that position, then the given backup value will be returned.

**Parameters**

- **key** (*str*) – the key

- **backup** (Optional[int]) – the value to return if none exists in the table

**Return type** int

**Returns** either the value in the table, or the backup

**Raises** TableKeyNotDefinedException if key cannot be found

**getKeys** ()

**Return type** List[str]

**Returns** a list of the keys

**getString** (key, backup=None)

Returns the string at the given key. If this table does not have a value for that position, then the given backup value will be returned.

**Parameters**

- **key** (str) – the key
- **backup** (Optional[str]) – the value to return if none exists in the table

**Return type** str

**Returns** either the value in the table, or the backup

**keys** ()

Python style get list of keys.

**Return type** List[str]

**putBoolean** (key, value)

Puts the given float into the preferences table.

The key may not have any whitespace nor an equals sign.

This will NOT save the value to memory between power cycles, to do that you must call `save()` (which must be used with care) at some point after calling this.

**Parameters**

- **key** (str) – the key
- **value** (bool) – the value

**Return type** None

**putFloat** (key, value)

Puts the given float into the preferences table.

The key may not have any whitespace nor an equals sign.

This will NOT save the value to memory between power cycles, to do that you must call `save()` (which must be used with care) at some point after calling this.

**Parameters**

- **key** (str) – the key
- **value** (float) – the value

**Return type** None

**putInt** (key, value)

Puts the given int into the preferences table.

The key may not have any whitespace nor an equals sign.

This will NOT save the value to memory between power cycles, to do that you must call `save()` (which must be used with care) at some point after calling this.

**Parameters**

- **key** (`str`) – the key
- **value** (`int`) – the value

**Return type** `None`**putString** (*key, value*)

Puts the given string into the preferences table.

The value may not have quotation marks, nor may the key have any whitespace nor an equals sign.

This will NOT save the value to memory between power cycles, to do that you must call `save()` (which must be used with care) at some point after calling this.

**Parameters**

- **key** (`str`) – the key
- **value** (`str`) – the value

**Return type** `None`**remove** (*key*)

Remove a preference

**Parameters** **key** (`str`) – the key**Return type** `None`**valueChangedEx** (*source, key, value, isNew*)**Return type** `None`

## 1.1.45 PWM

**class** `wpiplib.PWM` (*channel*)

Bases: `wpiplib.MotorSafety`, `wpiplib.SendableBase`

Raw interface to PWM generation in the FPGA.

The values supplied as arguments for PWM outputs range from -1.0 to 1.0. They are mapped to the hardware dependent values, in this case 0-2000 for the FPGA. Changes are immediately sent to the FPGA, and the update occurs at the next FPGA cycle (5.005 ms). There is no delay.

As of revision 0.1.10 of the FPGA, the FPGA interprets the 0-2000 values as follows:

- 2000 = full “forward”
- 1999 to 1001 = linear scaling from “full forward” to “center”
- 1000 = center value
- 999 to 2 = linear scaling from “center” to “full reverse”
- 1 = minimum pulse width (currently .5ms)
- 0 = disabled (i.e. PWM output is held low)

`kDefaultPwmPeriod` is the 1x period (5.05 ms). In hardware, the period scaling is implemented as an output squelch to get longer periods for old devices.

- 20ms periods (50 Hz) are the “safest” setting in that this works for all devices



- 20ms periods seem to be desirable for Vex Motors
- 20ms periods are the specified period for HS-322HD servos, but work reliably down to 10.0 ms; starting at about 8.5ms, the servo sometimes hums and get hot; by 5.0ms the hum is nearly continuous
- 10ms periods work well for Victor 884
- 5ms periods allows higher update rates for Luminary Micro Jaguar speed controllers. Due to the shipping firmware on the Jaguar, we can't run the update period less than 5.05 ms.

Allocate a PWM given a channel.

**Parameters** `channel` (`int`) – The PWM channel number. 0-9 are on-board, 10-19 are on the MXP port

**class** `PeriodMultiplier`

Bases: `enum.IntEnum`

Represents the amount to multiply the minimum servo-pulse pwm period by.

**k1X = 1**

Period Multiplier: don't skip pulses. PWM pulses occur every 5.005 ms

**k2X = 2**

Period Multiplier: skip every other pulse. PWM pulses occur every 10.010 ms

**k4X = 4**

Period Multiplier: skip three out of four pulses. PWM pulses occur every 20.020 ms

**close** ()

Free the PWM channel.

Free the resource associated with the PWM channel and set the value to 0.

**Return type** `None`

**enableDeadbandElimination** (*eliminateDeadband*)

Optionally eliminate the deadband from a speed controller.

**Parameters** `eliminateDeadband` (`bool`) – If True, set the motor curve on the Jaguar to eliminate the deadband in the middle of the range. Otherwise, keep the full range without modifying any values.

**Return type** `None`

**getChannel** ()

Gets the channel number associated with the PWM Object.

**Return type** `int`

**Returns** The channel number.

**getDescription** ()

**getPosition** ()

Get the PWM value in terms of a position.

This is intended to be used by servos.

---

**Note:** `setBounds()` must be called first.

---

**Return type** `float`

**Returns** The position the servo is set to between 0.0 and 1.0.

**getRaw()**

Get the PWM value directly from the hardware.

Read a raw value from a PWM channel.

**Return type** `int`

**Returns** Raw PWM control value. Range: 0 - 255.

**getRawBounds()**

Gets the bounds on the PWM pulse widths. This Gets the bounds on the PWM values for a particular type of controller. The values determine the upper and lower speeds as well as the deadband bracket.

**Return type** `Tuple[int, int, int, int, int]`

**Returns** tuple of (max, deadbandMax, center, deadbandMin, min)

**getSpeed()**

Get the PWM value in terms of speed.

This is intended to be used by speed controllers.

---

**Note:** `setBounds()` must be called first.

---

**Return type** `float`

**Returns** The most recently set speed between -1.0 and 1.0.

**initSendable(builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** `None`

**setBounds(max, deadbandMax, center, deadbandMin, min)**

Set the bounds on the PWM pulse widths.

This sets the bounds on the PWM values for a particular type of controller. The values determine the upper and lower speeds as well as the deadband bracket.

**Parameters**

- **max** (`float`) – The max PWM pulse width in ms
- **deadbandMax** (`float`) – The high end of the deadband range pulse width in ms
- **center** (`float`) – The center (off) pulse width in ms
- **deadbandMin** (`float`) – The low end of the deadband pulse width in ms
- **min** (`float`) – The minimum pulse width in ms

**Return type** `None`

**setDisabled()**

Temporarily disables the PWM output. The next set call will reenable the output.

**Return type** `None`

**setPeriodMultiplier(mult)**

Slow down the PWM signal for old devices.

**Parameters** **mult** (*PeriodMultiplier*) – The period multiplier to apply to this channel

**Return type** None

**setPosition** (*pos*)

Set the PWM value based on a position.

This is intended to be used by servos.

---

**Note:** `setBounds()` must be called first.

---

**Parameters** **pos** (float) – The position to set the servo between 0.0 and 1.0.

**Return type** None

**setRaw** (*value*)

Set the PWM value directly to the hardware.

Write a raw value to a PWM channel.

**Parameters** **value** (int) – Raw PWM value. Range 0 - 255.

**Return type** None

**setSpeed** (*speed*)

Set the PWM value based on a speed.

This is intended to be used by speed controllers.

---

**Note:** `setBounds()` must be called first.

---

**Parameters** **speed** (float) – The speed to set the speed controller between -1.0 and 1.0.

**Return type** None

**setZeroLatch** ()

**Return type** None

**stopMotor** ()

## 1.1.46 PWMSpeedController

**class** `wpiplib.PWMSpeedController` (*channel*)

Bases: `wpiplib.PWM`

Common base class for all PWM Speed Controllers.

**disable** ()

**get** ()

Get the recently set value of the PWM.

**Return type** float

**Returns** The most recently set value for the PWM between -1.0 and 1.0.

**getDescription** ()

**getInverted** ()

Common interface for inverting the direction of a speed controller.

**Return type** `bool`

**Returns** The state of inversion (True is inverted)

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** `None`

**pidWrite** (*output*)

Write out the PID value as seen in the PIDOutput base object.

**Parameters** **output** (`float`) – Write out the PWM value as was found in the `PIDController`.

**Return type** `None`

**set** (*speed*)

Set the PWM value.

The PWM value is set using a range of -1.0 to 1.0, appropriately scaling the value for the FPGA.

**Parameters** **speed** (`float`) – The speed to set. Value should be between -1.0 and 1.0.

**Return type** `None`

**setInverted** (*isInverted*)

Common interface for inverting the direction of a speed controller.

**Parameters** **isInverted** (`bool`) – The state of inversion (True is inverted).

**Return type** `None`

### 1.1.47 PWMTalonSRX

**class** `wpiplib.PWMTalonSRX` (*channel*)

Bases: `wpiplib.PWMSpeedController`

Cross the Road Electronics (CTRE) Talon SRX Speed Controller with PWM control.

**See also:**

See `ctre.cantalon.CANTalon` for CAN control of Talon SRX.

Constructor for a TalonSRX connected via PWM.

**Parameters** **channel** (`int`) – The PWM channel that the PWMTalonSRX is attached to. 0-9 are on-board, 10-19 are on the MXP port.

---

**Note:** The PWMTalonSRX uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the TalonSRX User Manual available from CTRE.

- 2.004ms = full “forward”
- 1.520ms = the “high end” of the deadband range
- 1.500ms = center of the deadband range (off)
- 1.480ms = the “low end” of the deadband range
- 0.997ms = full “reverse”

### 1.1.48 PWMVictorSPX

**class** `wpiplib.PWMVictorSPX` (*channel*)  
Bases: `wpiplib.PWMSpeedController`

Cross the Road Electronics (CTRE) Victor SPX Speed Controller with PWM control.

Constructor for a VictorSPX connected via PWM.

**Parameters** `channel` (*int*) – The PWM channel that the PWM TalonSRX is attached to. 0-9 are on-board, 10-19 are on the MXP port.

---

**Note:** The PWMVictorSPX uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the VictorSPX User Manual available from CTRE.

- 2.004ms = full “forward”
  - 1.520ms = the “high end” of the deadband range
  - 1.500ms = center of the deadband range (off)
  - 1.480ms = the “low end” of the deadband range
  - 0.997ms = full “reverse”
- 

### 1.1.49 Relay

**class** `wpiplib.Relay` (*channel, direction=None*)  
Bases: `wpiplib.SendableBase, wpiplib.MotorSafety`

Controls VEX Robotics Spike style relay outputs.

Relays are intended to be connected to Spikes or similar relays. The relay channels controls a pair of channels that are either both off, one on, the other on, or both on. This translates into two Spike outputs at 0v, one at 12v and one at 0v, one at 0v and the other at 12v, or two Spike outputs at 12V. This allows off, full forward, or full reverse control of motors without variable speed. It also allows the two channels (forward and reverse) to be used independently for something that does not care about voltage polarity (like a solenoid).

Relay constructor given a channel.

Initially the relay is set to both lines at 0v.

**Parameters**

- `channel` (*int*) – The channel number for this relay (0-3)
- `direction` (*Optional[Direction]*) – The direction that the Relay object will control. If not specified, defaults to allowing both directions.

**class** `Direction`  
Bases: `enum.IntEnum`

The Direction(s) that a relay is configured to operate in.

`kBoth = 0`  
Both directions are valid

```

kForward = 1
    Only forward is valid

kReverse = 2
    Only reverse is valid

class Value
    Bases: enum.IntEnum

    The state to drive a Relay to.

kForward = 2
    Forward

kOff = 0
    Off

kOn = 1
    On for relays with defined direction

kReverse = 3
    Reverse

close ()
    Free the resources used by this object.

    Return type None

freeRelay ()

    Return type None

get ()
    Get the Relay State

    Gets the current state of the relay.

    When set to kForwardOnly or kReverseOnly, value is returned as kOn/kOff not kForward/kReverse (per the recommendation in Set)

    Return type Value

    Returns The current state of the relay

getChannel ()
    Get the channel number.

    Return type int

    Returns The channel number.

getDescription ()

    Return type str

initSendable (builder)
    Initializes this Sendable object.

    Parameters builder (SendableBuilder) – sendable builder

    Return type None

relayChannels = <wpilib.resource.Resource object>

set (value)
    Set the relay state.

```

Valid values depend on which directions of the relay are controlled by the object.

When set to `kBothDirections`, the relay can be set to any of the four states: `0v-0v`, `12v-0v`, `0v-12v`, `12v-12v`

When set to `kForwardOnly` or `kReverseOnly`, you can specify the constant for the direction or you can simply specify `kOff` and `kOn`. Using only `kOff` and `kOn` is recommended.

**Parameters** `value` (*Value*) – The state to set the relay.

**Return type** `None`

**setDirection** (*direction*)

Set the Relay Direction.

Changes which values the relay can be set to depending on which direction is used.

Valid inputs are `kBothDirections`, `kForwardOnly`, and `kReverseOnly`.

**Parameters** `direction` (*Direction*) – The direction for the relay to operate in

**Return type** `None`

**stopMotor** ()

**Return type** `None`

### 1.1.50 Resource

**class** `wpilib.Resource` (*size*)

Bases: `object`

Tracks resources in the program.

The Resource class is a convenient way of keeping track of allocated arbitrary resources in the program. Resources are just indices that have an lower and upper bound that are tracked by this class. In the library they are used for tracking allocation of hardware channels but this is purely arbitrary. The resource class does not do any actual allocation, but simply tracks if a given index is currently in use.

Allocate storage for a new instance of Resource. Allocate a bool array of values that will get initialized to indicate that no resources have been allocated yet. The indices of the resources are `0..size-1`.

**Parameters** `size` (*int*) – The number of blocks to allocate

**allocate** (*obj*, *index=None*)

Allocate a resource.

When `index` is `None` or unspecified, a free resource value within the range is located and returned after it is marked allocated. Otherwise, it is verified unallocated, then returned.

**Parameters**

- `obj` (*object*) – The object requesting the resource.
- `index` (*Optional[int]*) – The resource to allocate

**Return type** `int`

**Returns** The index of the allocated block.

**Raises** `IndexError` – If there are no resources available to be allocated or the specified index is already used.

**free** (*index*)

Force-free an allocated resource. After a resource is no longer needed, for example a destructor is called

for a channel assignment class, `free` will release the resource value so it can be reused somewhere else in the program.

**Parameters** `index` (`int`) – The index of the resource to free.

**Return type** `None`

### 1.1.51 RobotBase

**class** `wplib.RobotBase`

Bases: `object`

Implement a Robot Program framework.

The `RobotBase` class is intended to be subclassed by a user creating a robot program. Overridden `autonomous()` and `operatorControl()` methods are called at the appropriate time as the match proceeds. In the current implementation, the Autonomous code will run to completion before the OperatorControl code could start. In the future the Autonomous code might be spawned as a task, then killed at the end of the Autonomous period.

User code should be placed in the constructor that runs before the Autonomous or Operator Control period starts. The constructor will run to completion before Autonomous is entered.

**Warning:** If you override `__init__` in your robot class, you must call the base class constructor. This must be used to ensure that the communications code starts.

**close()**

**Return type** `None`

**free()**

Free the resources for a `RobotBase` class.

Deprecated since version 2019.0.0: Use `close()` instead

**Return type** `None`

**getControlState()**

More efficient way to determine what state the robot is in.

**Return type** `Tuple[bool, bool, bool]`

**Returns** booleans representing enabled, isautonomous, istest

New in version 2019.2.1.

---

**Note:** This function only exists in `RobotPy`

---

**isAutonomous()**

Determine if the robot is currently in Autonomous mode as determined by the field controls.

**Return type** `bool`

**Returns** True if the robot is currently operating Autonomously

**isAutonomousEnabled()**

Equivalent to calling `isAutonomous()` and `isEnabled()` but more efficient.

**Return type** `bool`



**Returns** True if the robot is in autonomous mode and is enabled, False otherwise.

New in version 2019.2.1.

---

**Note:** This function only exists in RobotPy

---

**isDisabled()**

Determine if the Robot is currently disabled.

**Return type** bool

**Returns** True if the Robot is currently disabled by the field controls.

**isEnabled()**

Determine if the Robot is currently enabled.

**Return type** bool

**Returns** True if the Robot is currently enabled by the field controls.

**isNewDataAvailable()**

Indicates if new data is available from the driver station.

**Return type** bool

**Returns** Has new data arrived over the network since the last time this function was called?

**isOperatorControl()**

Determine if the robot is currently in Operator Control mode as determined by the field controls.

**Return type** bool

**Returns** True if the robot is currently operating in Tele-Op mode

**isOperatorControlEnabled()**

Equivalent to calling `isOperatorControl()` and `isEnabled()` but more efficient.

**Return type** bool

**Returns** True if the robot is in operator-controlled mode and is enabled, False otherwise.

New in version 2019.2.1.

---

**Note:** This function only exists in RobotPy

---

**static isReal()**

Get if the robot is real.

**Return type** bool

**Returns** If the robot is running in the real world.

**static isSimulation()**

Get if the robot is a simulation.

**Return type** bool

**Returns** If the robot is running in simulation.

**isTest()**

Determine if the robot is currently in Test mode as determined by the driver station.

**Return type** bool

**Returns** True if the robot is currently operating in Test mode.

**static main** (*robot\_cls*)

Starting point for the applications.

**Return type** bool

**startCompetition** ()

Provide an alternate “main loop” via startCompetition().

**Return type** None

## 1.1.52 RobotController

**class** wpilib.RobotController

Bases: object

Contains functions for roboRIO functionality.

**static getBatteryVoltage** ()

Read the battery voltage.

**Return type** float

**Returns** The battery voltage in Volts.

**static getCANStatus** ()

Get the current status of the CAN bus.

**Return type** Tuple[float, int, int, int, int]

**Returns** The status of the CAN bus as a tuple: “percentBusUtilization”, “busOffCount”, “tx-FullCount”, “receiveErrorCount”, “transmitErrorCount”

**static getCurrent3V3** ()

Get the current output of the 3.3V rail.

**Return type** float

**Returns** The controller 3.3V rail output current value in Volts

**static getCurrent5V** ()

Get the current output of the 5V rail.

**Return type** float

**Returns** The controller 5V rail output current value in Amps

**static getCurrent6V** ()

Get the current output of the 6V rail.

**Return type** float

**Returns** The controller 6V rail output current value in Amps

**static getEnabled3V3** ()

Get the enabled state of the 3.3V rail. The rail may be disabled due to a controller brownout, a short circuit on the rail, or controller over-voltage.

**Return type** bool

**Returns** The controller 3.3V rail enabled value

**static** `getEnabled5V()`

Get the enabled state of the 5V rail. The rail may be disabled due to a controller brownout, a short circuit on the rail, or controller over-voltage.

**Return type** `bool`

**Returns** The controller 5V rail enabled value

**static** `getEnabled6V()`

Get the enabled state of the 6V rail. The rail may be disabled due to a controller brownout, a short circuit on the rail, or controller over-voltage.

**Return type** `bool`

**Returns** The controller 6V rail enabled value

**static** `getFPGARevision()`

Return the FPGA Revision number. The format of the revision is 3 numbers. The 12 most significant bits are the Major Revision. the next 8 bits are the Minor Revision. The 12 least significant bits are the Build Number.

**Return type** `int`

**Returns** FPGA Revision number.

**static** `getFPGATime()`

Read the microsecond timer from the FPGA.

**Return type** `int`

**Returns** The current time in microseconds according to the FPGA.

**static** `getFPGAVersion()`

Return the FPGA Version number. For now, expect this to be the current year.

**Return type** `int`

**Returns** FPGA Version number.

**static** `getFaultCount3V3()`

Get the count of the total current faults on the 3.3V rail since the controller has booted.

**Return type** `int`

**Returns** The number of faults

**static** `getFaultCount5V()`

Get the count of the total current faults on the 5V rail since the controller has booted.

**Return type** `int`

**Returns** The number of faults

**static** `getFaultCount6V()`

Get the count of the total current faults on the 6V rail since the controller has booted.

**Return type** `int`

**Returns** The number of faults

**static** `getInputCurrent()`

Get the input current to the robot controller.

**Return type** `float`

**Returns** The controller input current value in Amps

**static** `getInputVoltage()`

Get the input voltage to the robot controller.

**Return type** `float`

**Returns** The controller input voltage value in Volts

**static** `getUserButton()`

Get the state of the “USER” button on the roboRIO.

**Return type** `bool`

**Returns** true if the button is currently pressed down

**static** `getVoltage3V3()`

Get the voltage of the 3.3V rail.

**Return type** `float`

**Returns** The controller 3.3V rail voltage value in Volts

**static** `getVoltage5V()`

Get the voltage of the 5V rail.

**Return type** `float`

**Returns** The controller 5V rail voltage value in Volts

**static** `getVoltage6V()`

Get the voltage of the 6V rail.

**Return type** `float`

**Returns** The controller 6V rail voltage value in Volts

**static** `isBrownedOut()`

Check if the system is browned out.

**Return type** `bool`

**Returns** True if the system is browned out

**static** `isSysActive()`

Gets a value indicating whether the FPGA outputs are enabled. The outputs may be disabled if the robot is disabled or e-stopped, the watchdog has expired, or if the roboRIO browns out.

**Return type** `bool`

**Returns** True if the FPGA outputs are enabled.

### 1.1.53 RobotDrive

**class** `wpiplib.RobotDrive(*args, **kwargs)`

Bases: `wpiplib.MotorSafety`

Deprecated since version 2018.0.0: Use `DifferentialDrive` or `MecanumDrive` instead.

Operations on a robot drivetrain based on a definition of the motor configuration.

The robot drive class handles basic driving for a robot. Currently, 2 and 4 motor tank and mecanum drive trains are supported. In the future other drive types like swerve might be implemented. Motor channel numbers are passed supplied on creation of the class. Those are used for either the drive function (intended for hand created drive code, such as autonomous) or with the Tank/Arcade functions intended to be used for Operator Control driving.

Constructor for RobotDrive.

Either 2 or 4 motors can be passed to the constructor to implement a two or four wheel drive system, respectively.

When positional arguments are used, these are the two accepted orders:

- leftMotor, rightMotor
- frontLeftMotor, rearLeftMotor, frontRightMotor, rearRightMotor

Alternatively, the above names can be used as keyword arguments.

Either channel numbers or motor controllers can be passed (determined by whether the passed object has a *set* function). If channel numbers are passed, the motorController keyword argument, if present, is the motor controller class to use; if unspecified, *Talon* is used.

#### **class MotorType**

Bases: `object`

The location of a motor on the robot for the purpose of driving.

**kFrontLeft = 0**

Front left

**kFrontRight = 1**

Front right

**kRearLeft = 2**

Rear left

**kRearRight = 3**

Rear right

#### **arcadeDrive** (\*args, \*\*kwargs)

Provide tank steering using the stored robot configuration.

Either one or two joysticks (with optional specified axis) or two raw values may be passed positionally, along with an optional squaredInputs boolean. The valid positional combinations are:

- stick
- stick, squaredInputs
- moveStick, moveAxis, rotateStick, rotateAxis
- moveStick, moveAxis, rotateStick, rotateAxis, squaredInputs
- moveValue, rotateValue
- moveValue, rotateValue, squaredInputs

Alternatively, the above names can be used as keyword arguments. The behavior of mixes of keyword arguments in other than the combinations above is undefined.

If specified positionally, the value and joystick versions are disambiguated by looking for a *getY* function on the stick.

