



Team Update 05

General Notes

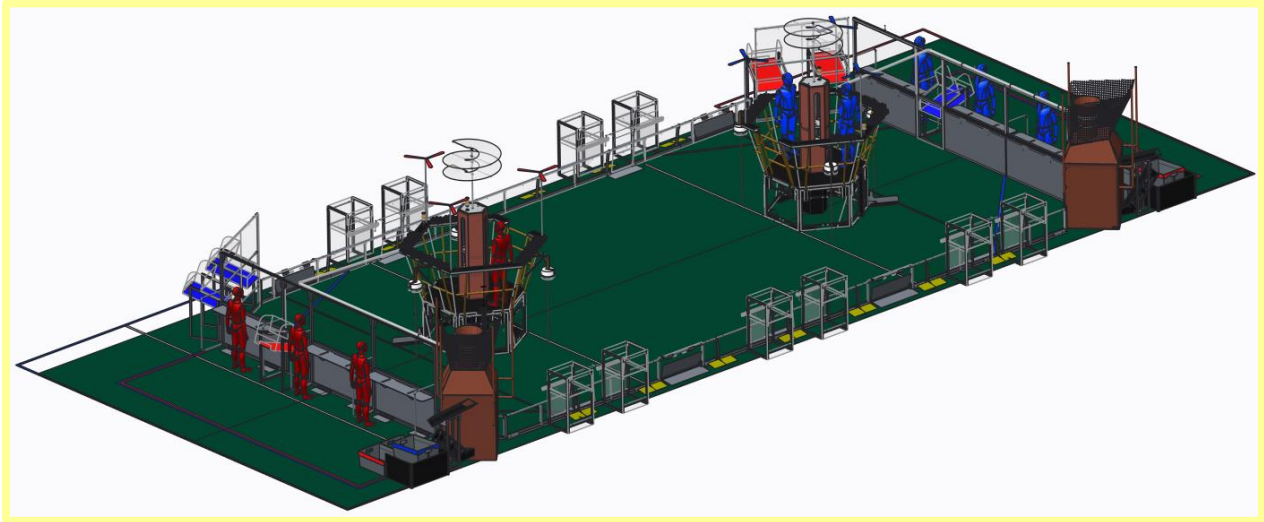
- **Game Animation:** The [2017 FIRST STEAMWORKS game animation](#) shows the Blue AIRSHIP Rails and ROTORS 2-4 reversed from how they appear, and actually are, in the [2017 Game & Season Manual](#), Figure 3-1 (i.e. ROTOR 3 is immediately to a PILOT'S left as they enter the AIRSHIP vs on their right as shown in the animation). A note will be added to the description of the video.
- **C++/Java WPILib Update:** An optional update for C++\Java WPILib has been released (2017.2.1). This update contains a number of minor fixes\updates including fixing a race condition when setting camera settings via robot code while a dashboard was open. A full changelog can be found [here](#).
- **Team Drawings:** Errors in the [Team Versions](#) drawing package have been corrected as follows:
 - *TE-17001, Rope Climb, Sheet 3*
Item 2: TE-17001-02
Material: 2x4
QTY :2 4
 - *TE-17005, Hopper Container, Sheet 5*
Item 2: TE-17005-02
.75 Plywood Sheet
QTY:2 3
 - *TE-17007, HP