#### **Parameters**

- **stick** – The joystick to use for Arcade single-stick driving. The Y-axis will be selected for forwards/backwards and the X-axis will be selected for rotation rate.
- **moveStick** – The Joystick object that represents the forward/backward direction.
- **moveAxis** – The axis on the moveStick object to use for forwards/backwards (typically Y\_AXIS).

- **rotateStick** – The Joystick object that represents the rotation value.
- **rotateAxis** – The axis on the rotation object to use for the rotate right/left (typically X\_AXIS).
- **moveValue** – The value to use for forwards/backwards.
- **rotateValue** – The value to use for the rotate right/left.
- **squaredInputs** – Setting this parameter to True decreases the sensitivity at lower speeds. Defaults to True if unspecified.

**Return type** None

**drive** (*outputMagnitude, curve*)

Drive the motors at “outputMagnitude” and “curve”.

Both outputMagnitude and curve are -1.0 to +1.0 values, where 0.0 represents stopped and not turning.  $curve < 0$  will turn left and  $curve > 0$  will turn right.

The algorithm for steering provides a constant turn radius for any normal speed range, both forward and backward. Increasing m\_sensitivity causes sharper turns for fixed values of curve.

This function will most likely be used in an autonomous routine.

#### Parameters

- **outputMagnitude** (float) – The speed setting for the outside wheel in a turn, forward or backwards, +1 to -1.
- **curve** (float) – The rate of turn, constant for different forward speeds. Set  $curve < 0$  for left turn or  $curve > 0$  for right turn.

Set  $curve = e^{(-r/w)}$  to get a turn radius  $r$  for wheelbase  $w$  of your robot. Conversely, turn radius  $r = -\ln(curve)*w$  for a given value of curve and wheelbase  $w$ .

**Return type** None

**free** ()

**Return type** None

**getDescription** ()

**Return type** str

**getNumMotors** ()

**Return type** int

**holonomicDrive** (*magnitude, direction, rotation*)

Holonomic Drive method for Mecanum wheeled robots.

This is an alias to `mecanumDrive_Polar()` for backward compatibility.

#### Parameters

- **magnitude** (float) – The speed that the robot should drive in a given direction. [-1.0..1.0]
- **direction** (float) – The direction the robot should drive. The direction and magnitude are independent of the rotation rate.
- **rotation** (float) – The rate of rotation for the robot that is completely independent of the magnitude or direction. [-1.0..1.0]

**Return type** None

**kArcadeRatioCurve\_Reported = False**

**kArcadeStandard\_Reported = False**

**kDefaultExpirationTime = 0.1**

**kDefaultMaxOutput = 1.0**

**kDefaultSensitivity = 0.5**

**kMaxNumberOfMotors = 4**

**kMecanumCartesian\_Reported = False**

**kMecanumPolar\_Reported = False**

**kTank\_Reported = False**

**static limit** (*number*)

Limit motor values to the -1.0 to +1.0 range.

**Return type** float

**mecanumDrive\_Cartesian** (*x*, *y*, *rotation*, *gyroAngle*)

Drive method for Mecanum wheeled robots.

A method for driving with Mecanum wheeled robots. There are 4 wheels on the robot, arranged so that the front and back wheels are toed in 45 degrees. When looking at the wheels from the top, the roller axles should form an X across the robot.

This is designed to be directly driven by joystick axes.

#### Parameters

- **x** (float) – The speed that the robot should drive in the X direction. [-1.0..1.0]
- **y** (float) – The speed that the robot should drive in the Y direction. This input is inverted to match the forward == -1.0 that joysticks produce. [-1.0..1.0]
- **rotation** (float) – The rate of rotation for the robot that is completely independent of the translation. [-1.0..1.0]
- **gyroAngle** (float) – The current angle reading from the gyro. Use this to implement field-oriented controls.

**Return type** None

**mecanumDrive\_Polar** (*magnitude*, *direction*, *rotation*)

Drive method for Mecanum wheeled robots.

A method for driving with Mecanum wheeled robots. There are 4 wheels on the robot, arranged so that the front and back wheels are toed in 45 degrees. When looking at the wheels from the top, the roller axles should form an X across the robot.

#### Parameters

- **magnitude** (float) – The speed that the robot should drive in a given direction.
- **direction** (float) – The direction the robot should drive in degrees. The direction and magnitude are independent of the rotation rate.
- **rotation** (float) – The rate of rotation for the robot that is completely independent of the magnitude or direction. [-1.0..1.0]

**Return type** None

**static normalize** (*wheelSpeeds*)

Normalize all wheel speeds if the magnitude of any wheel is greater than 1.0.

**Return type** None

**static rotateVector** (*x, y, angle*)

Rotate a vector in Cartesian space.

**Return type** Tuple[float, float]

**setInvertedMotor** (*motor, isInverted*)

Invert a motor direction.

This is used when a motor should run in the opposite direction as the drive code would normally run it. Motors that are direct drive would be inverted, the drive code assumes that the motors are geared with one reversal.

**Parameters**

- **motor** (int) – The motor index to invert.
- **isInverted** (bool) – True if the motor should be inverted when operated.

**Return type** bool

**setLeftRightMotorOutputs** (*leftOutput, rightOutput*)

Set the speed of the right and left motors.

This is used once an appropriate drive setup function is called such as twoWheelDrive(). The motors are set to “leftSpeed” and “rightSpeed” and includes flipping the direction of one side for opposing motors.

**Parameters**

- **leftOutput** (float) – The speed to send to the left side of the robot.
- **rightOutput** (float) – The speed to send to the right side of the robot.

**Return type** None

**setMaxOutput** (*maxOutput*)

Configure the scaling factor for using RobotDrive with motor controllers in a mode other than PercentVbus.

**Parameters** **maxOutput** (float) – Multiplied with the output percentage computed by the drive functions.

**Return type** None

**setSensitivity** (*sensitivity*)

Set the turning sensitivity.

This only impacts the drive() entry-point.

**Parameters** **sensitivity** (float) – Effectively sets the turning sensitivity (or turn radius for a given value)

**Return type** None

**stopMotor** ()

**Return type** None

**tankDrive** (*\*args, \*\*kwargs*)

Provide tank steering using the stored robot configuration.

Either two joysticks (with optional specified axis) or two raw values may be passed positionally, along with an optional squaredInputs boolean. The valid positional combinations are:



- leftStick, rightStick
- leftStick, rightStick, squaredInputs
- leftStick, leftAxis, rightStick, rightAxis
- leftStick, leftAxis, rightStick, rightAxis, squaredInputs
- leftValue, rightValue
- leftValue, rightValue, squaredInputs

Alternatively, the above names can be used as keyword arguments. The behavior of mixes of keyword arguments in other than the combinations above is undefined.

If specified positionally, the value and joystick versions are disambiguated by looking for a *getY* function.

#### Parameters

- **leftStick** – The joystick to control the left side of the robot.
- **leftAxis** – The axis to select on the left side Joystick object (defaults to the Y axis if unspecified).
- **rightStick** – The joystick to control the right side of the robot.
- **rightAxis** – The axis to select on the right side Joystick object (defaults to the Y axis if unspecified).
- **leftValue** – The value to control the left side of the robot.
- **rightValue** – The value to control the right side of the robot.
- **squaredInputs** – Setting this parameter to True decreases the sensitivity at lower speeds. Defaults to True if unspecified.

**Return type** None

### 1.1.54 RobotState

**class** wpilib.RobotState

Bases: object

Provides an interface to determine the current operating state of the robot code.

**static** isAutonomous()

**Return type** bool

**static** isDisabled()

**Return type** bool

**static** isEnabled()

**Return type** bool

**static** isOperatorControl()

**Return type** bool

**static** isTest()

**Return type** bool

### 1.1.55 SampleRobot

**class** `wpiplib.SampleRobot`

Bases: `wpiplib.RobotBase`

A simple robot base class that knows the standard FRC competition states (disabled, autonomous, or operator controlled).

You can build a simple robot program off of this by overriding the `robotinit()`, `disabled()`, `autonomous()` and `operatorControl()` methods. The `startCompetition()` method will call these methods (sometimes repeatedly) depending on the state of the competition.

Alternatively you can override the `robotMain()` method and manage all aspects of the robot yourself (not recommended).

**Warning:** While it may look like a good choice to use for your code if you're inexperienced, don't. Unless you know what you are doing, complex code will be much more difficult under this system. Use `TimedRobot` or command based instead if you're new.

Deprecated since version 2018.0.0.

**autonomous** ()

Autonomous should go here. Users should add autonomous code to this method that should run while the field is in the autonomous period.

Called once each time the robot enters the autonomous state.

**Return type** None

**disabled** ()

Disabled should go here. Users should override this method to run code that should run while the field is disabled.

Called once each time the robot enters the disabled state.

**Return type** None

**logger** = <Logger robot (WARNING)>

A python logging object that you can use to send messages to the log. It is recommended to use this instead of print statements.

**operatorControl** ()

Operator control (tele-operated) code should go here. Users should add Operator Control code to this method that should run while the field is in the Operator Control (tele-operated) period.

Called once each time the robot enters the operator-controlled state.

**Return type** None

**robotInit** ()

Robot-wide initialization code should go here.

Users should override this method for default Robot-wide initialization which will be called when the robot is first powered on. It will be called exactly 1 time.

---

**Note:** It is simpler to override this function instead of defining a constructor for your robot class

---

**Warning:** the Driver Station “Robot Code” light and FMS “Robot Ready” indicators will be off until `RobotInit()` exits. Code in `robotInit()` that waits for enable will cause the robot to never indicate that the code is ready, causing the robot to be bypassed in a match.

**Return type** None

### **robotMain()**

Robot main program for free-form programs.

This should be overridden by user subclasses if the intent is to not use the `autonomous()` and `operatorControl()` methods. In that case, the program is responsible for sensing when to run the autonomous and operator control functions in their program.

This method will be called immediately after the constructor is called. If it has not been overridden by a user subclass (i.e. the default version runs), then the `robotInit()`, `disabled()`, `autonomous()` and `operatorControl()` methods will be called.

If you override this function, you must call `hal.HALNetworkCommunicationObserveUserProgramStarting()` to indicate that your robot is ready to be enabled, as it will not be called for you.

**Warning:** Nobody actually wants to override this function. Neither do you.

**Return type** None

### **startCompetition()**

Start a competition. This code tracks the order of the field starting to ensure that everything happens in the right order. Repeatedly run the correct method, either `Autonomous` or `OperatorControl` when the robot is enabled. After running the correct method, wait for some state to change, either the other mode starts or the robot is disabled. Then go back and wait for the robot to be enabled again.

**Return type** None

### **test()**

Test code should go here. Users should add test code to this method that should run while the robot is in test mode.

**Return type** None

## 1.1.56 SD540

**class** `wpiplib.SD540(channel)`

Bases: `wpiplib.PWMSpeedController`

Mindsensors SD540 Speed Controller

Constructor.

**Parameters** `channel` (`int`) – The PWM channel that the SD540 is attached to. 0-9 are on-board, 10-19 are on the MXP port

**Note:** Note that the SD540 uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the SD540 User Manual available from Mindsensors.

- 2.05ms = full “forward”
  - 1.55ms = the “high end” of the deadband range
  - 1.50ms = center of the deadband range (off)
  - 1.44ms = the “low end” of the deadband range
  - .94ms = full “reverse”
- 

### 1.1.57 Sendable

**class** wpilib.**Sendable**

Bases: object

The base interface for objects that can be sent over the network through network tables

**getName** ()

Gets the name of this Sendable object.

**Return type** str

**Returns** Name

**getSubsystem** ()

Gets the subsystem name of this Sendable object.

**Return type** str

**Returns** subsystem name

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**setName** (*subsystem, name=None*)

Sets the name (and optionally the subsystem name) of this Sendable object.

This may be called with two different sets of parameters:

- name
- subsystem, name

**Parameters**

- **subsystem** (*str*) – subsystem name
- **name** (*str*) – Name

**Return type** None

**setSubsystem** (*subsystem*)

Sets the subsystem name of this Sendable object.

**Parameters** **subsystem** (*str*) – subsystem name

**Return type** None

### 1.1.58 SendableBase

**class** `wpiplib.SendableBase` (*addLiveWindow=True*)

Bases: `wpiplib.Sendable`

Base class for all sensors. Stores most recent status information as well as containing utility functions for checking channels and error processing.

Creates an instance of the sensor base.

**Parameters** `addLiveWindow` (`bool`) – if true, add this Sendable to LiveWindow

**addChild** (*child*)

Add a child component

**Parameters** `child` (`object`) – child component

**Return type** `None`

**close** ()

Free the resources used by this object.

**free** ()

Free the resources used by this object.

Deprecated since version 2019.0.0: Use close instead

**Return type** `None`

**getName** ()

Gets the name of this Sendable object.

**Return type** `str`

**Returns** Name

**getSubsystem** ()

Gets the subsystem name of this Sendable object.

**Return type** `str`

**Returns** subsystem name

**setName** (*\*args, \*\*kwargs*)

Sets the name of this Sendable object.

Arguments can be structured as follows:

- name
- subsystem, name
- moduleType, channel
- moduleType, moduleNumber, channel

**Parameters**

- **name** (`str`) – name
- **subsystem** (`str`) – subsystem name
- **moduleType** (`str`) – A string that defines the module name in the label for the value
- **channel** (`int`) – The channel number the device is plugged into
- **moduleNumber** (`int`) – The number of the particular module type

**Return type** None

**setSubsystem** (*subsystem*)

Sets the subsystem name of this Sendable object.

**Parameters** **subsystem** (*str*) – subsystem name

**Return type** None

### 1.1.59 SendableBuilder

**class** wpilib.SendableBuilder

Bases: object

**addBooleanArrayProperty** (*key, getter, setter, local=False*)

Add a boolean array property.

**Parameters**

- **key** (*str*) – property name
- **getter** (*Optional[Callable[[], List[bool]]]*) – getter function (returns current value)
- **setter** (*Optional[Callable[[List[bool]], Any]]*) – setter function (sets new value)
- **local** (*bool*) – (python-specific) if True, setter will be called on local updates

**Return type** None

**addBooleanProperty** (*key, getter, setter, local=False*)

Add a boolean property.

**Parameters**

- **key** (*str*) – property name
- **getter** (*Optional[Callable[[], bool]]*) – getter function (returns current value)
- **setter** (*Optional[Callable[[bool], Any]]*) – setter function (sets new value)
- **local** (*bool*) – (python-specific) if True, setter will be called on local updates

**Return type** None

**addDoubleArrayProperty** (*key, getter, setter, local=False*)

Add a double array property.

**Parameters**

- **key** (*str*) – property name
- **getter** (*Optional[Callable[[], List[float]]]*) – getter function (returns current value)
- **setter** (*Optional[Callable[[List[float]], Any]]*) – setter function (sets new value)
- **local** (*bool*) – (python-specific) if True, setter will be called on local updates

**Return type** None

**addDoubleProperty** (*key, getter, setter, local=False*)

Add a double property.

**Parameters**

- **key** (`str`) – property name
- **getter** (`Optional[Callable[[], float]]`) – getter function (returns current value)
- **setter** (`Optional[Callable[[float], Any]]`) – setter function (sets new value)
- **local** (`bool`) – (python-specific) if `True`, setter will be called on local updates

**Return type** `None`**addRawProperty** (*key, getter, setter, local=False*)

Add a raw property.

**Parameters**

- **key** (`str`) – property name
- **getter** (`Optional[Callable[[], bytes]]`) – getter function (returns current value)
- **setter** (`Optional[Callable[[bytes], Any]]`) – setter function (sets new value)
- **local** (`bool`) – (python-specific) if `True`, setter will be called on local updates

**Return type** `None`**addStringArrayProperty** (*key, getter, setter, local=False*)

Add a string array property.

**Parameters**

- **key** (`str`) – property name
- **getter** (`Optional[Callable[[], List[str]]]`) – getter function (returns current value)
- **setter** (`Optional[Callable[[List[str]], Any]]`) – setter function (sets new value)
- **local** (`bool`) – (python-specific) if `True`, setter will be called on local updates

**Return type** `None`**addStringProperty** (*key, getter, setter, local=False*)

Add a string property.

**Parameters**

- **key** (`str`) – property name
- **getter** (`Optional[Callable[[], str]]`) – getter function (returns current value)
- **setter** (`Optional[Callable[[str], Any]]`) – setter function (sets new value)
- **local** (`bool`) – (python-specific) if `True`, setter will be called on local updates

**Return type** `None`**getEntry** (*key*)Add a property without getters or setters. This can be used to get entry handles for the function called by `setUpdateTable()`.**Parameters** **key** (`str`) – property name**Return type** `NetworkTableEntry`**Returns** Network table entry

**getTable ()**

Get the network table.

**Return type** `NetworkTable`

**Returns** The network table

**isActuator ()**

Return whether this sendable should be treated as an actuator.

**Return type** `bool`

**setActuator (value)**

Set a flag indicating if this sendable should be treated as an actuator. By default this flag is false.

**Parameters** **value** – true if actuator, false if not

**Return type** `None`

**setSafeState (func)**

Set the function that should be called to set the Sendable into a safe state. This is called when entering and exiting Live Window mode.

**Parameters** **func** (`Callable`) – function

**Return type** `None`

**setSmartDashboardType (type)**

Set the string representation of the named data type that will be used by the smart dashboard for this sendable.

**Parameters** **type** (`str`) – data type

**Return type** `None`

**setTable (table)**

Set the network table. Must be called prior to any Add\* functions being called.

**Parameters** **table** (`NetworkTable`) – Network table

**Return type** `None`

**setUpdateTable (func)**

Set the function that should be called to update the network table for things other than properties. Note this function is not passed the network table object; instead it should use the entry handles returned by `getEntry()`.

**Parameters** **func** (`Callable`) – function

**Return type** `None`

**startListeners ()**

Hook setters for all properties

**Return type** `None`

**startLiveWindowMode ()**

Start LiveWindow mode by hooking the setters for all properties. Also calls the `safeState` function if one was provided.

**Return type** `None`

**stopListeners ()**

Unhook setters for all properties

**Return type** `None`



**stopLiveWindowMode()**

Stop LiveWindow mode by unhooking the setters for all properties. Also calls the `safeState` function if one was provided.

**Return type** None

**updateTable()**

Update the network table values by calling the getters for all properties.

**Return type** None

## 1.1.60 SendableChooser

### class wpilib.SendableChooser

Bases: `wpilib.SendableBase`

A useful tool for presenting a selection of options to be displayed on the `SmartDashboard`

For instance, you may wish to be able to select between multiple autonomous modes. You can do this by putting every possible `Command` you want to run as an autonomous into a `SendableChooser` and then put it into the `SmartDashboard` to have a list of options appear on the laptop. Once autonomous starts, simply ask the `SendableChooser` what the selected value is.

Example:

```
# This shows the user two options on the SmartDashboard
chooser = wpilib.SendableChooser()
chooser.addObject('option1', '1')
chooser.addObject('option2', '2')

wpilib.SmartDashboard.putData('Choice', chooser)

# .. later, ask to see what the user selected?
value = chooser.getSelected()
```

Instantiates a `SendableChooser`.

**ACTIVE** = 'active'

**DEFAULT** = 'default'

**INSTANCE** = '.instance'

**OPTIONS** = 'options'

**SELECTED** = 'selected'

**addDefault** (*name*, *object*)

Add the given object to the list of options and marks it as the default. Functionally, this is very close to `addObject()` except that it will use this as the default option if none other is explicitly selected.

#### Parameters

- **name** (`str`) – the name of the option
- **object** (`Any`) – the option

Deprecated since version 2019.0.0: Use `setDefaultOption()` instead

**Return type** None

**addObject** (*name*, *object*)

Adds the given object to the list of options. On the *SmartDashboard* on the desktop, the object will appear as the given name.

**Parameters**

- **name** (`str`) – the name of the option
- **object** (`Any`) – the option

Deprecated since version 2019.0.0: Use `addOption()` instead

**Return type** `None`

**addOption** (*name*, *object*)

Adds the given object to the list of options. On the *SmartDashboard* on the desktop, the object will appear as the given name.

**Parameters**

- **name** (`str`) – the name of the option
- **object** (`Any`) – the option

**Return type** `None`

**getSelected** ()

Returns the object associated with the selected option. If there is none selected, it will return the default. If there is none selected and no default, then it will return `None`.

**Return type** `Any`

**Returns** the object associated with the selected option

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (`SendableBuilder`) – sendable builder

**Return type** `None`

**setDefaultOption** (*name*, *object*)

Add the given object to the list of options and marks it as the default. Functionally, this is very close to `addObject()` except that it will use this as the default option if none other is explicitly selected.

**Parameters**

- **name** (`str`) – the name of the option
- **object** (`Any`) – the option

**Return type** `None`

## 1.1.61 SensorUtil

**class** `wpi.lib.SensorUtil`

Bases: `object`

Stores most recent status information as well as containing utility functions for checking channels and error processing.

**static** `checkAnalogInputChannel` (*channel*)

Check that the analog input number is value. Verify that the analog input number is one of the legal channel numbers. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkAnalogOutputChannel` (`channel`)

Check that the analog input number is value. Verify that the analog input number is one of the legal channel numbers. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkDigitalChannel` (`channel`)

Check that the digital channel number is valid. Verify that the channel number is one of the legal channel numbers. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkPDPChannel` (`channel`)

Verify that the power distribution channel number is within limits. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkPDPModule` (`module`)

Verify that the power distribution module number is within limits. Module numbers are 0-based.

**Parameters** `module` (`int`) – The module number to check.

**Return type** `None`

**static** `checkPWMChannel` (`channel`)

Check that the digital channel number is valid. Verify that the channel number is one of the legal channel numbers. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkRelayChannel` (`channel`)

Check that the digital channel number is valid. Verify that the channel number is one of the legal channel numbers. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkSolenoidChannel` (`channel`)

Verify that the solenoid channel number is within limits. Channel numbers are 0-based.

**Parameters** `channel` (`int`) – The channel number to check.

**Return type** `None`

**static** `checkSolenoidModule` (`moduleNumber`)

Verify that the solenoid module is correct.

**Parameters** `moduleNumber` (`int`) – The solenoid module module number to check.

**Return type** `None`

**static** `getDefaultSolenoidModule` ()

Get the number of the default solenoid module.

**Return type** `int`

**Returns** The number of the default solenoid module.

**kAnalogInputChannels = 8**

Number of analog input channels per roboRIO

**kAnalogOutputChannels = 2**

Number of analog output channels per roboRIO

**kDigitalChannels = 31**

Number of digital channels per roboRIO

**kPCModules = 63**

Number of PCM modules

**kPDPChannels = 16**

Number of power distribution channels per PDP

**kPDPModules = 63**

Number of power distribution modules per PDP

**kPwmChannels = 20**

Number of PWM channels per roboRIO

**kRelayChannels = 4**

Number of relay channels per roboRIO

**kSolenoidChannels = 8**

Number of solenoid channels per module

**kSystemClockTicksPerMicrosecond = 40**

Ticks per microsecond

## 1.1.62 SerialPort

```
class wpilib.SerialPort(baudRate, port, dataBits=8, parity=<Parity.kNone: 0>, stopBits=<StopBits.kOne: 10>, simPort=None)
```

Bases: `object`

Driver for the RS-232 serial port on the roboRIO.

The current implementation uses the VISA formatted I/O mode. This means that all traffic goes through the formatted buffers. This allows the intermingled use of `print()`, `readString()`, and the raw buffer accessors `read()` and `write()`.

More information can be found in the NI-VISA User Manual here: <http://www.ni.com/pdf/manuals/370423a.pdf>

and the NI-VISA Programmer's Reference Manual here: <http://www.ni.com/pdf/manuals/370132c.pdf>

Create an instance of a Serial Port class.

### Parameters

- **baudRate** (`int`) – The baud rate to configure the serial port.
- **port** (`Port`) – The Serial port to use
- **dataBits** (`int`) – The number of data bits per transfer. Valid values are between 5 and 8 bits.
- **parity** (`Parity`) – Select the type of parity checking to use.
- **stopBits** (`StopBits`) – The number of stop bits to use as defined by the enum `StopBits`.

- **simPort** (Optional[object]) – This must be an object that implements all of the serial\* functions from hal\_impl that you use. See test\_serial.py for an example.

```
class FlowControl  
    Bases: enum.IntEnum
```

An enumeration.

```
kDtsDsr = 4
```

```
kNone = 0
```

```
kRtsCts = 2
```

```
kXonXoff = 1
```

```
class Parity  
    Bases: enum.IntEnum
```

An enumeration.

```
kEven = 2
```

```
kMark = 3
```

```
kNone = 0
```

```
kOdd = 1
```

```
kSpace = 4
```

```
class Port  
    Bases: enum.IntEnum
```

An enumeration.

```
kMXP = 1
```

```
kOnboard = 0
```

```
kUSB = 2
```

```
kUSB1 = 2
```

```
kUSB2 = 3
```

```
class StopBits  
    Bases: enum.IntEnum
```

An enumeration.

```
kOne = 10
```

```
kOnePointFive = 15
```

```
kTwo = 20
```

```
class WriteBufferMode  
    Bases: enum.IntEnum
```

An enumeration.

```
kFlushOnAccess = 1
```

```
kFlushWhenFull = 2
```

```
close()  
    Destructor
```

**Return type** None

**disableTermination** ()

Disable termination behavior.

**Return type** None

**enableTermination** (*terminator=b'\n'*)

Enable termination and specify the termination character.

Termination is currently only implemented for receive. When the the terminator is received, the `read()` or `readString()` will return fewer bytes than requested, stopping after the terminator.

**Parameters** **terminator** (`bytes`) – The character to use for termination (default is `\n`).

**Return type** None

**flush** ()

Force the output buffer to be written to the port.

This is used when `setWriteBufferMode()` is set to `kFlushWhenFull` to force a flush before the buffer is full.

**Return type** None

**getBytesReceived** ()

Get the number of bytes currently available to read from the serial port.

**Return type** `int`

**Returns** The number of bytes available to read.

**read** (*count*)

Read raw bytes out of the buffer.

**Parameters** **count** (`int`) – The maximum number of bytes to read.

**Return type** `bytes`

**Returns** A list containing the read bytes

**readString** (*count=None*)

Read a string out of the buffer. Reads the entire contents of the buffer

**Parameters** **count** (`Optional[int]`) – the number of characters to read into the string

**Return type** `str`

**Returns** The read string

**reset** ()

Reset the serial port driver to a known state.

Empty the transmit and receive buffers in the device and formatted I/O.

**Return type** None

**setFlowControl** (*flowControl*)

Set the type of flow control to enable on this port.

By default, flow control is disabled.

**Parameters** **flowControl** (`FlowControl`) – the FlowControl value to use

**Return type** None

**setReadBufferSize** (*size*)

Specify the size of the input buffer.

Specify the amount of data that can be stored before data from the device is returned to Read. If you want data that is received to be returned immediately, set this to 1.

If the buffer is not filled before the read timeout expires, all data that has been received so far will be returned.

**Parameters** **size** (*int*) – The read buffer size.

**Return type** *None*

**setTimeout** (*timeout*)

Configure the timeout of the serial self.port.

This defines the timeout for transactions with the hardware. It will affect reads if less bytes are available than the read buffer size (defaults to 1) and very large writes.

**Parameters** **timeout** (*float*) – The number of seconds to wait for I/O.

**Return type** *None*

**setWriteBufferMode** (*mode*)

Specify the flushing behavior of the output buffer.

When set to `kFlushOnAccess`, data is synchronously written to the serial port after each call to either `print()` or `write()`.

When set to `kFlushWhenFull`, data will only be written to the serial port when the buffer is full or when `flush()` is called.

**Parameters** **mode** (*WriteBufferMode*) – The write buffer mode.

**Return type** *None*

**setWriteBufferSize** (*size*)

Specify the size of the output buffer.

Specify the amount of data that can be stored before being transmitted to the device.

**Parameters** **size** (*int*) – The write buffer size.

**Return type** *None*

**write** (*buffer*)

Write raw bytes to the serial port.

**Parameters** **buffer** (*bytes*) – The buffer of bytes to write.

**Return type** *int*

**Returns** The number of bytes actually written into the port.

**writeString** (*data*)

Write an ASCII encoded string to the serial port

**Parameters** **data** (*str*) – The string to write to the serial port.

**Return type** *int*

**Returns** The number of bytes actually written into the port.

### 1.1.63 Servo

**class** `wpiplib.Servo` (*channel*)

Bases: `wpiplib.PWM`

Standard hobby style servo

The range parameters default to the appropriate values for the Hitec HS-322HD servo provided in the FIRST Kit of Parts in 2008.

Constructor.

- By default `kDefaultMaxServoPWM` ms is used as the maxPWM value
- By default `kDefaultMinServoPWM` ms is used as the minPWM value

**Parameters** `channel` (*int*) – The PWM channel to which the servo is attached. 0-9 are on-board, 10-19 are on the MXP port.

**get** ()

Get the servo position.

Servo values range from 0.0 to 1.0 corresponding to the range of full left to full right.

**Return type** `float`

**Returns** Position from 0.0 to 1.0.

**getAngle** ()

Get the servo angle.

Assume that the servo angle is linear with respect to the PWM value (big assumption, need to test).

**Return type** `float`

**Returns** The angle in degrees to which the servo is set.

**getServoAngleRange** ()

**Return type** `float`

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** `builder` (*SendableBuilder*) – sendable builder

**Return type** `None`

`kDefaultMaxServoPWM = 2.4`

`kDefaultMinServoPWM = 0.6`

`kMaxServoAngle = 180.0`

`kMinServoAngle = 0.0`

**set** (*value*)

Set the servo position.

Servo values range from 0.0 to 1.0 corresponding to the range of full left to full right.

**Parameters** `value` (*float*) – Position from 0.0 to 1.0.

**Return type** `None`



**setAngle** (*degrees*)

Set the servo angle.

Assumes that the servo angle is linear with respect to the PWM value (big assumption, need to test).

Servo angles that are out of the supported range of the servo simply “saturate” in that direction. In other words, if the servo has a range of (X degrees to Y degrees) then angles of less than X result in an angle of X being set and angles of more than Y degrees result in an angle of Y being set.

**Parameters** **degrees** (float) – The angle in degrees to set the servo.

**Return type** None

### 1.1.64 SmartDashboard

**class** `wpiplib.SmartDashboard`

Bases: `object`

The bridge between robot programs and the SmartDashboard on the laptop

When a value is put into the SmartDashboard, it pops up on the SmartDashboard on the remote host. Users can put values into and get values from the SmartDashboard.

These values can also be accessed by a NetworkTables client via the ‘SmartDashboard’ table:

```
from networktables import NetworkTables
sd = NetworkTables.getTable('SmartDashboard')

# sd.putXXX and sd.getXXX work as expected here
```

**classmethod** **clearFlags** (*key, flags*)

Clears flags on the specified key in this table. The key can not be null.

**Parameters**

- **key** (str) – the key name
- **flags** (int) – the flags to clear (bitmask)

**Return type** None

**classmethod** **clearPersistent** (*key*)

Stop making a key’s value persistent through program restarts. The key cannot be null.

**Parameters** **key** (str) – the key name

**Return type** None

**classmethod** **containsKey** (*key*)

Checks the table and tells if it contains the specified key.

**Parameters** **key** (str) – key the key to search for

**Return type** bool

**Returns** true if the table has a value assigned to the given key

**classmethod** **delete** (*key*)

Deletes the specified key in this table. The key can not be null.

**Parameters** **key** (str) – the key name

**Return type** None

**classmethod** `getBoolean` (*key*, *defaultValue*)

Returns the boolean the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up
- **defaultValue** ( $\sim T$ ) – returned if the key doesn't exist

**Return type** `Union[ $\sim T$ , bool]`

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getBooleanArray` (*key*, *defaultValue*)

Returns the boolean array the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up
- **defaultValue** ( $\sim T$ ) – returned if the key doesn't exist

**Return type** `Union[ $\sim T$ , Tuple[bool, ...]]`

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getData` (*key*)

Returns the value at the specified key.

**Parameters** **key** (`str`) – the key

**Return type** `Sendable`

**Returns** the value

**Raises** `KeyError` if the key doesn't exist

**classmethod** `getEntry` (*key*)

Gets the entry for the specified key.

**Parameters** **key** (`str`) – the key name

**Return type** `NetworkTableEntry`

**classmethod** `getFlags` (*key*)

Returns the flags for the specified key.

**Parameters** **key** (`str`) – the key name

**Return type** `int`

**Returns** the flags, or 0 if the key is not defined

**classmethod** `getKeys` (*types=0*)

Get the keys stored in the SmartDashboard table of NetworkTables.

**Parameters** **types** (`int`) – bitmask of types; 0 is treated as a “don't care”.

**Return type** `List[str]`

**Returns** keys currently in the table

**classmethod** `getNumber` (*key*, *defaultValue*)

Returns the number the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up
- **defaultValue** ( $\sim T$ ) – returned if the key doesn't exist

**Return type** `Union[~T, float]`

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getNumberArray` (*key*, *defaultValue*)

Returns the number array the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up
- **defaultValue** ( $\sim T$ ) – returned if the key doesn't exist

**Return type** `Union[~T, Tuple[float, ...]]`

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getRaw` (*key*, *defaultValue*)

Returns the raw value (byte array) the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up
- **defaultValue** ( $\sim T$ ) – returned if the key doesn't exist

**Return type** `Union[~T, bytes]`

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getString` (*key*, *defaultValue*)

Returns the string the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up
- **defaultValue** ( $\sim T$ ) – returned if the key doesn't exist

**Return type** `Union[~T, str]`

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getStringArray` (*key*, *defaultValue*)

Returns the string array the key maps to. If the key does not exist or is of different type, it will return the default value.

**Parameters**

- **key** (`str`) – the key to look up

- **defaultValue** ( $\sim T$ ) – the value to be returned if no value is found

**Return type** Union[ $\sim T$ , Tuple[str, ...]]

**Returns** the value associated with the given key or the given default value if there is no value associated with the key

**classmethod** `getTable()`

**Return type** NetworkTable

**classmethod** `isPersistent(key)`

Returns whether the value is persistent through program restarts. The key cannot be null.

**Parameters** **key** (str) – the key name

**Return type** bool

**Returns** True if the value is persistent.

**mutex** = <unlocked `_thread.RLock` object owner=0 count=0>

**classmethod** `putBoolean(key, value)`

Put a boolean in the table.

**Parameters**

- **key** (str) – the key to be assigned to
- **value** (bool) – the value that will be assigned

:return False if the table key already exists with a different type

**Return type** bool

**classmethod** `putBooleanArray(key, value)`

Put a boolean array in the table.

**Parameters**

- **key** (str) – the key to be assigned to
- **value** (Iterable[bool]) – the value that will be assigned

**Return type** bool

**Returns** False if the table key already exists with a different type

**classmethod** `putData(*args, **kwargs)`

Maps the specified key (name of the *Sendable* if not provided) to the specified value in this table. The value can be retrieved by calling the get method with a key that is equal to the original key.

Two argument formats are supported:

- key, data
- value

**Parameters**

- **key** (str) – the key (cannot be None)
- **data** (*Sendable*) – the value
- **value** (*Sendable*) – the value

**Return type** None

**classmethod putNumber** (*key, value*)

Put a number in the table.

**Parameters**

- **key** (`str`) – the key to be assigned to
- **value** (`float`) – the value that will be assigned

**Return type** `bool`

**Returns** False if the table key already exists with a different type

**classmethod putNumberArray** (*key, value*)

Put a number array in the table.

**Parameters**

- **key** (`str`) – the key to be assigned to
- **value** (`Iterable[float]`) – the value that will be assigned

**Return type** `bool`

**Returns** False if the table key already exists with a different type

**classmethod putRaw** (*key, value*)

Put a raw value (byte array) in the table.

**Parameters**

- **key** (`str`) – the key to be assigned to
- **value** (`bytes`) – the value that will be assigned

**Return type** `bool`

**Returns** False if the table key already exists with a different type

**classmethod putString** (*key, value*)

Put a string in the table.

**Parameters**

- **key** (`str`) – the key to be assigned to
- **value** (`str`) – the value that will be assigned

**Return type** `bool`

**Returns** False if the table key already exists with a different type

**classmethod putStringArray** (*key, value*)

Put a string array in the table

**Parameters**

- **key** (`str`) – the key to be assigned to
- **value** (`Iterable[str]`) – the value that will be assigned

**Return type** `bool`

**Returns** False if the table key already exists with a different type

**classmethod setDefaultBoolean** (*key, defaultValue*)

Gets the current value in the table, setting it if it does not exist.

**Parameters**

- **key** (`str`) – the key
- **defaultValue** (`bool`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** **setDefaultBooleanArray** (*key*, *defaultValue*)  
Gets the current value in the table, setting it if it does not exist.

**Parameters**

- **key** (`str`) – the key
- **defaultValue** (`Iterable[bool]`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** **setDefaultNumber** (*key*, *defaultValue*)  
Gets the current value in the table, setting it if it does not exist.

**Parameters**

- **key** (`str`) – the key
- **defaultValue** (`float`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** **setDefaultNumberArray** (*key*, *defaultValue*)  
Gets the current value in the table, setting it if it does not exist.

**Parameters**

- **key** (`str`) – the key
- **defaultValue** (`Iterable[float]`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** **setDefaultRaw** (*key*, *defaultValue*)  
Gets the current value in the table, setting it if it does not exist.

**Parameters**

- **key** (`str`) – the key
- **defaultValue** (`bytes`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** **setDefaultString** (*key*, *defaultValue*)  
Gets the current value in the table, setting it if it does not exist.

**Parameters**

- **key** (`str`) – the key
- **defaultValue** (`str`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** `setDefaultStringArray` (*key*, *defaultValue*)

If the key doesn't currently exist, then the specified value will be assigned to the key.

**Parameters**

- **key** (`str`) – the key to be assigned to
- **defaultValue** (`Iterable[str]`) – the default value to set if key doesn't exist.

**Return type** `bool`

**Returns** False if the table key exists with a different type

**classmethod** `setFlags` (*key*, *flags*)

Sets flags on the specified key in this table. The key can not be null.

**Parameters**

- **key** (`str`) – the key name
- **flags** (`int`) – the flags to set (bitmask)

**Return type** `None`

**classmethod** `setPersistent` (*key*)

Makes a key's value persistent through program restarts. The key cannot be null.

**Parameters** **key** (`str`) – the key name

**Return type** `None`

`table = None`

`tablesToData = {}`

**classmethod** `updateValues` ()

**Return type** `None`

## 1.1.65 Solenoid

**class** `wplib.Solenoid` (*\*args*, *\*\*kwargs*)

Bases: `wplib.SolenoidBase`

Solenoid class for running high voltage Digital Output.

The Solenoid class is typically used for pneumatic solenoids, but could be used for any device within the current spec of the PCM.

Constructor.

Arguments can be supplied as positional or keyword. Acceptable positional argument combinations are:

- channel
- moduleNumber, channel

Alternatively, the above names can be used as keyword arguments.

**Parameters**

- **moduleNumber** (`int`) – The CAN ID of the PCM the solenoid is attached to
- **channel** (`int`) – The channel on the PCM to control (0..7)

**close()**

Mark the solenoid as close.

**Return type** None

**get()**

Read the current value of the solenoid.

**Return type** bool

**Returns** True if the solenoid output is on or false if the solenoid output is off.

**initSendable(builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**isBlackListed()**

**Check if the solenoid is blacklisted.** If a solenoid is shorted, it is added to the blacklist and disabled until power cycle, or until faults are cleared. See *SolenoidBase.clearAllPCMStickyFaults()*

**Return type** bool

**Returns** If solenoid is disabled due to short.

**set(on)**

Set the value of a solenoid.

**Parameters** **on** (bool) – True will turn the solenoid output on. False will turn the solenoid output off.

**Return type** None

**setPulseDuration(durationSeconds)**

Set the pulse duration in the PCM. This is used in conjunction with the startPulse method to allow the PCM to control the timing of a pulse. The timing can be controlled in 0.01 second increments.

see *startPulse()*

**Parameters** **durationSeconds** (float) – The duration of the pulse, from 0.01 to 2.55 seconds.

**Return type** None

**startPulse()**

Trigger the PCM to generate a pulse of the duration set in setPulseDuration.

see *setPulseDuration()*

**Return type** None

### 1.1.66 SolenoidBase

**class** wpilib.SolenoidBase(*moduleNumber*)

Bases: *wpilib.SendableBase*

SolenoidBase class is the common base class for the Solenoid and DoubleSolenoid classes.

Constructor.

**Parameters** **moduleNumber** (int) – The PCM CAN ID



**clearAllPCMStickyFaults ()**

Clear ALL sticky faults inside the PCM that Solenoid is wired to.

**If a sticky fault is set, then it will be persistently cleared. Compressor drive** maybe momentarily disable while flages are being cleared. Care should be taken to not call this too frequently, otherwise normal compressor functionality may be prevented.

If no sticky faults are set then this call will have no effect.

**Parameters** `moduleNumber` (Union[int, *SolenoidBase*]) – in a static context, the module number to read. otherwise don't provide it.

**Return type** None

**getAll ()**

Read all 8 solenoids from the specified module as a single byte.

**Parameters** `moduleNumber` (Union[int, *SolenoidBase*]) – in a static context, the module number to read. otherwise don't provide it.

**Return type** int

**Returns** The current value of all 8 solenoids on the module.

**getPCMSolenoidBlackList ()**

**Reads complete solenoid blacklist for all 8 solenoids as a single byte.** If a solenoid is shorted, it is added to the blacklist and disabled until power cycle, or until faults are cleared. See *clearAllPCMStickyFaults ()*

**Parameters** `moduleNumber` (Union[int, *SolenoidBase*]) – in a static context, the module number to read. otherwise don't provide it.

**Return type** int

**Returns** The solenoid blacklist of all 8 solenoids on the module.

**getPCMSolenoidVoltageFault ()**

**Parameters** `moduleNumber` (Union[int, *SolenoidBase*]) – in a static context, the module number to read. otherwise don't provide it.

**Return type** bool

**Returns** True if PCM is in fault state : The common highside solenoid voltage rail is too low, most likely a solenoid channel has been shorted.

**getPCMSolenoidVoltageStickyFault ()**

**Parameters** `moduleNumber` (Union[int, *SolenoidBase*]) – in a static context, the module number to read. otherwise don't provide it.

**Return type** bool

**Returns** True if PCM Sticky fault is set : The common highside solenoid voltage rail is too low, most likely a solenoid channel has been shorted.

## 1.1.67 Spark

**class** `wpilib.Spark` (*channel*)

Bases: *wpilib.PWMSpeedController*

REV Robotics SPARK Speed Controller

Constructor.

**Parameters** `channel` (`int`) – The PWM channel that the SPARK is attached to. 0-9 are on-board, 10-19 are on the MXP port

---

**Note:** The SPARK uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the Spark User Manual available from REV Robotics.

- 2.003ms = full “forward”
  - 1.55ms = the “high end” of the deadband range
  - 1.50ms = center of the deadband range (off)
  - 1.46ms = the “low end” of the deadband range
  - .999ms = full “reverse”
- 

### 1.1.68 SpeedControllerGroup

**class** `wpiplib.SpeedControllerGroup` (`speedController`, `*args`)

Bases: `wpiplib.SendableBase`, `wpiplib.interfaces.SpeedController`

Allows multiple `SpeedController` objects to be linked together.

Create a new `SpeedControllerGroup` with the provided `SpeedControllers`.

**Parameters** `args` (`SpeedController`) – `SpeedControllers` to add

**disable** ()

Disable the speed controller.

**Return type** `None`

**get** ()

Common interface for getting the current set speed of a speed controller.

**Return type** `float`

**Returns** The current set speed. Value is between -1.0 and 1.0.

**getInverted** ()

Common interface for determining if a speed controller is in the inverted state or not.

**Return type** `bool`

**Returns** True if in inverted state

**initSendable** (`builder`)

Initializes this `Sendable` object.

**Parameters** `builder` (`SendableBuilder`) – sendable builder

**Return type** `None`

**instances** = 0

**pidWrite** (`output`)

Set the output to the value calculated by `PIDController`.

**Parameters** `output` (`float`) – the value calculated by `PIDController`

**Return type** None

**set** (*speed*)

Common interface for setting the speed of a speed controller.

**Parameters** **speed** (float) – The speed to set. Value should be between -1.0 and 1.0.

**Return type** None

**setInverted** (*isInverted*)

Common interface for inverting direction of a speed controller.

**Parameters** **isInverted** (bool) – The state of inversion

**Return type** None

**stopMotor** ()

Stops motor movement. Motor can be moved again by calling set without having to re-enable the motor.

**Return type** None

### 1.1.69 SPI

**class** wpilib.SPI (*port, simPort=None*)

Bases: object

Represents a SPI bus port

Example usage:

```
spi = wpilib.SPI(wpilib.SPI.Port.kOnboardCS0)

# Write bytes 'text', and receive something
data = spi.transaction(b'text')
```

Constructor

**Parameters**

- **port** (*Port*) – the physical SPI port
- **simPort** – This must be an object that implements all of the spi\* functions from hal\_impl that you use. See test\_spi.py for an example.

**class** Port

Bases: enum.IntEnum

An enumeration.

**kMXP = 4**

**kOnboardCS0 = 0**

**kOnboardCS1 = 1**

**kOnboardCS2 = 2**

**kOnboardCS3 = 3**

**close** ()

**Return type** None

**devices = 0**

**forceAutoRead()**

Force the engine to make a single transfer.

**Return type** None

**freeAccumulator()**

Frees the accumulator.

**Return type** None

**freeAuto()**

Frees the automatic SPI transfer engine.

**Return type** None

**getAccumulatorAverage()**

Read the average of the accumulated value.

**Return type** float

**Returns** The accumulated average value (value / count).

**getAccumulatorCount()**

Read the number of accumulated values.

Read the count of the accumulated values since the accumulator was last Reset().

**Return type** int

**Returns** The number of times samples from the channel were accumulated.

**getAccumulatorIntegratedAverage()**

Read the average of the integrated value. This is the sum of (each value times the time between values), divided by the count.

**Return type** float

**Returns** The average of the integrated value accumulated since the last Reset().

**getAccumulatorIntegratedValue()**

Read the integrated value. This is the sum of (each value \* time between values).

**Return type** float

**Returns** The integrated value accumulated since the last Reset().

**getAccumulatorLastValue()**

Read the last value read by the accumulator engine.

**Return type** int

**getAccumulatorOutput()**

Read the accumulated value and the number of accumulated values atomically.

This function reads the value and count atomically. This can be used for averaging.

**Return type** *AccumulatorResult*

**Returns** tuple of (value, count)

**getAccumulatorValue()**

Read the accumulated value.

**Return type** int

**Returns** The 64-bit value accumulated since the last Reset().

**getAutoDroppedCount** ()

Get the number of bytes dropped by the automatic SPI transfer engine due to the receive buffer being full.

**Return type** `int`

**Returns** Number of bytes dropped

**initAccumulator** (*period, cmd, xferSize, validMask, validValue, dataShift, dataSize, isSigned, bigEndian*)

Initialize the accumulator.

**Parameters**

- **period** (`float`) – Time between reads
- **cmd** (`int`) – SPI command to send to request data
- **xferSize** (`int`) – SPI transfer size, in bytes
- **validMask** (`int`) – Mask to apply to received data for validity checking
- **validValue** (`int`) – After `validMask` is applied, required matching value for validity checking
- **dataShift** (`int`) – Bit shift to apply to received data to get actual data value
- **dataSize** (`int`) – Size (in bits) of data field
- **isSigned** (`bool`) – Is data field signed?
- **bigEndian** (`bool`) – Is device big endian?

**Return type** `None`

**initAuto** (*bufferSize*)

Initialize automatic SPI transfer engine.

Only a single engine is available, and use of it blocks use of all other chip select usage on the same physical SPI port while it is running.

**Parameters** **bufferSize** (`int`) – buffer size in bytes

**Return type** `None`

**read** (*initiate, size*)

Read a word from the receive FIFO.

Waits for the current transfer to complete if the receive FIFO is empty.

If the receive FIFO is empty, there is no active transfer, and `initiate` is `False`, errors.

**Parameters**

- **initiate** (`bool`) – If `True`, this function pushes “0” into the transmit buffer and initiates a transfer. If `False`, this function assumes that data is already in the receive FIFO from a previous write.
- **size** (`int`) – Number of bytes to read.

**Return type** `bytes`

**Returns** received data bytes

**readAutoReceivedData** (*buffer, numToRead, timeout*)

Read data that has been transferred by the automatic SPI transfer engine.

Transfers may be made a byte at a time, so it’s necessary for the caller to handle cases where an entire transfer has not been completed.

Each received data sequence consists of a timestamp followed by the received data bytes, one byte per word (in the least significant byte). The length of each received data sequence is the same as the combined size of the data and zeroSize set in setAutoTransmitData().

Blocks until numToRead words have been read or timeout expires. May be called with numToRead=0 to retrieve how many words are available.

**Parameters**

- **buffer** (*bytes*) – A ctypes c\_uint32 buffer to read the data into
- **numToRead** (*int*) – number of words to read
- **timeout** (*float*) – timeout in seconds (ms resolution)

**Return type** Tuple[int, bytes]

**Returns** Number of words remaining to be read

**resetAccumulator()**

Resets the accumulator to zero.

**Return type** None

**setAccumulatorCenter(*center*)**

Set the center value of the accumulator.

The center value is subtracted from each value before it is added to the accumulator. This is used for the center value of devices like gyros and accelerometers to make integration work and to take the device offset into account when integrating.

**Return type** None

**setAccumulatorDeadband(*deadband*)**

Set the accumulator's deadband.

**Return type** None

**setAccumulatorIntegratedCenter(*center*)**

Set the center value of the accumulator integrator.

The center value is subtracted from each value\*dt before it is added to the integrated value. This is used for the center value of devices like gyros and accelerometers to take the device offset into account when integrating.

**Return type** None

**setAutoTransmitData(*dataToSend*, *zeroSize*)**

Set the data to be transmitted by the engine.

Up to 16 bytes are configurable, and may be followed by up to 127 zero bytes.

**Parameters**

- **dataToSend** (*bytes*) – data to send (maximum 16 bytes)
- **zeroSize** (*int*) – number of zeros to send after the data

**Return type** None

**setChipSelectActiveHigh()**

Configure the chip select line to be active high.

**Return type** None

**setChipSelectActiveLow()**

Configure the chip select line to be active low.

**Return type** None

**setClockActiveHigh()**

Configure the clock output line to be active high. This is sometimes called clock polarity low or clock idle low.

**Return type** None

**setClockActiveLow()**

Configure the clock output line to be active low. This is sometimes called clock polarity high or clock idle high.

**Return type** None

**setClockRate(*hz*)**

Configure the rate of the generated clock signal. The default value is 500,000 Hz. The maximum value is 4,000,000 Hz.

**Parameters** *hz* (*int*) – The clock rate in Hertz.

**Return type** None

**setLSBFirst()**

Configure the order that bits are sent and received on the wire to be least significant bit first.

**Return type** None

**setMSBFirst()**

Configure the order that bits are sent and received on the wire to be most significant bit first.

**Return type** None

**setSampleDataOnFalling()**

Configure that the data is stable on the falling edge and the data changes on the rising edge. Note that this gets reversed if setClockActiveLow is set

Deprecated since version 2019.0.0: Use setSampleDataOnTrailingEdge in most cases

**Return type** None

**setSampleDataOnLeadingEdge()**

Configure that the data is stable on the leading edge and the data changes on the trailing edge.

**Return type** None

**setSampleDataOnRising()**

Configure that the data is stable on the rising edge and the data changes on the falling edge.

Deprecated since version 2019.0.0: Use setSampleDataOnLeadingEdge in most cases

**Return type** None

**setSampleDataOnTrailingEdge()**

Configure that the data is stable on the trailing edge and the data changes on the leading edge.

**Return type** None

**startAutoRate(*period*)**

Start running the automatic SPI transfer engine at a periodic rate.

*initAuto()* and *setAutoTransmitData()* must be called before calling this function.

**Parameters** *period* (*float*) – period between transfers, in seconds (us resolution)

**Return type** None

**startAutoTrigger** (*source, rising, falling*)

Start running the automatic SPI transfer engine when a trigger occurs.

*initAuto()* and *setAutoTransmitData()* must be called before calling this function.

**Parameters**

- **source** (*DigitalSource*) – digital source for the trigger (may be an analog trigger)
- **rising** (bool) – trigger on the rising edge
- **falling** (bool) – trigger on the falling edge

**Return type** None

**stopAuto** ()

Stop running the automatic SPI transfer engine.

**Return type** None

**transaction** (*dataToSend*)

Perform a simultaneous read/write transaction with the device

**Parameters** **dataToSend** (Union[bytes, Sequence[int]]) – The data to be written out to the device

**Return type** bytes

**Returns** data received from the device

Usage:

```
# send byte string
data = spi.transaction(b'stuff')

# send list of integers
data = spi.transaction([0x01, 0x02])
```

**write** (*dataToSend*)

Write data to the slave device. Blocks until there is space in the output FIFO.

If not running in output only mode, also saves the data received on the MISO input during the transfer into the receive FIFO.

**Parameters** **dataToSend** (Union[bytes, Sequence[int]]) – Data to send

**Return type** int

**Returns** Number of bytes written

Usage:

```
# send byte string
writeCount = spi.write(b'stuff')

# send list of integers
writeCount = spi.write([0x01, 0x02])
```

## 1.1.70 Talon

**class** wpilib.Talon (*channel*)

Bases: *wpilib.PWMSpeedController*



Cross the Road Electronics (CTRE) Talon and Talon SR Speed Controller via PWM

Constructor for a Talon (original or Talon SR)

**Parameters** `channel` (`int`) – The PWM channel that the Talon is attached to. 0-9 are on-board, 10-19 are on the MXP port

---

**Note:** The Talon uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the Talon User Manual available from CTRE.

- 2.037ms = full “forward”
  - 1.539ms = the “high end” of the deadband range
  - 1.513ms = center of the deadband range (off)
  - 1.487ms = the “low end” of the deadband range
  - 0.989ms = full “reverse”
- 

### 1.1.71 TimedRobot

**class** `wpiplib.TimedRobot` (*period=None*)

Bases: `wpiplib.IterativeRobotBase`

TimedRobot implements the IterativeRobotBase robot program framework.

The TimedRobot class is intended to be subclassed by a user creating a robot program.

periodic() functions from the base class are called on an interval by a Notifier instance.

**free** ()

Free the resources for a RobotBase class.

Deprecated since version 2019.0.0: Use `close` () instead

**Return type** `None`

**getPeriod** ()

Get time period between calls to Periodic() functions.

**Return type** `float`

**kDefaultPeriod** = 0.02

**startCompetition** ()

Provide an alternate “main loop” via startCompetition()

**Return type** `None`

### 1.1.72 Timer

**class** `wpiplib.Timer`

Bases: `object`

Provides time-related functionality for the robot

---

**Note:** Prefer to use this module for time functions, instead of the `time` module in the standard library. This will make it easier for your code to work properly in simulation.

---

**static** `delay` (*seconds*)

Pause the thread for a specified time. Pause the execution of the thread for a specified period of time given in seconds. Motors will continue to run at their last assigned values, and sensors will continue to update. Only the thread containing the wait will pause until the wait time is expired.

**Parameters** `seconds` (`float`) – Length of time to pause

**Warning:** If you're tempted to use this function for autonomous mode to time transitions between actions, don't do it!

Delaying the main robot thread for more than a few milliseconds is generally discouraged, and will cause problems and possibly leave the robot unresponsive.

**Return type** `None`

**get** ()

Get the current time from the timer. If the clock is running it is derived from the current system clock the start time stored in the timer class. If the clock is not running, then return the time when it was last stopped.

**Return type** `float`

**Returns** Current time value for this timer in seconds

**static** `getFPGATimestamp` ()

Return the system clock time in seconds. Return the time from the FPGA hardware clock in seconds since the FPGA started.

**Return type** `float`

**Returns** Robot running time in seconds.

**static** `getMatchTime` ()

Return the approximate match time. The FMS does not currently send the official match time to the robots, but does send an approximate match time. The value will count down the time remaining in the current period (auto or teleop).

**Warning:** This is not an official time (so it cannot be used to dispute ref calls or guarantee that a function will trigger before the match ends).

The Practice Match function of the DS approximates the behavior seen on the field.

**Return type** `float`

**Returns** Time remaining in current match period (auto or teleop) in seconds

**getMsClock** ()

**Return type** `int`

**Returns** the system clock time in milliseconds.

**hasPeriodPassed** (*period*)

Check if the period specified has passed and if it has, advance the start time by that period. This is useful to decide if it's time to do periodic work without drifting later by the time it took to get around to checking.

**Parameters** **period** (float) – The period to check for (in seconds).

**Return type** bool

**Returns** If the period has passed.

**reset** ()

Reset the timer by setting the time to 0. Make the timer startTime the current time so new requests will be relative now.

**Return type** None

**start** ()

Start the timer running. Just set the running flag to true indicating that all time requests should be relative to the system clock.

**Return type** None

**stop** ()

Stop the timer. This computes the time as of now and clears the running flag, causing all subsequent time requests to be read from the accumulated time rather than looking at the system clock.

**Return type** None

### 1.1.73 Ultrasonic

**class** wpilib.Ultrasonic (*pingChannel, echoChannel, units=<Unit.kInches: 0>*)

Bases: *wpilib.SendableBase*

Ultrasonic rangefinder control

The Ultrasonic rangefinder measures absolute distance based on the round-trip time of a ping generated by the controller. These sensors use two transducers, a speaker and a microphone both tuned to the ultrasonic range. A common ultrasonic sensor, the Daventech SRF04 requires a short pulse to be generated on a digital channel. This causes the chirp to be emitted. A second line becomes high as the ping is transmitted and goes low when the echo is received. The time that the line is high determines the round trip distance (time of flight).

Create an instance of the Ultrasonic Sensor. This is designed to supchannel the Daventech SRF04 and Vex ultrasonic sensors.

**Parameters**

- **pingChannel** (Union[*DigitalOutput*, int]) – The digital output channel that sends the pulse to initiate the sensor sending the ping.
- **echoChannel** (Union[*DigitalInput*, int]) – The digital input channel that receives the echo. The length of time that the echo is high represents the round trip time of the ping, and the distance.
- **units** (*Unit*) – The units returned in either kInches or kMillimeters

**class** PIDSourceType

Bases: *enum.IntEnum*

A description for the type of output value to provide to a *PIDController*

**kDisplacement** = 0

**kRate** = 1

```
class Unit
    Bases: enum.IntEnum

    The units to return when PIDGet is called

    kInches = 0

    kMillimeters = 1

automaticEnabled = False
    Automatic round robin mode

close()
    Free the resources used by this object.

    Return type None

getDistanceUnits()
    Get the current DistanceUnit that is used for the PIDSource interface.

    Return type Unit

    Returns The type of DistanceUnit that is being used.

getPIDSourceType()

    Return type PIDSourceType

getRangeInches()
    Get the range in inches from the ultrasonic sensor.

    Return type float

    Returns Range in inches of the target returned from the ultrasonic sensor. If there is no valid value yet, i.e. at least one measurement hasn't completed, then return 0.

getRangeMM()
    Get the range in millimeters from the ultrasonic sensor.

    Return type float

    Returns Range in millimeters of the target returned by the ultrasonic sensor. If there is no valid value yet, i.e. at least one measurement hasn't completed, then return 0.

initSendable(builder)
    Initializes this Sendable object.

    Parameters builder (SendableBuilder) – sendable builder

    Return type None

instances = 0

static isAutomaticMode()

    Return type bool

isEnabled()
    Is the ultrasonic enabled.

    Return type bool

    Returns True if the ultrasonic is enabled

isRangeValid()
    Check if there is a valid range measurement. The ranges are accumulated in a counter that will increment
```

on each edge of the echo (return) signal. If the count is not at least 2, then the range has not yet been measured, and is invalid.

**Return type** `bool`

**Returns** True if the range is valid

**kMaxUltrasonicTime = 0.1**

Max time (ms) between readings.

**kPingTime = 9.999999999999999e-06**

Time (sec) for the ping trigger pulse.

**kPriority = 90**

Priority that the ultrasonic round robin task runs.

**kSpeedOfSoundInchesPerSec = 13560.0**

**pidGet ()**

Get the range in the current DistanceUnit (PIDSource interface).

**Return type** `float`

**Returns** The range in DistanceUnit

**ping ()**

Single ping to ultrasonic sensor. Send out a single ping to the ultrasonic sensor. This only works if automatic (round robin) mode is disabled. A single ping is sent out, and the counter should count the semi-period when it comes in. The counter is reset to make the current value invalid.

**Return type** `None`

**sensors = <\_weakrefset.WeakSet object>**

ultrasonic sensor list

**setAutomaticMode (enabling)**

Turn Automatic mode on/off. When in Automatic mode, all sensors will fire in round robin, waiting a set time between each sensor.

**Parameters enabling** (`bool`) – Set to true if round robin scheduling should start for all the ultrasonic sensors. This scheduling method assures that the sensors are non-interfering because no two sensors fire at the same time. If another scheduling algorithm is preferred, it can be implemented by pinging the sensors manually and waiting for the results to come back.

**Return type** `None`

**setDistanceUnits (units)**

Set the current DistanceUnit that should be used for the PIDSource interface.

**Parameters units** (`Unit`) – The DistanceUnit that should be used.

**Return type** `None`

**setEnabled (enable)**

Set if the ultrasonic is enabled.

**Parameters enable** (`bool`) – set to True to enable the ultrasonic

**Return type** `None`

**setPIDSourceType (pidSource)**

Set which parameter you are using as a process control variable.

**Parameters pidSource** (`PIDSourceType`) – An enum to select the parameter.

**Return type** None

**static ultrasonicChecker()**

Background task that goes through the list of ultrasonic sensors and pings each one in turn. The counter is configured to read the timing of the returned echo pulse.

**Warning:** DANGER WILL ROBINSON, DANGER WILL ROBINSON: This code runs as a task and assumes that none of the ultrasonic sensors will change while it's running. If one does, then this will certainly break. Make sure to disable automatic mode before changing anything with the sensors!!

**Return type** None

## 1.1.74 Utility

**class** wpilib.Utility

Bases: object

Contains global utility functions

Deprecated since version 2018.0.0: Use *RobotController* instead

**static getFPGARevision()**

Return the FPGA Revision number. The format of the revision is 3 numbers. The 12 most significant bits are the Major Revision. the next 8 bits are the Minor Revision. The 12 least significant bits are the Build Number.

Deprecated since version 2018.0.0: Use *RobotController.getFPGARevision()* instead

**Return type** int

**Returns** FPGA Revision number.

**static getFPGATime()**

Read the microsecond timer from the FPGA.

Deprecated since version 2018.0.0: Use *RobotController.getFPGATime()* instead

**Return type** int

**Returns** The current time in microseconds according to the FPGA.

**static getFPGAVersion()**

Return the FPGA Version number.

Deprecated since version 2018.0.0: Use *RobotController.getFPGAVersion()* instead

**Return type** int

**Returns** FPGA Version number.

**static getUserButton()**

Get the state of the "USER" button on the roboRIO.

Deprecated since version 2018.0.0: Use *RobotController.getUserButton()* instead

**Return type** bool

**Returns** True if the button is currently pressed down

### 1.1.75 Victor

**class** `wpiplib.Victor` (*channel*)

Bases: `wpiplib.PWMSpeedController`

VEX Robotics Victor 888 Speed Controller via PWM

The Vex Robotics Victor 884 Speed Controller can also be used with this class but may need to be calibrated per the Victor 884 user manual.

---

**Note:** The Victor uses the following bounds for PWM values. These values were determined empirically and optimized for the Victor 888. These values should work reasonably well for Victor 884 controllers also but if users experience issues such as asymmetric behaviour around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the Victor 884 User Manual available from VEX Robotics: <http://content.vexrobotics.com/docs/ifi-v884-users-manual-9-25-06.pdf>

- 2.027ms = full “forward”
  - 1.525ms = the “high end” of the deadband range
  - 1.507ms = center of the deadband range (off)
  - 1.49ms = the “low end” of the deadband range
  - 1.026ms = full “reverse”
- 

Constructor.

**Parameters** `channel` (`int`) – The PWM channel that the Victor is attached to. 0-9 are on-board, 10-19 are on the MXP port

### 1.1.76 VictorSP

**class** `wpiplib.VictorSP` (*channel*)

Bases: `wpiplib.PWMSpeedController`

VEX Robotics Victor SP Speed Controller via PWM

Constructor.

**Parameters** `channel` (`int`) – The PWM channel that the VictorSP is attached to. 0-9 are on-board, 10-19 are on the MXP port.

---

**Note:** The Talon uses the following bounds for PWM values. These values should work reasonably well for most controllers, but if users experience issues such as asymmetric behavior around the deadband or inability to saturate the controller in either direction, calibration is recommended. The calibration procedure can be found in the VictorSP User Manual.

- 2.004ms = full “forward”
  - 1.520ms = the “high end” of the deadband range
  - 1.500ms = center of the deadband range (off)
  - 1.480ms = the “low end” of the deadband range
  - 0.997ms = full “reverse”
-

### 1.1.77 Watchdog

**class** `wplib.Watchdog` (*timeout*, *callback*)

Bases: `object`

A class that's a wrapper around a watchdog timer.

When the timer expires, a message is printed to the console and an optional user-provided callback is invoked.

The watchdog is initialized disabled, so the user needs to call `enable()` before use.

Watchdog constructor.

#### Parameters

- **timeout** (`float`) – The watchdog's timeout in seconds with microsecond resolution.
- **callback** (`Callable[[], None]`) – This function is called when the timeout expires.

**addEpoch** (*epochName*)

Adds time since last epoch to the list printed by `printEpochs()`.

Epochs are a way to partition the time elapsed so that when overruns occur, one can determine which parts of an operation consumed the most time.

**Parameters** **epochName** (`str`) – The name to associate with the epoch.

**Return type** `None`

**disable** ()

Disables the watchdog timer.

**Return type** `None`

**enable** ()

Enables the watchdog timer.

**Return type** `None`

**getTime** ()

Returns the time in seconds since the watchdog was last fed.

**Return type** `float`

**getTimeout** ()

Returns the watchdog's timeout in seconds.

**Return type** `float`

**isExpired** ()

Returns true if the watchdog timer has expired.

**Return type** `bool`

**kMinPrintPeriod** = 1000000

**printEpochs** ()

Prints list of epochs added so far and their times.

**Return type** `None`

**reset** ()

Resets the watchdog timer.

This also enables the timer if it was previously disabled.

**Return type** `None`



**setTimeout** (*timeout*)

Sets the watchdog's timeout.

**Parameters** **timeout** (float) – The watchdog's timeout in seconds with microsecond resolution.

**Return type** None

**suppressTimeoutMessage = None**

Enable or disable suppression of the generic timeout message.

This may be desirable if the user-provided callback already prints a more specific message.

## 1.1.78 XboxController

**class** `wpiplib.XboxController` (*port*)

Bases: `wpiplib.interfaces.GenericHID`

Handle input from Xbox 360 or Xbox One controllers connected to the Driver Station.

This class handles Xbox input that comes from the Driver Station. Each time a value is requested the most recent value is returned. There is a single class instance for each controller and the mapping of ports to hardware buttons depends on the code in the Driver Station.

Construct an instance of an XboxController. The XboxController index is the USB port on the Driver Station.

**Parameters** **port** (int) – The port on the Driver Station that the joystick is plugged into

**class** **Button**

Bases: `enum.IntEnum`

An enumeration.

**kA** = 1

**kB** = 2

**kBack** = 7

**kBumperLeft** = 5

**kBumperRight** = 6

**kStart** = 8

**kStickLeft** = 9

**kStickRight** = 10

**kX** = 3

**kY** = 4

**getAButton** ()

Read the value of the A button on the controller

**Return type** bool

**Returns** The state of the A button

**getAButtonPressed** ()

Whether the A button was pressed since the last check.

**Return type** bool

**Returns** Whether the button was pressed since the last check.

**getAButtonReleased()**

Whether the A button was released since the last check.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getBButton()**

Read the value of the B button on the controller

**Return type** `bool`

**Returns** The state of the B button

**getBButtonPressed()**

Whether the B button was pressed since the last check.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getBButtonReleased()**

Whether the B button was released since the last check.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getBackButton()**

Read the value of the Back button on the controller

**Return type** `bool`

**Returns** The state of the Back button

**getBackButtonPressed()**

Whether the Back button was pressed since the last check.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getBackButtonReleased()**

Whether the Back button was released since the last check.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getBumper(*hand*)**

Read the values of the bumper button on the controller.

**Parameters** **hand** (*Hand*) – Side of controller whose value should be returned.

**Return type** `bool`

**Returns** The state of the button

**getBumperPressed(*hand*)**

Whether the bumper was pressed since the last check.

**Parameters** **hand** (*Hand*) – Side of controller whose value should be returned.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getBumperReleased** (*hand*)

Whether the bumper was released since the last check.

**Parameters** **hand** (*Hand*) – Side of controller whose value should be returned.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getStartButton** ()

Read the value of the Start button on the controller

**Return type** `bool`

**Returns** The state of the Start button

**getStartButtonPressed** ()

Whether the Start button was pressed since the last check.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getStartButtonReleased** ()

Whether the Start button was released since the last check.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getStickButton** (*hand*)

Read the values of the stick button on the controller

**Parameters** **hand** (*Hand*) – Side of the controller whose value should be returned

**Return type** `bool`

**Returns** The state of the button

**getStickButtonPressed** (*hand*)

Whether the stick button was pressed since the last check.

**Parameters** **hand** (*Hand*) – Side of controller whose value should be returned.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getStickButtonReleased** (*hand*)

Whether the stick button was released since the last check.

**Parameters** **hand** (*Hand*) – Side of controller whose value should be returned.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getTriggerAxis** (*hand*)

Get the trigger axis value of the controller.

**Parameters** **hand** (*Hand*) – Side of controller whose value should be returned

**Return type** `float`

**Returns** The trigger axis value of the controller

**getX** (*hand=<Hand.kRight: 1>*)

Get the X axis value of the controller.

**Parameters** `hand` (*Hand*) – Side of controller whose value should be returned

**Return type** `float`

**Returns** The X axis value of the controller

**getXButton** ()

Read the value of the X button on the controller

**Return type** `bool`

**Returns** The state of the X button

**getXButtonPressed** ()

Whether the X button was pressed since the last check.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getXButtonReleased** ()

Whether the X button was released since the last check.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

**getY** (*hand=<Hand.kRight: 1>*)

Get the Y axis value of the controller.

**Parameters** `hand` (*Hand*) – Side of controller whose value should be returned

**Return type** `float`

**Returns** The Y axis value of the controller

**getYButton** ()

Read the value of the Y button on the controller

**Return type** `bool`

**Returns** The state of the Y button

**getYButtonPressed** ()

Whether the Y button was pressed since the last check.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

**getYButtonReleased** ()

Whether the Y button was released since the last check.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

## 1.2 wpilib.buttons Package

Classes in this package are used to interface various types of buttons to a command-based robot.

If you are not using the Command framework, you can ignore these classes.

---

<code>wpiLib.buttons.Button([addLiveWindow])</code>	This class provides an easy way to link commands to OI inputs.
<code>wpiLib.buttons.InternalButton(...)</code>	This class is intended to be used within a program.
<code>wpiLib.buttons.JoystickButton(...)</code>	A <code>button.Button</code> that gets its state from a <code>GenericHID</code> .
<code>wpiLib.buttons.NetworkButton(...)</code>	A <code>button.Button</code> that uses a <code>NetworkTable</code> boolean field.
<code>wpiLib.buttons.Trigger([addLiveWindow])</code>	This class provides an easy way to link commands to inputs.

---

## 1.2.1 Button

**class** `wpiLib.buttons.Button` (*addLiveWindow=True*)

Bases: `wpiLib.buttons.Trigger`

This class provides an easy way to link commands to OI inputs.

It is very easy to link a button to a command. For instance, you could link the trigger button of a joystick to a “score” command.

This class represents a subclass of `Trigger` that is specifically aimed at buttons on an operator interface as a common use case of the more generalized Trigger objects. This is a simple wrapper around Trigger with the method names renamed to fit the Button object use.

Creates an instance of the sensor base.

**Parameters** `addLiveWindow` (`bool`) – if true, add this Sendable to LiveWindow

**cancelWhenPressed** (*command*)

Cancel the command when the button is pressed.

**Parameters** `command` (`Command`) –

**Return type** `None`

**toggleWhenPressed** (*command*)

Toggles the command whenever the button is pressed (on then off then on).

**Parameters** `command` (`Command`) –

**Return type** `None`

**whenPressed** (*command*)

Starts the given command whenever the button is newly pressed.

**Parameters** `command` (`Command`) – the command to start

**Return type** `None`

**whenReleased** (*command*)

Starts the command when the button is released.

**Parameters** `command` (`Command`) – the command to start

**Return type** `None`

**whileHeld** (*command*)

Constantly starts the given command while the button is held.

`Command.start()` will be called repeatedly while the button is held, and will be canceled when the button is released.

**Parameters** `command` (*Command*) – the command to start

**Return type** `None`

## 1.2.2 InternalButton

**class** `wplib.buttons.InternalButton` (*inverted=False*)

Bases: `wplib.buttons.Button`

This class is intended to be used within a program. The programmer can manually set its value. Also includes a setting for whether or not it should invert its value.

Creates an InternalButton which is inverted depending on the input.

**Parameters** `inverted` (`bool`) – If False, then this button is pressed when set to True, otherwise it is pressed when set to False.

**get** ()

Returns whether or not the trigger is active

This method will be called repeatedly a command is linked to the Trigger.

**Return type** `int`

**Returns** whether or not the trigger condition is active.

**setInverted** (*inverted*)

**Return type** `None`

**setPressed** (*pressed*)

**Return type** `None`

## 1.2.3 JoystickButton

**class** `wplib.buttons.JoystickButton` (*joystick, buttonNumber*)

Bases: `wplib.buttons.Button`

A `button.Button` that gets its state from a `GenericHID`.

Create a joystick button for triggering commands.

**Parameters**

- **joystick** (`GenericHID`) – The `GenericHID` object that has the button (e.g. `Joystick`, `KinectStick`, etc)
- **buttonNumber** (`int`) – The button number (see `GenericHID.getRawButton()`)

**get** ()

Gets the value of the joystick button.

**Return type** `bool`

**Returns** The value of the joystick button

## 1.2.4 NetworkButton

**class** `wpiilib.buttons.NetworkButton` (*table, field*)

Bases: `wpiilib.buttons.Button`

A `button.Button` that uses a `NetworkTable` boolean field.

Initialize the `NetworkButton`.

### Parameters

- **table** (`NetworkTable`) – the `NetworkTable` instance to use, or the name of the table to use.
- **field** (`str`) – field to use.

**get** ()

Get the value of the button.

**Return type** `bool`

## 1.2.5 Trigger

**class** `wpiilib.buttons.Trigger` (*addLiveWindow=True*)

Bases: `wpiilib.SendableBase`

This class provides an easy way to link commands to inputs.

It is very easy to link a button to a command. For instance, you could link the trigger button of a joystick to a “score” command.

It is encouraged that teams write a subclass of `Trigger` if they want to have something unusual (for instance, if they want to react to the user holding a button while the robot is reading a certain sensor input). For this, they only have to write the `get ()` method to get the full functionality of the `Trigger` class.

Creates an instance of the sensor base.

**Parameters** **addLiveWindow** (`bool`) – if true, add this `Sendable` to `LiveWindow`

**cancelWhenActive** (*command*)

Cancels a command when the trigger becomes active.

**Parameters** **command** (`Command`) – the command to cancel

**Return type** `None`

**get** ()

Returns whether or not the trigger is active

This method will be called repeatedly a command is linked to the `Trigger`.

**Return type** `bool`

**Returns** whether or not the trigger condition is active.

**grab** ()

Returns whether `get ()` returns `True` or the internal table for `SmartDashboard` use is pressed.

**Return type** `bool`

**initSendable** (*builder*)

Initializes this `Sendable` object.

**Parameters** **builder** (`SendableBuilder`) – sendable builder

**Return type** None

**toggleWhenActive** (*command*)

Toggles a command when the trigger becomes active.

**Parameters** **command** (*Command*) – the command to toggle

**Return type** None

**whenActive** (*command*)

Starts the given command whenever the trigger just becomes active.

**Parameters** **command** (*Command*) – the command to start

**Return type** None

**whenInactive** (*command*)

Starts the command when the trigger becomes inactive.

**Parameters** **command** (*Command*) – the command to start

**Return type** None

**whileActive** (*command*)

Constantly starts the given command while the button is held.

`Command.start()` will be called repeatedly while the trigger is active, and will be canceled when the trigger becomes inactive.

**Parameters** **command** (*Command*) – the command to start

**Return type** None

## 1.3 wpilib.command Package

Objects in this package allow you to implement a robot using Command-based programming. Command based programming is a design pattern to help you organize your robot programs, by organizing your robot program into components based on *Command* and *Subsystem*

The Python implementation of the Command framework closely follows the Java language implementation. RobotPy has several examples of command based robots available.

Each one of the objects in the Command framework has detailed documentation available. If you need more information, for examples, tutorials, and other detailed information on programming your robot using this pattern, we recommend that you consult the Java version of the [FRC Control System documentation](#)

<code>wpilib.command.Command([name, ...])</code>	The Command class is at the very core of the entire command framework.
<code>wpilib.command.CommandGroup([name])</code>	A CommandGroup is a list of commands which are executed in sequence.
<code>wpilib.command.ConditionalCommand(name)</code>	A ConditionalCommand is a <i>Command</i> that starts one of two commands.
<code>wpilib.command.InstantCommand([...])</code>	This command will execute once, then finish immediately afterward.
<code>wpilib.command.PIDCommand(p, i, d)</code>	This class defines a Command which interacts heavily with a PID loop.

Continued on next page



Table 3 – continued from previous page

<code>wpiplib.command.PIDSubsystem(p, i, d)</code>	This class is designed to handle the case where there is a <code>Subsystem</code> which uses a single <code>PIDController</code> almost constantly (for instance, an elevator which attempts to stay at a constant height).
<code>wpiplib.command.PrintCommand(message)</code>	A <code>PrintCommand</code> is a command which prints out a string when it is initialized, and then immediately finishes.
<code>wpiplib.command.Scheduler()</code>	The <code>Scheduler</code> is a singleton which holds the top-level running commands.
<code>wpiplib.command.StartCommand(...)</code>	A <code>StartCommand</code> will call the <code>start()</code> method of another command when it is initialized and will finish immediately.
<code>wpiplib.command.Subsystem([name])</code>	This class defines a major component of the robot.
<code>wpiplib.command.TimedCommand(...)</code>	A command that runs for a set period of time.
<code>wpiplib.command.WaitCommand(timeout)</code>	A <code>WaitCommand</code> will wait for a certain amount of time before finishing.
<code>wpiplib.command.WaitForChildren(...)</code>	This command will only finish if whatever <code>CommandGroup</code> it is in has no active children.
<code>wpiplib.command.WaitUntilCommand(time)</code>	This will wait until the game clock reaches some value, then continue to the next command.

### 1.3.1 Command

**class** `wpiplib.command.Command` (*name=None, timeout=None, subsystem=None*)

Bases: `wpiplib.SendableBase`

The `Command` class is at the very core of the entire command framework. Every command can be started with a call to `start()`. Once a command is started it will call `initialize()`, and then will repeatedly call `execute()` until `isFinished()` returns `True`. Once it does, `end()` will be called.

However, if at any point while it is running `cancel()` is called, then the command will be stopped and `interrupted()` will be called.

If a command uses a `Subsystem`, then it should specify that it does so by calling the `requires()` method in its constructor. Note that a `Command` may have multiple requirements, and `requires()` should be called for each one.

If a command is running and a new command with shared requirements is started, then one of two things will happen. If the active command is interruptible, then `cancel()` will be called and the command will be removed to make way for the new one. If the active command is not interruptible, the other one will not even be started, and the active one will continue functioning.

**See also:**

`Subsystem`, `CommandGroup`

Creates a new command.

#### Parameters

- **name** – The name for this command; if unspecified or `None`, The name of this command will be set to its class name.
- **timeout** – The time (in seconds) before this command “times out”. Default is no timeout. See `isTimedOut()`.
- **subsystem** – The subsystem that this command requires

**cancel ()**

This will cancel the current command.

This will cancel the current command eventually. It can be called multiple times. And it can be called when the command is not running. If the command is running though, then the command will be marked as canceled and eventually removed.

**Warning:** A command can not be canceled if it is a part of a *CommandGroup*, you must cancel the *CommandGroup* instead.

**clearRequirements ()**

Clears list of subsystem requirements. This is only used by *ConditionalCommand* so cancelling the chosen command works properly in *CommandGroup*.

**doesRequire (system)**

Checks if the command requires the given *Subsystem*.

**Parameters** *system* – the system

**Returns** whether or not the subsystem is required, or False if given None.

**end ()**

Called when the command ended peacefully. This is where you may want to wrap up loose ends, like shutting off a motor that was being used in the command.

**execute ()**

The execute method is called repeatedly until this Command either finishes or is canceled.

**getGroup ()**

Returns the *CommandGroup* that this command is a part of. Will return None if this Command is not in a group.

**Returns** the *CommandGroup* that this command is a part of (or None if not in group)

**getRequirements ()**

Returns the requirements (as a set of Subsystems) of this command

**initSendable (builder)**

Initializes this Sendable object.

**Parameters** *builder* – sendable builder

**initialize ()**

The initialize method is called the first time this Command is run after being started.

**interrupted ()**

Called when the command ends because somebody called cancel() or another command shared the same requirements as this one, and booted it out.

This is where you may want to wrap up loose ends, like shutting off a motor that was being used in the command.

Generally, it is useful to simply call the end() method within this method, as done here.

**isCanceled ()**

Returns whether or not this has been canceled.

**Returns** whether or not this has been canceled

**isCompleted ()**

Whether or not this command has completed running.

**Return type** `bool`

**Returns** whether or not this command has completed running.

**isFinished()**

Returns whether this command is finished. If it is, then the command will be removed and `end()` will be called.

It may be useful for a team to reference the `isTimedOut()` method for time-sensitive commands, or override `TimedCommand`.

If you do not specify `isFinished` in your command, the command will only end if interrupted or canceled. If you want a command that executes only once and then ends, override `InstantCommand`.

**Returns** whether this command is finished.

See `isTimedOut()`

See

`class .TimedCommand`

See

`class .InstantCommand`

**isInterruptible()**

Returns whether or not this command can be interrupted.

**Returns** whether or not this command can be interrupted

**isParented()**

Returns whether the command has a parent.

**Returns** True if the command has a parent.

**isRunning()**

Returns whether or not the command is running. This may return true even if the command has just been canceled, as it may not have yet called `interrupted()`.

**Returns** whether or not the command is running

**isTimedOut()**

Returns whether or not the `timeSinceInitialized()` method returns a number which is greater than or equal to the timeout for the command. If there is no timeout, this will always return false.

**Returns** whether the time has expired

**lockChanges()**

Prevents further changes from being made

**removed()**

Called when the command has been removed. This will call `interrupted()` or `end()`.

**requires(subsystem)**

This method specifies that the given `Subsystem` is used by this command. This method is crucial to the functioning of the Command System in general.

Note that the recommended way to call this method is in the constructor.

**Parameters** `subsystem` – the `Subsystem` required

**run()**

The `run` method is used internally to actually run the commands.

**Returns** whether or not the command should stay within the Scheduler.

**runningChanged** (*value*)

**setInterruptible** (*interruptible*)

Sets whether or not this command can be interrupted.

**Parameters** **interruptible** – whether or not this command can be interrupted

**setParent** (*parent*)

Sets the parent of this command. No actual change is made to the group.

**Parameters** **parent** – the parent

**setRunWhenDisabled** (*run*)

Sets whether or not this {[@link](#) Command} should run when the robot is disabled.

By default a command will not run when the robot is disabled, and will in fact be canceled.

**Parameters** **run** – whether or not this command should run when the robot is disabled

**setTimeout** (*seconds*)

Sets the timeout of this command.

**Parameters** **seconds** – the timeout (in seconds)

See [isTimedOut\(\)](#)

**start** ()

Starts up the command. Gets the command ready to start. Note that the command will eventually start, however it will not necessarily do so immediately, and may in fact be canceled before initialize is even called.

**startRunning** ()

This is used internally to mark that the command has been started. The lifecycle of a command is:

- [startRunning\(\)](#) is called.
- [run\(\)](#) is called (multiple times potentially)
- [removed\(\)](#) is called

It is very important that [startRunning\(\)](#) and [removed\(\)](#) be called in order or some assumptions of the code will be broken.

**startTiming** ()

Called to indicate that the timer should start. This is called right before initialize() is, inside the run() method.

**timeSinceInitialized** ()

Returns the time since this command was initialized (in seconds). This function will work even if there is no specified timeout.

**Returns** the time since this command was initialized (in seconds).

**willRunWhenDisabled** ()

Returns whether or not this Command will run when the robot is disabled, or if it will cancel itself.

### 1.3.2 CommandGroup

**class** `wplib.command.CommandGroup` (*name=None*)

Bases: `wplib.command.Command`

A CommandGroup is a list of commands which are executed in sequence.

Commands in a CommandGroup are added using the `addSequential()` method and are called sequentially. CommandGroups are themselves Commands and can be given to other CommandGroups.

CommandGroups will carry all of the requirements of their subcommands. Additional requirements can be specified by calling `requires()` normally in the constructor.

CommandGroups can also execute commands in parallel, simply by adding them using `addParallel(...)`.

**See also:**

`Command`, `Subsystem`

Creates a new CommandGroup with the given name.

**Parameters** `name` – the name for this command group (optional). If None, the name of this command will be set to its class name.

**class** `Entry` (*command, state, timeout*)

Bases: `object`

**BRANCH\_CHILD** = 2

**BRANCH\_PEER** = 1

**IN\_SEQUENCE** = 0

`isTimedOut()`

**addParallel** (*command, timeout=None*)

Adds a new child Command to the group (with an optional timeout). The Command will be started after all the previously added Commands.

Once the Command is started, it will run until it finishes, is interrupted, or the time expires (if a timeout is provided), whichever is sooner. Note that the given Command will have no knowledge that it is on a timer.

Instead of waiting for the child to finish, a CommandGroup will have it run at the same time as the subsequent Commands. The child will run until either it finishes, the timeout expires, a new child with conflicting requirements is started, or the main sequence runs a Command with conflicting requirements. In the latter two cases, the child will be canceled even if it says it can't be interrupted.

Note that any requirements the given Command has will be added to the group. For this reason, a Command's requirements can not be changed after being added to a group.

It is recommended that this method be called in the constructor.

**Parameters**

- **command** – The command to be added
- **timeout** – The timeout (in seconds) (optional)

**addSequential** (*command, timeout=None*)

Adds a new Command to the group (with an optional timeout). The Command will be started after all the previously added Commands.

Once the Command is started, it will be run until it finishes or the time expires, whichever is sooner (if a timeout is provided). Note that the given Command will have no knowledge that it is on a timer.

Note that any requirements the given Command has will be added to the group. For this reason, a Command's requirements can not be changed after being added to a group.

It is recommended that this method be called in the constructor.

**Parameters**

- **command** – The Command to be added

- **timeout** – The timeout (in seconds) (optional)

**cancelConflicts** (*command*)

**end** ()

Called when the command ended peacefully. This is where you may want to wrap up loose ends, like shutting off a motor that was being used in the command.

**execute** ()

The execute method is called repeatedly until this Command either finishes or is canceled.

**initialize** ()

The initialize method is called the first time this Command is run after being started.

**interrupted** ()

Called when the command ends because somebody called cancel() or another command shared the same requirements as this one, and booted it out.

This is where you may want to wrap up loose ends, like shutting off a motor that was being used in the command.

Generally, it is useful to simply call the end() method within this method, as done here.

**isFinished** ()

Returns True if all the Commands in this group have been started and have finished.

Teams may override this method, although they should probably reference super().isFinished() if they do.

**Returns** whether this CommandGroup is finished

**isInterruptible** ()

Returns whether or not this group is interruptible. A command group will be uninterruptible if setInterruptible(False) was called or if it is currently running an uninterruptible command or child.

**Returns** whether or not this CommandGroup is interruptible.

### 1.3.3 ConditionalCommand

**class** wpilib.command.**ConditionalCommand** (*name, onTrue=None, onFalse=None*)

Bases: *wpilib.command.Command*

A ConditionalCommand is a *Command* that starts one of two commands.

A ConditionalCommand uses m\_condition to determine whether it should run m\_onTrue or m\_onFalse.

A ConditionalCommand adds the proper *Command* to the *Scheduler* during initialize() and then isFinished() will return true once that *Command* has finished executing.

If no *Command* is specified for m\_onFalse, the occurrence of that condition will be a no-op.

@see *Command* @see *Scheduler*

Creates a new ConditionalCommand with given name and onTrue and onFalse Commands.

Users of this constructor should also override condition().

#### Parameters

- **name** – the name for this command group
- **onTrue** – The Command to execute if {@link ConditionalCommand#condition()} returns true
- **onFalse** – The Command to execute if {@link ConditionalCommand#condition()} returns false

**condition()**

The Condition to test to determine which Command to run.

**Returns** true if `m_onTrue` should be run or false if `m_onFalse` should be run.

**isFinished()**

Returns whether this command is finished. If it is, then the command will be removed and `end()` will be called.

It may be useful for a team to reference the `isTimedOut()` method for time-sensitive commands, or override `TimedCommand`.

If you do not specify `isFinished` in your command, the command will only end if interrupted or canceled. If you want a command that executes only once and then ends, override `InstantCommand`.

**Returns** whether this command is finished.

**See** `isTimedOut()`

**See**

**class** `.TimedCommand`

**See**

**class** `.InstantCommand`

**requireAll()**

### 1.3.4 InstantCommand

**class** `wpiilib.command.InstantCommand` (*name=None, subsystem=None, func=None*)

Bases: `wpiilib.command.Command`

This command will execute once, then finish immediately afterward.

Subclassing `InstantCommand` is shorthand for returning true from `Command.isFinished()`

Creates a new `InstantCommand`

#### Parameters

- **name** – the name for this command
- **requirement** – the subsystem this command requires
- **func** – the function to run when `Command.initialize()` is run

**isFinished()**

Returns whether this command is finished. If it is, then the command will be removed and `end()` will be called.

It may be useful for a team to reference the `isTimedOut()` method for time-sensitive commands, or override `TimedCommand`.

If you do not specify `isFinished` in your command, the command will only end if interrupted or canceled. If you want a command that executes only once and then ends, override `InstantCommand`.

**Returns** whether this command is finished.

**See** `isTimedOut()`

**See**

**class** `.TimedCommand`

See

class `.InstantCommand`

### 1.3.5 PIDCommand

class `wpiplib.command.PIDCommand` (*p*, *i*, *d*, *period=0.05*, *f=0.0*, *name=None*, *subsystem=None*)

Bases: `wpiplib.command.Command`

This class defines a Command which interacts heavily with a PID loop.

It provides some convenience methods to run an internal PIDController. It will also start and stop said PIDController when the PIDCommand is first initialized and ended/interrupted.

Instantiates a PIDCommand that will use the given *p*, *i* and *d* values. It will use the class name as its name unless otherwise specified. It will also space the time between PID loop calculations to be equal to the given period.

#### Parameters

- **p** – the proportional value
- **i** – the integral value
- **d** – the derivative value
- **period** – the time (in seconds) between calculations (optional)
- **f** – the feed forward value
- **name** – the name (optional)
- **subsystem** – the subsystem that this command requires

**getPIDController** ()

Returns the PIDController used by this PIDCommand. Use this if you would like to fine tune the pid loop.

Notice that calling `setSetpoint(...)` on the controller will not result in the setpoint being trimmed to be in the range defined by `setSetpointRange(...)`.

**Returns** the PIDController used by this PIDCommand

**getPosition** ()

Returns the current position

**Returns** the current position

**getSetpoint** ()

Returns the setpoint.

**Returns** the setpoint

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** – sendable builder

**returnPIDInput** ()

Returns the input for the pid loop.

It returns the input for the pid loop, so if this command was based off of a gyro, then it should return the angle of the gyro

All subclasses of PIDCommand must override this method.

This method will be called in a different thread then the `Scheduler` thread.



**Returns** the value the pid loop should use as input

**setSetpoint** (*setpoint*)

Sets the setpoint to the given value. If `setRange()` was called, then the given setpoint will be trimmed to fit within the range.

**Parameters** **setpoint** – the new setpoint

**setSetpointRelative** (*deltaSetpoint*)

Adds the given value to the setpoint. If `setRange()` was used, then the bounds will still be honored by this method.

**Parameters** **deltaSetpoint** – the change in the setpoint

**usePIDOutput** (*output*)

Uses the value that the pid loop calculated. The calculated value is the “output” parameter. This method is a good time to set motor values, maybe something along the lines of `driveline.tankDrive(output, -output)`.

All subclasses of `PIDCommand` should override this method.

This method will be called in a different thread than the Scheduler thread.

**Parameters** **output** – the value the pid loop calculated

### 1.3.6 PIDSubsystem

**class** `wpiilib.command.PIDSubsystem` (*p, i, d, f=0.0, \*, period=None, name=None*)

Bases: `wpiilib.command.Subsystem`

This class is designed to handle the case where there is a `Subsystem` which uses a single `PIDController` almost constantly (for instance, an elevator which attempts to stay at a constant height).

It provides some convenience methods to run an internal `PIDController`. It also allows access to the internal `PIDController` in order to give total control to the programmer.

Instantiates a `PIDSubsystem` that will use the given `p`, `i` and `d` values. It will use the class name as its name unless otherwise specified. It will also space the time between `PID` loop calculations to be equal to the given period.

**Parameters**

- **p** (`float`) – the proportional value
- **i** (`float`) – the integral value
- **d** (`float`) – the derivative value
- **f** (`float`) – the feed forward value
- **period** (`Optional[float]`) – the time (in seconds) between calculations (optional)
- **name** (`Optional[str]`) – the name (optional)

**disable** ()

Disables the internal `PIDController`

**Return type** `None`

**enable** ()

Enables the internal `PIDController`

**Return type** `None`

**getPIDController ()**

Returns the PIDController used by this PIDSubsystem. Use this if you would like to fine tune the pid loop.

Notice that calling `setSetpoint ()` on the controller will not result in the setpoint being trimmed to be in the range defined by `setSetpointRange ()`.

**Return type** *PIDController*

**Returns** the *PIDController* used by this PIDSubsystem

**getPosition ()**

Returns the current position

**Return type** *float*

**Returns** the current position

**getSetpoint ()**

Returns the setpoint.

**Return type** *float*

**Returns** the setpoint

**onTarget ()**

Return True if the error is within the percentage of the total input range, determined by `setAbsoluteTolerance` or `setPercentTolerance`. This assumes that the maximum and minimum input were set using `setInput`.

**Return type** *bool*

**Returns** True if the error is less than the tolerance

**returnPIDInput ()**

Returns the input for the pid loop.

It returns the input for the pid loop, so if this command was based off of a gyro, then it should return the angle of the gyro

All subclasses of PIDSubsystem must override this method.

This method will be called in a different thread then the Scheduler thread.

**Return type** *float*

**Returns** the value the pid loop should use as input

**setAbsoluteTolerance (t)**

Set the absolute error which is considered tolerable for use with OnTarget.

**Parameters** *t* (*float*) – The absolute tolerance (same range as the PIDInput values)

**Return type** *None*

**setInputRange (minimumInput, maximumInput)**

Sets the maximum and minimum values expected from the input.

**Parameters**

- **minimumInput** (*float*) – the minimum value expected from the input
- **maximumInput** (*float*) – the maximum value expected from the output

**Return type** *None*

**setOutputRange (minimumOutput, maximumOutput)**

Sets the maximum and minimum values to write.

**Parameters**

- **minimumOutput** (float) – the minimum value to write to the output
- **maximumOutput** (float) – the maximum value to write to the output

**Return type** None

**setPercentTolerance** (*p*)

Set the percentage error which is considered tolerable for use with OnTarget.

**Parameters** **p** (float) – The percentage tolerance (value of 15.0 == 15 percent)

**Return type** None

**setSetpoint** (*setpoint*)

Sets the setpoint to the given value. If `setRange()` was called, then the given setpoint will be trimmed to fit within the range.

**Parameters** **setpoint** (float) – the new setpoint

**Return type** None

**setSetpointRelative** (*deltaSetpoint*)

Adds the given value to the setpoint. If `setRange()` was used, then the bounds will still be honored by this method.

**Parameters** **deltaSetpoint** (float) – the change in the setpoint

**Return type** None

**usePIDOutput** (*output*)

Uses the value that the pid loop calculated. The calculated value is the “output” parameter. This method is a good time to set motor values, maybe something along the lines of `driveline.tankDrive(output, -output)`.

All subclasses of `PIDSubsystem` should override this method.

This method will be called in a different thread than the Scheduler thread.

**Parameters** **output** (float) – the value the pid loop calculated

**Return type** None

### 1.3.7 PrintCommand

**class** `wpilib.command.PrintCommand` (*message*)

Bases: `wpilib.command.InstantCommand`

A `PrintCommand` is a command which prints out a string when it is initialized, and then immediately finishes.

It is useful if you want a `CommandGroup` to print out a string when it reaches a certain point.

Instantiates a `PrintCommand` which will print the given message when it is run.

**Parameters** **message** (*str*) – the message to print

**initialize** ()

The initialize method is called the first time this `Command` is run after being started.

**Return type** None

### 1.3.8 Scheduler

**class** `wplib.command.Scheduler`

Bases: `wplib.SendableBase`

The Scheduler is a singleton which holds the top-level running commands. It is in charge of both calling the command's `run()` method and to make sure that there are no two commands with conflicting requirements running.

It is fine if teams wish to take control of the Scheduler themselves, all that needs to be done is to call `Scheduler.getInstance().run()` often to have Commands function correctly. However, this is already done for you if you use the CommandBased Robot template.

**See also:**

[\*Command\*](#)

Instantiates a Scheduler.

**add** (*command*)

Adds the command to the Scheduler. This will not add the *Command* immediately, but will instead wait for the proper time in the `run()` loop before doing so. The command returns immediately and does nothing if given null.

Adding a *Command* to the *Scheduler* involves the Scheduler removing any Command which has shared requirements.

**Parameters** **command** – the command to add

**addButton** (*button*)

Adds a button to the Scheduler. The Scheduler will poll the button during its `run()`.

**Parameters** **button** – the button to add

**disable** ()

Disable the command scheduler.

**enable** ()

Enable the command scheduler.

**static getInstance** ()

Returns the Scheduler, creating it if one does not exist.

**Returns** the Scheduler

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** – sendable builder

**registerSubsystem** (*system*)

Registers a *Subsystem* to this Scheduler, so that the Scheduler might know if a default Command needs to be run. All *Subsystem* objects should call this.

**Parameters** **system** – the system

**remove** (*command*)

Removes the *Command* from the Scheduler.

**Parameters** **command** – the command to remove

**removeAll** ()

Removes all commands

**run()**

Runs a single iteration of the loop. This method should be called often in order to have a functioning Command system. The loop has five stages:

- Poll the Buttons
- Execute/Remove the Commands
- Send values to SmartDashboard
- Add Commands
- Add Defaults

### 1.3.9 StartCommand

**class** `wplib.command.StartCommand` (*commandToStart*)

Bases: `wplib.command.InstantCommand`

A StartCommand will call the start() method of another command when it is initialized and will finish immediately.

Instantiates a StartCommand which will start the given command whenever its initialize() is called.

**Parameters** `commandToStart` (*Command*) – the *Command* to start

**initialize()**

The initialize method is called the first time this Command is run after being started.

**Return type** None

### 1.3.10 Subsystem

**class** `wplib.command.Subsystem` (*name=None*)

Bases: `wplib.SendableBase`

This class defines a major component of the robot.

A good example of a subsystem is the driveline, or a claw if the robot has one.

All motors should be a part of a subsystem. For instance, all the wheel motors should be a part of some kind of “Driveline” subsystem.

Subsystems are used within the command system as requirements for Command. Only one command which requires a subsystem can run at a time. Also, subsystems can have default commands which are started if there is no command running which requires this subsystem.

**See also:**

*Command*

Creates a subsystem.

**Parameters** `name` (Optional[str]) – the name of the subsystem; if None, it will be set to the name to the name of the class.

**addChild** (*child, name=None*)

Associate a *Sendable* with this Subsystem. Update the child’s name if provided

**Parameters**

- `child` (*Sendable*) – sendable

- **name** (Optional[str]) – name to give child

**Return type** None

**confirmCommand()**

Call this to alert Subsystem that the current command is actually the command. Sometimes, the Subsystem is told that it has no command while the Scheduler is going through the loop, only to be soon after given a new one. This will avoid that situation.

**Return type** None

**getCurrentCommand()**

Returns the command which currently claims this subsystem.

**Return type** *Command*

**Returns** the command which currently claims this subsystem

**getCurrentCommandName()**

Returns the current command name, or empty string if no current command.

**Return type** str

**Returns** the current command name

**getDefaultCommand()**

Returns the default command (or None if there is none).

**Return type** *Command*

**Returns** the default command

**getDefaultCommandName()**

Returns the default command name, or empty string if there is none.

**Return type** str

**Returns** the default command name

**initDefaultCommand()**

Initialize the default command for a subsystem. By default subsystems have no default command, but if they do, the default command is set with this method. It is called on all Subsystems by CommandBase in the users program after all the Subsystems are created.

**Return type** None

**initSendable(builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**periodic()**

When the run method of the scheduler is called this method will be called.

**Return type** None

**setCurrentCommand(command)**

Sets the current command

**Parameters** **command** (Optional[*Command*]) – the new current command

**Return type** None

**setDefaultCommand** (*command*)

Sets the default command. If this is not called or is called with None, then there will be no default command for the subsystem.

**Parameters** **command** (*Command*) – the default command (or None if there should be none)

**Warning:** This should NOT be called in a constructor if the subsystem is a singleton.

**Return type** None

### 1.3.11 TimedCommand

**class** `wpiilib.command.TimedCommand` (*name, timeoutInSeconds, subsystem=None*)

Bases: `wpiilib.command.Command`

A command that runs for a set period of time.

Instantiates a TimedCommand with the given name and timeout.

**Parameters**

- **name** – the name of the command
- **timeoutInSeconds** – the time the command takes to run
- **subsystem** – the subsystem that this command requires

**isFinished** ()

Ends command when timed out.

### 1.3.12 WaitCommand

**class** `wpiilib.command.WaitCommand` (*timeout, name=None*)

Bases: `wpiilib.command.TimedCommand`

A WaitCommand will wait for a certain amount of time before finishing. It is useful if you want a `CommandGroup` to pause for a moment.

**See also:**

`CommandGroup`

Instantiates a WaitCommand with the given timeout.

**Parameters**

- **timeout** (float) – the time the command takes to run (seconds)
- **name** (Optional[str]) – the name of the command (optional)

### 1.3.13 WaitForChildren

**class** `wpiilib.command.WaitForChildren` (*name=None, timeout=None, subsystem=None*)

Bases: `wpiilib.command.Command`

This command will only finish if whatever `CommandGroup` it is in has no active children. If it is not a part of a CommandGroup, then it will finish immediately. If it is itself an active child, then the CommandGroup will never end.

This class is useful for the situation where you want to allow anything running in parallel to finish, before continuing in the main CommandGroup sequence.

Creates a new command.

**Parameters**

- **name** – The name for this command; if unspecified or None, The name of this command will be set to its class name.
- **timeout** – The time (in seconds) before this command “times out”. Default is no timeout. See `isTimedOut()`.
- **subsystem** – The subsystem that this command requires

**isFinished()**

Returns whether this command is finished. If it is, then the command will be removed and `end()` will be called.

It may be useful for a team to reference the `isTimedOut()` method for time-sensitive commands, or override `TimedCommand`.

If you do not specify `isFinished` in your command, the command will only end if interrupted or canceled. If you want a command that executes only once and then ends, override `InstantCommand`.

**Return type** `bool`

**Returns** whether this command is finished.

**See** `isTimedOut()`

**See**

**class** `.TimedCommand`

**See**

**class** `.InstantCommand`

### 1.3.14 WaitUntilCommand

**class** `wplib.command.WaitUntilCommand`(*time*)

Bases: `wplib.command.Command`

This will wait until the game clock reaches some value, then continue to the next command.

**isFinished()**

Returns whether this command is finished. If it is, then the command will be removed and `end()` will be called.

It may be useful for a team to reference the `isTimedOut()` method for time-sensitive commands, or override `TimedCommand`.

If you do not specify `isFinished` in your command, the command will only end if interrupted or canceled. If you want a command that executes only once and then ends, override `InstantCommand`.

**Return type** `bool`

**Returns** whether this command is finished.

**See** `isTimedOut()`

**See**

**class** `.TimedCommand`



See

class `.InstantCommand`

## 1.4 wpilib.drive Package

<code>wpilib.drive.DifferentialDrive(...)</code>	A class for driving differential drive/skid-steer drive platforms such as the Kit of Parts drive base, “tank drive”, or West Coast Drive.
<code>wpilib.drive.KilloughDrive(...)</code>	A class for driving Killough drive platforms.
<code>wpilib.drive.MecanumDrive(...)</code>	A class for driving Mecanum drive platforms.
<code>wpilib.drive.RobotDriveBase()</code>	Common base class for drive platforms
<code>wpilib.drive.Vector2d([x, y])</code>	This is a 2D vector struct that supports basic operations

### 1.4.1 DifferentialDrive

**class** `wpilib.drive.DifferentialDrive` (*leftMotor, rightMotor*)

Bases: `wpilib.drive.RobotDriveBase`

A class for driving differential drive/skid-steer drive platforms such as the Kit of Parts drive base, “tank drive”, or West Coast Drive.

These drive bases typically have drop-center / skid-steer with two or more wheels per side (e.g., 6WD or 8WD).

This class takes a `SpeedController` per side. For four and six motor drivetrains, construct and pass in `SpeedControllerGroup` instances as follows.

Four motor drivetrain:

```
def robotInit(self):
    self.frontLeft = wpilib.Spark(1)
    self.rearLeft = wpilib.Spark(2)
    self.left = wpilib.SpeedControllerGroup(self.frontLeft, self.rearLeft)

    self.frontRight = wpilib.Spark(3)
    self.rearRight = wpilib.Spark(4)
    self.right = wpilib.SpeedControllerGroup(self.frontRight, self.rearRight)

    self.drive = DifferentialDrive(self.left, self.right)
```

Six motor drivetrain:

```
def robotInit(self):
    self.frontLeft = wpilib.Spark(1)
    self.midLeft = wpilib.Spark(2)
    self.rearLeft = wpilib.Spark(3)
    self.left = wpilib.SpeedControllerGroup(self.frontLeft, self.midLeft, self.
↪rearLeft)

    self.frontRight = wpilib.Spark(4)
    self.midRight = wpilib.Spark(5)
    self.rearRight = wpilib.Spark(6)
    self.right = wpilib.SpeedControllerGroup(self.frontRight, self.midRight, self.
↪rearRight)

    self.drive = DifferentialDrive(self.left, self.right)
```

A differential drive robot has left and right wheels separated by an arbitrary width.

Drive base diagram:



Each `drive()` function provides different inverse kinematic relations for a differential drive robot. Motor outputs for the right side are negated, so motor direction inversion by the user is usually unnecessary.

This library uses the NED axes convention (North-East-Down as external reference in the world frame): [http://www.nuclearprojects.com/ins/images/axis\\_big.png](http://www.nuclearprojects.com/ins/images/axis_big.png).

The positive X axis points ahead, the positive Y axis points right, and the positive Z axis points down. Rotations follow the right-hand rule, so clockwise rotation around the Z axis is positive.

Inputs smaller than `RobotDriveBase.kDefaultDeadband` will be set to 0, and larger values will be scaled so that the full range is still used. This deadband value can be changed with `setDefaultDeadband()`.

---

**Note:** RobotDrive porting guide:

`tankDrive()` is equivalent to `RobotDrive.tankDrive()` if a deadband of 0 is used.

`arcadeDrive()` is equivalent to `RobotDrive.arcadeDrive()` if a deadband of 0 is used and the rotation input is inverted (i.e `arcadeDrive(y, -rotation)`)

`curvatureDrive()` is similar in concept to `RobotDrive.drive()` with the addition of a quick turn mode. However, it is not designed to give exactly the same response.

---

Constructor for DifferentialDrive.

---

**Note:** To pass multiple motors per side, use a `SpeedControllerGroup`. If a motor needs to be inverted, do so before passing it in.

---

### Parameters

- **leftMotor** (`SpeedController`) – Left motor(s)
- **rightMotor** (`SpeedController`) – Right motor(s)

**arcadeDrive** (`xSpeed`, `zRotation`, `squareInputs=True`)

Arcade drive method for differential drive platform.

### Parameters

- **xSpeed** (`float`) – The robot's speed along the X axis [-1.0..1.0]. Forward is positive
- **zRotation** (`float`) – The robot's zRotation rate around the Z axis [-1.0..1.0]. Clockwise is positive
- **squareInputs** (`bool`) – If set, decreases the sensitivity at low speeds.

**Return type** `None`

**curvatureDrive** (`xSpeed`, `zRotation`, `isQuickTurn`)

Curvature drive method for differential drive platform.

The `zRotation` argument controls the curvature of the robot's path rather than its rate of heading change. This makes the robot more controllable at high speeds. Also handles the robot's quick turn functionality - "quick turn" overrides constant-curvature turning for turn-in-place maneuvers

#### Parameters

- **`xSpeed`** (`float`) – The robot's speed along the X axis  $[-1.0..1.0]$ . Forward is positive.
- **`zRotation`** (`float`) – The robot's rotation rate around the Z axis  $[-1.0..1.0]$ . Clockwise is positive.
- **`isQuickTurn`** (`bool`) – If set, overrides constant-curvature turning for turn-in-place maneuvers.

**Return type** `None`

**`getDescription()`**

**Return type** `str`

**`initSendable(builder)`**

Initializes this Sendable object.

**Parameters** **`builder`** (`SendableBuilder`) – sendable builder

**Return type** `None`

**`instances = 0`**

**`isRightSideInverted()`**

Gets if the power sent to the right side of the drivetrain is multiplied by -1.

**Return type** `bool`

**Returns** true if the right side is inverted

**`kDefaultQuickStopAlpha = 0.1`**

**`kDefaultQuickStopThreshold = 0.2`**

**`setQuickStopAlpha(alpha)`**

Sets the low-pass filter gain for QuickStop in curvature drive.

The low-pass filter filters incoming rotation rate commands to smooth out high frequency changes.

**Parameters** **`alpha`** (`float`) – Low-pass filter gain  $[0.0..2.0]$ . Smaller values result in slower output changes. Values between 1.0 and 2.0 result in output oscillation. Values below 0.0 and above 2.0 are unstable.

**Return type** `None`

**`setQuickStopThreshold(threshold)`**

Sets the QuickStop speed threshold in curvature drive.

QuickStop compensates for the robot's moment of inertia when stopping after a QuickTurn.

While QuickTurn is enabled, the QuickStop accumulator takes on the rotation rate value outputted by the low-pass filter when the robot's speed along the X axis is below the threshold. When QuickTurn is disabled, the accumulator's value is applied against the computed angular power request to slow the robot's rotation.

**Parameters** **`threshold`** (`float`) – X speed below which quick stop accumulator will receive rotation rate values  $[0..1.0]$ .

**Return type** `None`

**setRightSideInverted** (*rightSideInverted*)

Sets if the power sent to the right side of the drivetrain should be multiplied by -1.

**Parameters** **rightSideInverted** (`bool`) – true if right side power should be multiplied by -1

**Return type** `None`

**stopMotor** ()

**Return type** `None`

**tankDrive** (*leftSpeed*, *rightSpeed*, *squareInputs=True*)

Provide tank steering using the stored robot configuration.

**Parameters**

- **leftSpeed** (`float`) – The robot’s left side speed along the X axis  $[-1.0..1.0]$ . Forward is positive.
- **rightSpeed** (`float`) – The robot’s right side speed along the X axis  $[-1.0..1.0]$ . Forward is positive.
- **squareInputs** (`bool`) – If set, decreases the input sensitivity at low speeds

**Return type** `None`

## 1.4.2 KilloughDrive

**class** `wpi.lib.drive.KilloughDrive` (*leftMotor*, *rightMotor*, *backMotor*, *leftMotorAngle=60.0*, *rightMotorAngle=120.0*, *backMotorAngle=270.0*)

Bases: `wpi.lib.drive.RobotDriveBase`

A class for driving Killough drive platforms.

Killough drives are triangular with one omni wheel on each corner.

Drive Base Diagram:



Each *drive()* function provides different inverse kinematic relations for a Killough drive. The default wheel vectors are parallel to their respective opposite sides, but can be overridden. See the constructor for more information.

This library uses the NED axes convention (North-East-Down as external reference in the world frame): [http://www.nuclearprojects.com/ins/images/axis\\_big.png](http://www.nuclearprojects.com/ins/images/axis_big.png).

The positive X axis points ahead, the positive Y axis points right, and the positive Z axis points down. Rotations follow the right-hand rule, so clockwise rotation around the Z axis is positive.

Construct a Killough drive with the given motors and default motor angles.

Angles are measured in degrees clockwise from the positive X axis.

The default motor angles make the wheels on each corner parallel to their respective opposite sides.

If a motor needs to be inverted, do so before passing it in.

**Parameters**

- **leftMotor** (*SpeedController*) – The motor on the left corner.
- **rightMotor** (*SpeedController*) – The motor on the right corner.
- **backMotor** (*SpeedController*) – The motor on the back corner.
- **leftMotorAngle** (float) – The angle of the left wheel’s forward direction of travel
- **rightMotorAngle** (float) – The angle of the right wheel’s forward direction of travel
- **backMotorAngle** (float) – The angle of the back wheel’s forward direction of travel

**driveCartesian** (*ySpeed, xSpeed, zRotation, gyroAngle=0.0*)

Drive method for Killough platform.

Angles are measured clockwise from the positive X axis. The robot’s speed is independent from its angle or rotation rate.

#### Parameters

- **ySpeed** (float) – The robot’s speed along the Y axis [-1.0..1.0]. Right is positive.
- **xSpeed** (float) – The robot’s speed along the X axis [-1.0..1.0]. Forward is positive.
- **zRotation** (float) – The robot’s rotation rate around the Z axis [-1.0..1.0]. Clockwise is positive.
- **gyroAngle** (float) – The current angle reading from the gyro in degrees around the Z axis. Use this to implement field-oriented controls.

**Return type** None

**drivePolar** (*magnitude, angle, zRotation*)

Drive method for Killough platform.

Angles are measured counter-clockwise from straight ahead. The speed at which the robot drives (translation) is independent from its angle or zRotation rate.

#### Parameters

- **magnitude** (float) – The robot’s speed at a given angle [-1.0..1.0]. Forward is positive.
- **angle** (float) – The angle around the Z axis at which the robot drives in degrees [-180..180].
- **zRotation** (float) – The robot’s rotation rate around the Z axis [-1.0..1.0]. Clockwise is positive.

**Return type** None

**getDescription** ()

**Return type** str

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None

**instances** = 0

**kDefaultBackMotorAngle** = 270.0

**kDefaultLeftMotorAngle** = 60.0

```
kDefaultRightMotorAngle = 120.0
```

```
stopMotor()
```

**Return type** None

### 1.4.3 MecanumDrive

**class** `wpiplib.drive.MecanumDrive` (*frontLeftMotor, rearLeftMotor, frontRightMotor, rearRightMotor*)

Bases: `wpiplib.drive.RobotDriveBase`

A class for driving Mecanum drive platforms.

Mecanum drives are rectangular with one wheel on each corner. Each wheel has rollers toed in 45 degrees toward the front or back. When looking at the wheels from the top, the roller axles should form an X across the robot. Each drive() function provides different inverse kinematic relations for a Mecanum drive robot.

Drive base diagram:



Each drive() function provides different inverse kinematic relations for a Mecanum drive robot. Motor outputs for the right side are negated, so motor direction inversion by the user is usually unnecessary.

This library uses the NED axes convention (North-East-Down as external reference in the world frame): [http://www.nuclearprojects.com/ins/images/axis\\_big.png](http://www.nuclearprojects.com/ins/images/axis_big.png).

The positive X axis points ahead, the positive Y axis points right, and the positive Z axis points down. Rotations follow the right-hand rule, so clockwise rotation around the Z axis is positive.

---

**Note:** RobotDrive porting guide:

In MecanumDrive, the right side speed controllers are automatically inverted, while in RobotDrive, no speed controllers are automatically inverted.

`driveCartesian()` is equivalent to `RobotDrive.mecanumDrive_Cartesian()` if a deadband of 0 is used, and the `ySpeed` and `gyroAngle` values are inverted compared to RobotDrive (i.e. `driveCartesian(xSpeed, -ySpeed, zRotation, -gyroAngle)`).

`drivePolar()` is equivalent to `RobotDrive.mecanumPolar()` if a deadband of 0 is used.

---

Constructor for MecanumDrive.

If motors need to be inverted, do so beforehand. Motor outputs for the right side are negated, so motor direction inversion by the user is usually unnecessary

#### Parameters

- **frontLeftMotor** (*SpeedController*) – Front Left Motor
- **rearLeftMotor** (*SpeedController*) – Rear Left Motor
- **frontRightMotor** (*SpeedController*) – Front Right Motor
- **rearRightMotor** (*SpeedController*) – Rear Right Motor

**driveCartesian** (*ySpeed, xSpeed, zRotation, gyroAngle=0.0*)

Drive method for Mecanum platform.

Angles are measured clockwise from the positive X axis. The robot's speed is independent from its angle or rotation rate.

**Parameters**

- **ySpeed** (*float*) – The robot's speed along the Y axis [-1.0..1.0]. Right is positive.
- **xSpeed** (*float*) – The robot's speed along the X axis [-1.0..1.0]. Forward is positive.
- **zRotation** (*float*) – The robot's rotation rate around the Z axis [-1.0..1.0]. Clockwise is positive.
- **gyroAngle** (*float*) – The current angle reading from the gyro in degrees around the Z axis. Use this to implement field-oriented controls.

**Return type** *None*

**drivePolar** (*magnitude, angle, zRotation*)

Drive method for Mecanum platform.

Angles are measured counter-clockwise from straight ahead. The speed at which the robot drives (translation) is independent from its angle or rotation rate.

**Parameters**

- **magnitude** (*float*) – The robot's speed at a given angle [-1.0..1.0]. Forward is positive.
- **angle** (*float*) – The angle around the Z axis at which the robot drives in degrees [-180..180].
- **zRotation** (*float*) – The robot's rotation rate around the Z axis [-1.0..1.0]. Clockwise is positive.

**Return type** *None*

**getDescription** ()

**Return type** *str*

**initSendable** (*builder*)

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** *None*

**instances** = 0

**isRightSideInverted** ()

Gets if the power sent to the right side of the drivetrain is multiplied by -1.

**Returns** true if the right side is inverted

**setRightSideInverted** (*rightSideInverted*)

Sets if the power sent to the right side of the drivetrain should be multiplied by -1.

**Parameters** **rightSideInverted** (*bool*) – true if right side power should be multiplied by -1

**Return type** *None*

**stopMotor** ()

**Return type** None

## 1.4.4 RobotDriveBase

**class** `wpiplib.drive.RobotDriveBase`

Bases: `wpiplib.SendableBase`, `wpiplib.MotorSafety`

Common base class for drive platforms

**class** `MotorType`

Bases: `enum.IntEnum`

The location of a motor on the robot for the purpose of driving.

**kBack** = 2

Back

**kFrontLeft** = 0

Front left

**kFrontRight** = 1

Front right

**kLeft** = 0

Left

**kRearLeft** = 2

Rear left

**kRearRight** = 3

Rear right

**kRight** = 1

Right

**static** `applyDeadband` (*value*, *deadband*)

Returns 0.0 if the given value is within the specified range around zero. The remaining range between the deadband and 1.0 is scaled from 0.0 to 1.0.

**Parameters**

- **value** (`float`) – value to clip
- **deadband** (`float`) – range around zero

**Return type** `float`

**feedWatchdog** ()

Feed the motor safety object. Resets the timer that will stop the motors if it completes.

see `MotorSafety.feed()`

**kDefaultDeadband** = 0.02

**kDefaultMaxOutput** = 1.0

**static** `limit` (*value*)

Limit motor values to the -1.0 to +1.0 range.

**Return type** `float`

**static** `normalize` (*wheelSpeeds*)

Normalize all wheel speeds if the magnitude of any wheel is greater than 1.0.

**Parameters** **wheelSpeeds** (`List[float]`) – Iterable of wheelspeeds to normalize



**Return type** None

**setDeadband** (*deadband*)

Sets the deadband applied to the drive inputs (e.g. joystick values).

The default value is *kDefaultDeadband*. Inputs smaller than the deadband are set to 0 while inputs larger than the deadband are scaled from 0 to 1. See *applyDeadband()*.

**Parameters** **deadband** (float) – The deadband to set

**Return type** None

**setMaxOutput** (*maxOutput*)

Configure the scaling factor for using drive methods with motor controllers in a mode other than PercentVbus or to limit the maximum output.

The default value is *kDefaultMaxOutput*.

**Parameters** **maxOutput** (float) – Multiplied with the output percentage computed by the drive functions.

**Return type** None

## 1.4.5 Vector2d

**class** `wpi.lib.drive.Vector2d` (*x=0.0, y=0.0*)

Bases: `object`

This is a 2D vector struct that supports basic operations

Construct a 2D vector

**Parameters**

- **x** (float) – x component of the vector
- **y** (float) – y component of the vector

**dot** (*vec*)

Returns dot product of this vector and argument

**Parameters** **vec** (*Vector2d*) – Vector with which to perform dot product

**Return type** float

**magnitude** ()

Returns magnitude of vector

**Return type** float

**rotate** (*angle*)

Rotate a vector in Cartesian space.

**Parameters** **angle** (float) – Angle in degrees by which to rotate vector counter-clockwise

**Return type** None

**scalarProject** (*vec*)

Returns scalar projection of this vector onto argument

**Parameters** **vec** (*Vector2d*) – Vector onto which to project this vector

**Return type** float

**Returns** scalar projection of this vector onto argument

## 1.5 wpilib.interfaces Package

This package contains objects that can be used to determine the requirements of various interfaces used in WPILib.

Generally, the python version of WPILib does not require that you inherit from any of these interfaces, but instead will allow you to use custom objects as long as they have the same methods.

<i>wpilib.interfaces.Accelerometer</i>	Interface for 3-axis accelerometers
<i>wpilib.interfaces.Controller</i>	An interface for controllers.
<i>wpilib.interfaces.CounterBase</i>	Interface for counting the number of ticks on a digital input channel.
<i>wpilib.interfaces.GenericHID(port)</i>	GenericHID Interface.
<i>wpilib.interfaces.Gyro</i>	Interface for yaw rate gyros
<i>wpilib.interfaces.NamedSendable</i>	The interface for sendable objects that gives the sendable a default name in the Smart Dashboard.
<i>wpilib.interfaces.PIDOutput</i>	This interface allows <i>PIDController</i> to write its results to its output.
<i>wpilib.interfaces.PIDSource</i>	This interface allows for <i>PIDController</i> to automatically read from this object.
<i>wpilib.interfaces.Potentiometer</i>	Interface for a Potentiometer.
<i>wpilib.interfaces.SpeedController</i>	Interface for speed controlling devices.

### 1.5.1 Accelerometer

**class** `wpilib.interfaces.Accelerometer`

Bases: `object`

Interface for 3-axis accelerometers

**class** `Range`

Bases: `enum.IntEnum`

An enumeration.

**k16G** = 3

**k2G** = 0

**k4G** = 1

**k8G** = 2

**getX()**

Common interface for getting the x axis acceleration

**Return type** `float`

**Returns** The acceleration along the x axis in g-forces

**getY()**

Common interface for getting the y axis acceleration

**Return type** `float`

**Returns** The acceleration along the y axis in g-forces

**getZ()**

Common interface for getting the z axis acceleration

**Return type** float

**Returns** The acceleration along the z axis in g-forces

**setRange** (*range*)

Common interface for setting the measuring range of an accelerometer.

**Parameters** **range** (*Range*) – The maximum acceleration, positive or negative, that the accelerometer will measure. Not all accelerometers support all ranges.

**Return type** None

## 1.5.2 Controller

**class** wpilib.interfaces.**Controller**

Bases: object

An interface for controllers. Controllers run control loops, the most command are PID controllers and there variants, but this includes anything that is controlling an actuator in a separate thread.

**disable** ()

Stops the control loop from running until explicitly re-enabled by calling *enable* ().

**Return type** None

**enable** ()

Allows the control loop to run.

**Return type** None

## 1.5.3 CounterBase

**class** wpilib.interfaces.**CounterBase**

Bases: object

Interface for counting the number of ticks on a digital input channel. Encoders, Gear tooth sensors, and counters should all subclass this so it can be used to build more advanced classes for control and driving.

All counters will immediately start counting - *reset* () them if you need them to be zeroed before use.

**class** **EncodingType**

Bases: enum.IntEnum

The number of edges for the counterbase to increment or decrement on

**k1X = 0**

Count only the rising edge

**k2X = 1**

Count both the rising and falling edge

**k4X = 2**

Count rising and falling on both channels

**get** ()

Get the count

**Return type** int

**Returns** the count

**getDirection()**

Determine which direction the counter is going

**Return type** bool

**Returns** True for one direction, False for the other

**getPeriod()**

Get the time between the last two edges counted

**Return type** float

**Returns** the time between the last two ticks in seconds

**getStopped()**

Determine if the counter is not moving

**Return type** bool

**Returns** True if the counter has not changed for the max period

**reset()**

Reset the count to zero

**Return type** None

**setMaxPeriod(maxPeriod)**

Set the maximum time between edges to be considered stalled

**Parameters** **maxPeriod** (float) – the maximum period in seconds

**Return type** None

## 1.5.4 GenericHID

**class** wpilib.interfaces.GenericHID(*port*)

Bases: object

GenericHID Interface.

**class** HIDType

Bases: enum.IntEnum

An enumeration.

**kHID1stPerson** = 24

**kHIDDriving** = 22

**kHIDFlight** = 23

**kHIDGamepad** = 21

**kHIDJoystick** = 20

**kUnknown** = -1

**kXInputArcadePad** = 19

**kXInputArcadeStick** = 3

**kXInputDancePad** = 5

**kXInputDrumKit** = 8

**kXInputFlightStick** = 4

```

    kXInputGamepad = 1
    kXInputGuitar = 6
    kXInputGuitar2 = 7
    kXInputGuitar3 = 11
    kXInputUnknown = 0
    kXInputWheel = 2

```

**class Hand**  
 Bases: `enum.IntEnum`

Which hand the Human Interface Device is associated with.

```

    kLeft = 0
        Left Hand
    kRight = 1
        Right Hand

```

**class RumbleType**  
 Bases: `enum.IntEnum`

Represents a rumble output on the JoyStick.

```

    kLeftRumble = 0
        Left Hand
    kRightRumble = 1
        Right Hand

```

**getAxisCount ()**  
 Get the number of axes for the HID

**Return type** `int`

**Returns** The number of axis for the current HID

**getButtonCount ()**  
 For the current HID, return the number of buttons.

**Return type** `int`

**getName ()**  
 Get the name of the HID.

**Return type** `str`

**Returns** the name of the HID.

**getPOV (pov=0)**  
 Get the angle in degrees of a POV on the HID.

The POV angles start at 0 in the up direction, and increase clockwise (eg right is 90, upper-left is 315).

**Parameters** `pov (int)` – The index of the POV to read (starting at 0)

**Return type** `int`

**Returns** the angle of the POV in degrees, or -1 if the POV is not pressed.

**getPOVCount ()**  
 For the current HID, return the number of POVs.

**Return type** `int`

**getPort ()**

Get the port number of the HID.

**Return type** `int`

**Returns** The port number of the HID.

**getRawAxis (*axis*)**

Get the raw axis.

**Parameters** **axis** (`int`) – index of the axis

**Return type** `float`

**Returns** the raw value of the selected axis

**getRawButton (*button*)**

Get the button value (starting at button 1).

**Parameters** **button** (`int`) – The button number to be read (starting at 1)

**Return type** `bool`

**Returns** The state of the button.

**getRawButtonPressed (*button*)**

Whether the button was pressed since the last check. Button indexes begin at 1.

**Parameters** **button** (`int`) – The button index, beginning at 1.

**Return type** `bool`

**Returns** Whether the button was pressed since the last check.

New in version 2018.0.0.

**getRawButtonReleased (*button*)**

Whether the button was released since the last check. Button indexes begin at 1.

**Parameters** **button** (`int`) – The button index, beginning at 1.

**Return type** `bool`

**Returns** Whether the button was released since the last check.

New in version 2018.0.0.

**getType ()**

Get the type of the HID.

**Return type** `HIDType`

**Returns** the type of the HID.

**getX (*hand*=<*Hand.kRight*: 1>)**

Get the x position of HID.

**Parameters** **hand** (`Hand`) – which hand, left or right

**Return type** `float`

**Returns** the x position

**getY (*hand*=<*Hand.kRight*: 1>)**

Get the y position of the HID.

**Parameters** **hand** (`Hand`) – which hand, left or right

**Return type** `float`

**Returns** the y position

**setOutput** (*outputNumber*, *value*)

Set a single HID output value for the HID.

**Parameters**

- **outputNumber** (*int*) – The index of the output to set (1-32)
- **value** (*bool*) – The value to set the output to

**Return type** *None*

**setOutputs** (*value*)

Set all HID output values for the HID.

**Parameters** **value** (*int*) – The 32 bit output value (1 bit for each output)

**Return type** *None*

**setRumble** (*type*, *value*)

Set the rumble output for the HID. The DS currently supports 2 rumble values, left rumble and right rumble.

**Parameters**

- **type** (*RumbleType*) – Which rumble value to set
- **value** (*float*) – The normalized value (0 to 1) to set the rumble to

**Return type** *None*

## 1.5.5 Gyro

**class** `wpiilib.interfaces.Gyro`

Bases: `object`

Interface for yaw rate gyros

**calibrate** ()

Calibrate the gyro by running for a number of samples and computing the center value. Then use the center value as the Accumulator center value for subsequent measurements.

It's important to make sure that the robot is not moving while the centering calculations are in progress, this is typically done when the robot is first turned on while it's sitting at rest before the competition starts.

---

**Note:** Usually you don't need to call this, as it's called when the object is first created. If you do, it will freeze your robot for 5 seconds

---

**Return type** *None*

**close** ()

Free the resources used by the gyro

**free** ()

Free the resources used by the gyro

Deprecated since version 2019.0.0.

**Return type** *None*

**getAngle()**

Return the actual angle in degrees that the robot is currently facing.

The angle is based on the current accumulator value corrected by the oversampling rate, the gyro type and the A/D calibration values. The angle is continuous, that is it will continue from 360 to 361 degrees. This allows algorithms that wouldn't want to see a discontinuity in the gyro output as it sweeps past from 360 to 0 on the second time around.

The angle is expected to increase as the gyro turns clockwise when looked at from the top. It needs to follow NED axis conventions in order to work properly with dependent control loops.

**Return type** float

**Returns** the current heading of the robot in degrees. This heading is based on integration of the returned rate from the gyro.

**getRate()**

Return the rate of rotation of the gyro

The rate is based on the most recent reading of the gyro analog value

The rate is expected to be positive as the gyro turns clockwise when looked at from the top. It needs to follow NED axis conventions in order to work properly with dependent control loops.

**Return type** float

**Returns** the current rate in degrees per second

**reset()**

Reset the gyro. Resets the gyro to a heading of zero. This can be used if there is significant drift in the gyro and it needs to be recalibrated after it has been running.

**Return type** None

## 1.5.6 NamedSendable

**class** wpilib.interfaces.NamedSendable

Bases: *wpilib.Sendable*

The interface for sendable objects that gives the sendable a default name in the Smart Dashboard.

Deprecated since version 2018.0: Use *Sendable* directly instead.

**getName()**

The name of the subtable.

**Return type** str

**Returns** The name of the subtable of SmartDashboard that the *Sendable* object will use

**getSubsystem()**

Gets the subsystem name of this Sendable object.

**Return type** str

**Returns** subsystem name

**initSendable(builder)**

Initializes this Sendable object.

**Parameters** **builder** (*SendableBuilder*) – sendable builder

**Return type** None



**setName** (*name*)

Sets the name (and optionally the subsystem name) of this Sendable object.

This may be called with two different sets of parameters:

- name
- subsystem, name

**Parameters**

- **subsystem** (*str*) – subsystem name
- **name** (*str*) – Name

**Return type** None

**setSubsystem** (*subsystem*)

Sets the subsystem name of this Sendable object.

**Parameters** **subsystem** (*Subsystem*) – subsystem name

**Return type** None

## 1.5.7 PIDOutput

**class** `wplib.interfaces.PIDOutput`

Bases: `object`

This interface allows *PIDController* to write its results to its output.

**pidWrite** (*output*)

Set the output to the value calculated by *PIDController*.

**Parameters** **output** (`float`) – the value calculated by *PIDController*

**Return type** None

## 1.5.8 PIDSource

**class** `wplib.interfaces.PIDSource`

Bases: `object`

This interface allows for *PIDController* to automatically read from this object.

**class** `PIDSourceType`

Bases: `enum.IntEnum`

A description for the type of output value to provide to a *PIDController*

**kDisplacement** = 0

**kRate** = 1

**static from\_obj\_or\_callable** (*objc*)

Utility method that gets a *PIDSource* object

**Parameters** **objc** (*PIDSource*) – An object that implements the *PIDSource* interface, or a callable

**Return type** *PIDSource*

**Returns** an object that implements the *PIDSource* interface

**getPIDSourceType ()**

Get which parameter of the device you are using as a process control variable.

**Return type** *PIDSourceType*

**Returns** the currently selected PID source parameter

**pidGet ()**

Get the result to use in *PIDController*

**Return type** float

**Returns** the result to use in PIDController

**setPIDSourceType (pidSource)**

Set which parameter of the device you are using as a process control variable.

**Parameters** **pidSource** (*PIDSourceType*) – An enum to select the parameter.

**Return type** None

## 1.5.9 Potentiometer

**class** `wpi.lib.interfaces.Potentiometer`

Bases: *wpi.lib.interfaces.PIDSource*

Interface for a Potentiometer.

**get ()**

**Return type** float

## 1.5.10 SpeedController

**class** `wpi.lib.interfaces.SpeedController`

Bases: *wpi.lib.interfaces.PIDOutput*

Interface for speed controlling devices.

**disable ()**

Disable the speed controller.

**Return type** None

**get ()**

Common interface for getting the current set speed of a speed controller.

**Return type** float

**Returns** The current set speed. Value is between -1.0 and 1.0.

**getInverted ()**

Common interface for determining if a speed controller is in the inverted state or not.

**Return type** bool

**Returns** True if in inverted state

**set (speed)**

Common interface for setting the speed of a speed controller.

**Parameters** **speed** (float) – The speed to set. Value should be between -1.0 and 1.0.

**Return type** None

**setInverted** (*isInverted*)

Common interface for inverting direction of a speed controller.

**Parameters** **isInverted** (bool) – The state of inversion

**Return type** None

**stopMotor** ()

Stops motor movement. Motor can be moved again by calling set without having to re-enable the motor.

**Return type** None

## 1.6 wpilib.shuffleboard Package

<code>wpilib.shuffleboard.BuiltInLayouts</code>	The types of layouts bundled with Shuffleboard.
<code>wpilib.shuffleboard.BuiltInWidgets</code>	The types of the widgets bundled with Shuffleboard.
<code>wpilib.shuffleboard.ComplexWidget(...)</code>	
<code>wpilib.shuffleboard.ShuffleboardComponent(...)</code>	
<code>wpilib.shuffleboard.ShuffleboardContainer()</code>	Common interface for objects that can contain shuffleboard components.
<code>wpilib.shuffleboard.EventImportance</code>	The importance of an event marker in Shuffleboard.
<code>wpilib.shuffleboard.ShuffleboardLayout(...)</code>	
<code>wpilib.shuffleboard.Shuffleboard</code>	The Shuffleboard class provides a mechanism with which data can be added and laid out in the Shuffleboard dashboard application from a robot program.
<code>wpilib.shuffleboard.SimpleWidget(...)</code>	A Shuffleboard widget that handles a single data point such as a number or string.
<code>wpilib.shuffleboard.ShuffleboardTab(...)</code>	
<code>wpilib.shuffleboard.ShuffleboardWidget(...)</code>	Abstract superclass for widgets.

### 1.6.1 BuiltInLayouts

**class** `wpilib.shuffleboard.BuiltInLayouts`

Bases: `enum.Enum`

The types of layouts bundled with Shuffleboard.

```
myList = (
    Shuffleboard.getTab("My Tab")
    .getLayout(BuiltInLayouts.kList, "My List")
)
```

**kGrid = 'Grid Layout'**

Groups components in an  $n \times m$  grid. Grid layouts default to 3x3.

Custom properties:

Name	Type	Default Value	Notes
Number of columns	Number	3	Must be in the range [1,15]
Number of rows	Number	3	Must be in the range [1,15]
Label position	String	"BOT-TOM"	The position of component labels inside the grid. One of ["TOP", "LEFT", "BOTTOM", "RIGHT", "HIDDEN"]

**kList = 'List Layout'**

Groups components in a vertical list. New widgets added to the layout will be placed at the bottom of the list.

Custom properties:

Name	Type	Default Value	Notes
Label position	String	"BOT-TOM"	The position of component labels inside the grid. One of ["TOP", "LEFT", "BOTTOM", "RIGHT", "HIDDEN"]

## 1.6.2 BuiltInWidgets

**class** wpilib.shuffleboard.**BuiltInWidgets**

Bases: enum.Enum

The types of the widgets bundled with Shuffleboard.

For example, setting a number to be displayed with a slider:

```
example_entry = (
    Shuffleboard.getTab("My Tab")
    .add("My Number", 0)
    .withWidget(BuiltInWidgets.kNumberSlider)
    .withProperties({"min": 0, "max": 1})
    .getEntry()
)
```

Each value in this enum goes into detail on what data types that widget can support, as well as the custom properties that widget uses.

**k3AxisAccelerometer = '3-Axis Accelerometer'**

Displays a 3-axis accelerometer with a number bar for each axis' acceleration.

Supported types:

- *ADXL345\_I2C*
- *ADXL345\_SPI*
- *ADXL362*

Custom properties:

Name	Type	Default Value	Notes
Range	<i>Accelerometer.Range</i>	k16G	The accelerometer range
Show value	Boolean	True	Show or hide the acceleration values
Precision	Number	2	How many numbers to display after the decimal point
Show tick marks	Boolean	False	Show or hide the tick marks on the number bars

**kAccelerometer = 'Accelerometer'**

Displays an accelerometer with a number bar displaying the magnitude of the acceleration and text displaying the exact value.

Supported types:

- *AnalogAccelerometer*

Custom properties:

Name	Type	Default Value	Notes
Min	Number	-1	The minimum acceleration value to display
Max	Number	1	The maximum acceleration value to display
Show text	Boolean	True	Show or hide the acceleration values
Precision	Number	2	How many numbers to display after the decimal point
Show tick marks	Boolean	False	Show or hide the tick marks on the number bars

**kBooleanBox = 'Boolean Box'**

Displays a boolean value as a large colored box.

Supported types:

- Boolean

Custom properties:

Name	Type	Default Value	Notes
Color when true	Color	“green”	Can be specified as a string (“#00FF00”) or a rgba integer (0x00FF0000)
Color when false	Color	“red”	Can be specified as a string or a number

**kCameraStream = 'Camera Stream'**

Displays a camera stream.

Supported types:

- TODO

Custom properties:

Name	Type	Default Value	Notes
Show crosshair	Boolean	True	Show or hide a crosshair on the image
Crosshair color	Color	“white”	Can be a string or a rgba integer
Show controls	Boolean	True	Show or hide the stream controls
Rotation	String	“NONE”	Rotates the displayed image. One of [ "NONE", "QUARTER_CW", "QUARTER_CCW", "HALF" ]

**kComboBoxChooser = 'ComboBox Chooser'**

Displays a *SendableChooser* with a dropdown combo box with a list of options.

Supported types:

- *SendableChooser*

This widget has no custom properties.

**kCommand = 'Command'**

Displays a command with a toggle button. Pressing the button will start the command, and the button will automatically release when the command completes.

Supported types:

- *wpiplib.command.Command*
- *wpiplib.command.CommandGroup*
- Any custom subclass of *Command* or *CommandGroup*

This widget has no custom properties.

**kDial = 'Simple Dial'**

Displays a number with a view-only dial. Displayed values are rounded to the nearest integer.

Supported types:

- Number

Custom properties:

Name	Type	Default Value	Notes
Min	Number	0	The minimum value of the dial
Max	Number	100	The maximum value of the dial
Show value	Boolean	true	Whether or not to show the value as text

**kDifferentialDrive = 'Differential Drivebase'**

Displays a differential drive with a widget that displays the speed of each side of the drivebase and a vector for the direction and rotation of the drivebase. The widget will be controllable if the robot is in test mode.

Supported types:

- *wpiplib.drive.DifferentialDrive*

Custom properties:

Name	Type	Default Value	Notes
Number of wheels	Number	4	Must be a positive even integer
Wheel diameter	Number	80	Pixels
Show velocity vectors	Boolean	True	

**kEncoder = 'Encoder'**

Displays an *Encoder* displaying its speed, total travelled distance, and its distance per tick.

Supported types:

- *Encoder*

This widget has no custom properties.

**kGraph = 'Graph'**

Displays a number with a graph.

---

**Note:** Graphs can be taxing on the computer running the dashboard. Keep the number of visible data points to a minimum. Making the widget smaller also helps with performance, but may cause the graph to become difficult to read.

---

Supported types:

- Number
- Number array

Custom properties:

Name	Type	Default Value	Notes
Visible time	Number	30	How long, in seconds, should past data be visible for

**kGyro = 'Gyro'**

Displays a gyro with a dial from 0 to 360 degrees.

Supported types:

- *ADXRS450\_Gyro*
- *AnalogGyro*
- Any custom subclass of *GyroBase* (such as a MXP gyro)

Custom properties:

Name	Type	Default Value	Notes
Major tick spacing	Number	45	Degrees
Starting angle	Number	180	How far to rotate the entire dial, in degrees
Show tick mark ring	Boolean	True	

**kMecanumDrive = 'Mecanum Drivebase'**

Displays a mecanum drive with a widget that displays the speed of each wheel, and vectors for the direction and rotation of the drivebase. The widget will be controllable if the robot is in test mode.

Supported types:

- *wpi.lib.drive.MecanumDrive*

Custom properties:

Name	Type	Default Value	Notes
Show velocity vectors	Boolean	True	

**kNumberBar = 'Number Bar'**

Displays a number with a view-only bar.

Supported types:

- Number

Custom properties:

Name	Type	Default Value	Notes
Min	Number	-1.0	The minimum value of the bar
Max	Number	1.0	The maximum value of the bar
Center	Number	0	The center (“zero”) value of the bar

**kNumberSlider = 'Number Slider'**

Displays a number with a controllable slider.

Supported types:

- Number

Custom properties:

Name	Type	Default Value	Notes
Min	Number	-1.0	The minimum value of the slider
Max	Number	1.0	The maximum value of the slider
Block increment	Number	0.0625	How much to move the slider by with the arrow keys

**kPIDCommand = 'PID Command'**

Displays a PID command with a checkbox and an editor for the PIDF constants. Selecting the checkbox will start the command, and the checkbox will automatically deselect when the command completes.

Supported types:

- *wplib.command.PIDCommand*
- Any custom subclass of `PIDCommand`

This widget has no custom properties.

**kPIDController = 'PID Controller'**

Displays a PID controller with an editor for the PIDF constants and a toggle switch for enabling and disabling the controller.

Supported types:

- *PIDController*

This widget has no custom properties.

**kPowerDistributionPanel = 'PDP'**

Displays a *PowerDistributionPanel*.

Supported types:

- *PowerDistributionPanel*



Name	Type	Default Value	Notes
Show voltage and current values	Boolean	True	Whether or not to display the voltage and current draw

**kRelay = 'Relay'**

Displays a relay with toggle buttons for each supported mode (off, on, forward, reverse).

Supported types:

- *Relay*

This widget has no custom properties.

**kSpeedController = 'Speed Controller'**

Displays a *SpeedController*. The speed controller will be controllable from the dashboard when test mode is enabled, but will otherwise be view-only.

Supported types:

- *PWMSpeedController*
- *DMC60*
- *Jaguar*
- *PWMTalonSRX*
- *PWMVictorSPX*
- *SD540*
- *Spark*
- *Talon*
- *Victor*
- *VictorSP*
- *SpeedControllerGroup*

Custom properties:

Name	Type	Default Value	Notes
Orientation	String	"HORIZONTAL"	One of ["HORIZONTAL", "VERTICAL"]

**kSplitButtonChooser = 'Split Button Chooser'**

Displays a *SendableChooser* with a dropdown combo box with a toggle button for each available option.

Supported types:

- *SendableChooser*

This widget has no custom properties.

**kTextView = 'Text View'**

Displays a value with a simple text field.

Supported types:

- String

- Number
- Boolean

This widget has no custom properties.

**kToggleButton = 'Toggle Button'**

Displays a boolean with a large interactive toggle button.

Supported types:

- Boolean

This widget has no custom properties.

**kToggleSwitch = 'Toggle Switch'**

Displays a boolean with a fixed-size toggle switch.

Supported types:

- Boolean

This widget has no custom properties.

**kVoltageView = 'Voltage View'**

Displays an analog input or a raw number with a number bar.

Supported types:

- Number
- *AnalogInput*

Custom properties:

Name	Type	Default Value	Notes
Min	Number	0	The minimum value of the bar
Max	Number	5	The maximum value of the bar
Center	Number	0	The center (“zero”) value of the bar
Orientation	String	“HORIZONTAL”	The orientation of the bar. One of [ "HORIZONTAL", "VERTICAL" ]
Number of tick marks	Number	5	The number of discrete ticks on the bar

### 1.6.3 ComplexWidget

**class** `wplib.shuffleboard.ComplexWidget` (*parent, title, sendable*)

Bases: *wplib.shuffleboard.ShuffleboardWidget*

**buildInto** (*parentTable, metaTable*)

Builds the entries for this value.

#### Parameters

- **parentTable** – the table containing all the data for the parent. Values that require a complex entry or table structure should call `parentTable.getSubTable(getTitle())` to get the table to put data into. Values that only use a single entry should call `parentTable.getEntry(getTitle())` to get that entry.
- **metaTable** – the table containing all the metadata for this value and its sub-values

**Return type** None

**disableIfActuator()**

Disables user control of this widget in the Shuffleboard application. Has no effect if the sendable is not marked as an actuator with `SendableBuilder.setActuator()`.

**enableIfActuator()**

Enables user control of this widget in the Shuffleboard application. Has no effect if the sendable is not marked as an actuator with `SendableBuilder.setActuator()`.

## 1.6.4 ShuffleboardComponent

**class** `wplib.shuffleboard.ShuffleboardComponent` (*parent, title, type=None*)

Bases: `object`

**buildInto** (*parentTable, metaTable*)

Builds the entries for this value.

**Parameters**

- **parentTable** – the table containing all the data for the parent. Values that require a complex entry or table structure should call `parentTable.getSubTable(getTitle())` to get the table to put data into. Values that only use a single entry should call `parentTable.getEntry(getTitle())` to get that entry.
- **metaTable** – the table containing all the metadata for this value and its sub-values

**Return type** None

**buildMetadata** (*metaTable*)

**Return type** None

**getParent()**

**Return type** `ShuffleboardContainer`

**getProperties()**

**Return type** `Dict[str, Any]`

**getTitle()**

**Return type** `str`

**getType()**

**Return type** `str`

**setType** (*type*)

**Return type** None

**withPosition** (*columnIndex, rowIndex*)

Sets the position of this component in the tab. This has no effect if this component is inside a layout.

If the position of a single component is set, it is recommended to set the positions of *all* components inside a tab to prevent Shuffleboard from automatically placing another component there before the one with the specific position is sent.

**Parameters**

- **columnIndex** (*int*) – the column in the tab to place this component
- **rowIndex** (*int*) – the row in the tab to place this component

**Return type** *ShuffleboardComponent***Returns** this component**withProperties** (*properties*)

Sets custom properties for this component. Property names are case- and whitespace-insensitive (capitalization and spaces do not matter).

**Parameters** **properties** (*Dict[str, Any]*) – the properties for this component**Return type** *ShuffleboardComponent***Returns** this component**withSize** (*width, height*)

Sets the size of this component in the tab. This has no effect if this component is inside a layout.

**Parameters**

- **width** (*int*) – how many columns wide the component should be
- **height** (*int*) – how many rows high the component should be

**Return type** *ShuffleboardComponent***Returns** this component

## 1.6.5 ShuffleboardContainer

**class** `wplib.shuffleboard.ShuffleboardContainer`Bases: `object`

Common interface for objects that can contain shuffleboard components.

**add** (*value, \*, title=None*)

Adds a widget to this container to display the given sendable.

**Parameters**

- **value** – the Sendable to display, or the default value of the widget
- **title** (*Optional[str]*) – the title of the widget (defaults to the Sendable's name if the value is Sendable)

**Returns** a widget to display the sendable data**Return type** *ComplexWidget* or *SimpleWidget***Raises** **ValueError** – if a widget already exists in this container with the given title.**addCamera** (*name, title=None*)

Adds a CameraServer stream widget by name.

**Parameters**

- **name** (*str*) – the name of the camera stream

- **title** (Optional[str]) – the title of the widget

**Return type** *ShuffleboardWidget*

**addPersistent** (*title, defaultValue*)

Adds a widget to this container to display a simple piece of data. Unlike *add()*, the value in the widget will be saved on the robot and will be used when the robot program next starts rather than *defaultValue*.

**Parameters**

- **title** (str) – the title of the widget
- **defaultValue** – the default value of the widget. note empty lists cannot be used here

**Returns** a widget to display the sendable data

**Return type** *SimpleWidget*

**Raises** **ValueError** – if a widget already exists in this container with the given title.

**See also:**

*add()*

**components**

**getComponents** ()

Gets the components that are direct children of this container.

**Return type** List[*ShuffleboardContainer*]

**getLayout** (*title, type=None*)

Gets the layout with the given type and title, creating it if it does not already exist at the time this method is called.

**Parameters**

- **title** (str) – the title of the layout
- **type** (Union[*BuiltInLayouts*, str, None]) – the type of the layout, eg “List Layout” or “Grid Layout”

**Returns** the layout

**layouts**

**usedTitles**

## 1.6.6 EventImportance

**class** wpilib.shuffleboard.**EventImportance**

Bases: enum.Enum

The importance of an event marker in Shuffleboard. The exact meaning of each importance level is up for interpretation on a team-to-team basis, but users should follow the general guidelines of the various importance levels. The examples given are for reference and may be ignored or considered to be more or less important from team to team.

**kCritical** = 'CRITICAL'

A critically important event such as a brownout, component failure, or software deadlock.

**kHigh** = 'HIGH'

A high-importance event such as scoring a game piece.

**kLow** = 'LOW'

A low importance event such as acquisition of a game piece.

**kNormal** = 'NORMAL'

A “normal” importance event, such as a transition from autonomous mode to teleoperated control.

**kTrivial** = 'TRIVIAL'

A trivial event such as a change in command state.

## 1.6.7 ShuffleboardLayout

**class** wpilib.shuffleboard.ShuffleboardLayout (*parent, name, type*)

Bases: *wpilib.shuffleboard.ShuffleboardComponent*, *wpilib.shuffleboard.ShuffleboardContainer*

**buildInto** (*parentTable, metaTable*)

Builds the entries for this value.

### Parameters

- **parentTable** (*NetworkTable*) – the table containing all the data for the parent. Values that require a complex entry or table structure should call `parentTable.getSubTable(getTitle())` to get the table to put data into. Values that only use a single entry should call `parentTable.getEntry(getTitle())` to get that entry.
- **metaTable** (*NetworkTable*) – the table containing all the metadata for this value and its sub-values

**Return type** None

## 1.6.8 Shuffleboard

**class** wpilib.shuffleboard.Shuffleboard

Bases: object

The Shuffleboard class provides a mechanism with which data can be added and laid out in the Shuffleboard dashboard application from a robot program. Tabs and layouts can be specified, as well as choosing which widgets to display with and setting properties of these widgets; for example, programmers can specify a specific boolean value to be displayed with a toggle button instead of the default colored box, or set custom colors for that box.

For example, displaying a boolean entry with a toggle button:

```
myBoolean = (  
    Shuffleboard.getTab("Example Tab")  
    .add(title="My Boolean", value=False)  
    .withWidget("Toggle Button")  
    .getEntry()  
)
```

Changing the colors of the boolean box:

```
myBoolean = (  
    Shuffleboard.getTab("Example Tab")  
    .add(title="My Boolean", value=False)  
    .withWidget("Boolean Box")  
    .withProperties({"colorWhenTrue": "green", "colorWhenFalse": "maroon"})
```

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(continued from previous page)

```
.getEntry()
)
```

Specifying a parent layout. Note that the layout type must *always* be specified, even if the layout has already been generated by a previously defined entry.

```
myBoolean = (
    Shuffleboard.getTab("Example Tab")
    .getLayout("List", "Example List")
    .add(title="My Boolean", value=False)
    .withWidget("Toggle Button")
    .getEntry()
)
```

Teams are encouraged to set up shuffleboard layouts at the start of the robot program.

**classmethod addEventMarker** (*name*, *importance*, *description*=")

Notifies Shuffleboard of an event. Events can range from as trivial as a change in a command state to as critical as a total power loss or component failure. If Shuffleboard is recording, the event will also be recorded.

If *name* is *None* or empty, no event will be sent and an error will be printed to the driver station.

#### Parameters

- **name** (*str*) – the name of the event
- **description** (*str*) – a description of the event
- **importance** (*EventImportance*) – the importance of the event

**Return type** *None*

**classmethod clearRecordingFileNameFormat** ()

Clears the custom name format for recording files. New recordings will use the default format.

**See also:**

*setRecordingFileNameFormat* ()

**Return type** *None*

**classmethod disableActuatorWidgets** ()

Disables user control of widgets containing actuators. For safety reasons, actuators should only be controlled while in test mode. IterativeRobotBase and SampleRobot are both configured to call this method when exiting in test mode; most users should not need to use this method directly.

**Return type** *None*

**classmethod enableActuatorWidgets** ()

Enables user control of widgets containing actuators: speed controllers, relays, etc. This should only be used when the robot is in test mode. IterativeRobotBase and SampleRobot are both configured to call this method when entering test mode; most users should not need to use this method directly.

**Return type** *None*

**classmethod getTab** (*title*)

Gets the Shuffleboard tab with the given title, creating it if it does not already exist.

**Parameters** **title** (*str*) – the title of the tab

**Return type** *ShuffleboardTab*

**Returns** the tab with the given title

**kBaseTableName** = `'/Shuffleboard'`

The name of the base NetworkTable into which all Shuffleboard data will be added.

**classmethod** `recordingController()`

**classmethod** `root()`

**classmethod** `selectTab(index_or_title)`

Selects the tab in the dashboard with the given index in the range [0..n-1], where n is the number of tabs in the dashboard at the time this method is called.

Or

Selects the tab in the dashboard with the given title.

**Parameters** `index_or_title` (Union[int, str]) – when an integer, the index of the tab to select. when a string, the title of the tab to select.

**Return type** `ShuffleboardTab`

**classmethod** `setRecordingFileNameFormat(format)`

Sets the file name format for new recording files to use. If recording is in progress when this method is called, it will continue to use the same file. New recordings will use the format.

To avoid recording files overwriting each other, make sure to use unique recording file names. File name formats accept templates for inserting the date and time when the recording started with the `${date}` and `${time}` templates, respectively. For example, the default format is `“recording-${time}”` and recording files created with it will have names like `“recording-2018.01.15.sbr”`. Users are strongly recommended to use the `${time}` template to ensure unique file names.

**Parameters** `format` (str) – the format for the

**See also:**

`clearRecordingFileNameFormat()`

**Return type** `None`

**classmethod** `startRecording()`

Starts data recording on the dashboard. Has no effect if recording is already in progress.

**See also:**

`stopRecording()`

**Return type** `None`

**classmethod** `stopRecording()`

Stops data recording on the dashboard. Has no effect if no recording is in progress.

**See also:**

`startRecording()`

**Return type** `None`

**classmethod** `update()`

Updates all the values in Shuffleboard. Iterative and timed robots are pre-configured to call this method in the main robot loop; teams using custom robot base classes, or subclass `SampleRobot`, should make sure to call this repeatedly to keep data on the dashboard up to date.



**Return type** None

### 1.6.9 SimpleWidget

**class** `wplib.shuffleboard.SimpleWidget` (*parent, title*)

Bases: `wplib.shuffleboard.ShuffleboardWidget`

A Shuffleboard widget that handles a single data point such as a number or string.

**buildInto** (*parentTable, metaTable*)

Builds the entries for this value.

**Parameters**

- **parentTable** – the table containing all the data for the parent. Values that require a complex entry or table structure should call `parentTable.getSubTable(getTitle())` to get the table to put data into. Values that only use a single entry should call `parentTable.getEntry(getTitle())` to get that entry.
- **metaTable** – the table containing all the metadata for this value and its sub-values

**Return type** None

**getEntry** ()

Gets the NetworkTable entry that contains the data for this widget.

**Return type** `NetworkTableEntry`

### 1.6.10 ShuffleboardTab

**class** `wplib.shuffleboard.ShuffleboardTab` (*root, title*)

Bases: `wplib.shuffleboard.ShuffleboardContainer`

**buildInto** (*parentTable, metaTable*)

**Return type** None

**getRoot** ()

**Return type** `ShuffleboardRoot`

**getTitle** ()

**Return type** `str`

### 1.6.11 ShuffleboardWidget

**class** `wplib.shuffleboard.ShuffleboardWidget` (*parent, title*)

Bases: `wplib.shuffleboard.ShuffleboardComponent`

Abstract superclass for widgets.

**withWidget** (*widgetType*)

Sets the type of widget used to display the data. If not set, the default widget type will be used.

**Parameters** **widgetType** (`Union[BuiltInWidgets, str]`) – the type of the widget used to display the data

**Return type** `ShuffleboardWidget`

**Returns** this widget object

## 1.7 hal package

---

**Note:** Dealing with HAL is an advanced topic, and the documentation isn't as good as it could be. Be prepared to read the code directly!

---

Generally, RobotPy users don't need to interact much with the HAL package except in simulation.

### 1.7.1 hal\_data

When running the robot code in simulation or in unit tests, anytime something needs to interact with the hardware, typically functions in the HAL are called. The simulated version of the HAL functions either set or get data to/from a giant dictionary that we call the 'hal\_data'.

To learn about the contents of the data in the dictionary, go to `hal-sim/hal_impl/data.py` and read the `reset_hal_data` function.

### 1.7.2 I2C/SPI Simulation Helpers

Interacting with custom I2C and SPI devices requires custom code. Because we can't predict what kind of data your device will return when you ask for it, the default simulation interfaces will discard all data written to the device, and raise an exception when you try to read from the device. If you don't want to receive these errors, then you need to do the following:

1. Create a simulation class that inherits from either `I2CSimBase` or `SPISimBase`, and override the needed functions.
2. Create an instance of the class, and pass it as the `simPort` argument of the I2C or SPI object constructor

For a working example of how to do this, look at the constructor of the `ADXRS450_Gyro`, and its corresponding simulation interface `ADXRS450_Gyro_Sim` found at `hal-sim/hal_impl/spi_helpers.py`.

---

**Note:** The sim helper objects aren't installed on the roboRIO, so you should only import them if a simulated hal is running. You can use the `hal.isSimulation` function to determine this.

---

**class** `hal_impl.i2c_helpers.I2CSimBase`

Base class to use for i2c protocol simulators.

Has all functions that need to be implemented, but throws exceptions when data is asked of it. Will throw away set\* function data, as most low-fidelity simulation will probably not care about such things.

**closeI2C** (*port*)

**initializeI2C** (*port, status*)

**readI2C** (*port, deviceAddress, buffer, count*)

Reads data from the I2C device. To return data to your code, you need to write bytes to the `buffer` parameter. A simple example of returning 3 bytes might be:

```
def readI2C(self, port, deviceAddress, buffer, count):
    buffer[:] = b'123'
    return len(buffer)
```

**Returns** number of bytes read

**transactionI2C** (*port, deviceAddress, dataToSend, sendSize, dataReceived, receiveSize*)

Writes data to the I2C device and then reads from it. You can read bytes from the `dataToSend` parameter. To return data, you need to write bytes to the `data_received` parameter. object.

A simple example of returning 3 bytes might be:

```
def transactionI2C(self, port, deviceAddress, dataToSend, sendSize,
↳dataReceived, receiveSize):
    dataReceived[:] = b'123'
    return len(dataReceived)
```

**Returns** number of bytes returned

**writeI2C** (*port, deviceAddress, dataToSend, sendSize*)

**Returns** number of bytes written

**class** `hal_impl.spi_helpers.SPISimBase`

Base class to use for SPI protocol simulators.

Has all functions that need to be implemented, but throws exceptions when data is asked of it. Will throw away set\* function data, as most low-fidelity simulation will probably not care about such things.

**closeSPI** (*port*)

**forceSPIAutoRead** (*port, status*)

**freeSPIAuto** (*port, status*)

**getSPIAutoDroppedCount** (*port, status*)

**Returns** int32

**getSPIHandle** (*port*)

**initSPIAuto** (*port, bufferSize, status*)

**initializeSPI** (*port, status*)

**readSPI** (*port, buffer, count*)

Reads data from the SPI device. To return data to your code, you need to write bytes to the `buffer` parameter. A simple example of returning 3 bytes might be:

```
def readSPI(self, port, buffer, count):
    buffer[:] = b'123'
    return len(buffer)
```

**Returns** number of bytes read

**readSPIAutoReceivedData** (*port, buffer, numToRead, timeout, status*)

**Returns** number of bytes read

**setSPIAutoTransmitData** (*port, dataToSend, dataSize, zeroSize, status*)

**setSPIChipSelectActiveHigh** (*port, status*)

**setSPIChipSelectActiveLow** (*port, status*)

**setSPIHandle** (*port, handle*)

**setSPIOpts** (*port, msbFirst, sampleOnTrailing, clkIdleHigh*)

**setSPISpeed** (*port, speed*)

**startSPIAutoRate** (*port, period, status*)

**startSPIAutoTrigger** (*port, digitalSourceHandle, analogTriggerType, triggerRising, triggerFalling, status*)

**stopSPIAuto** (*port, status*)

**transactionSPI** (*port, dataToSend, dataReceived, size*)

Writes data to the I2C device and then reads from it. You can read bytes from the `dataToSend` parameter. To return data, you need to write bytes to the `data_received` parameter. object.

A simple example of returning 3 bytes might be:

```
def transactionSPI(self, port, dataToSend, dataReceived, size):
    dataReceived[:] = b'123'
    return len(dataReceived)
```

**Returns** number of bytes returned

**writeSPI** (*port, dataToSend, sendSize*)

**Returns** number of bytes written

## CHAPTER 2

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### Indices and tables

---

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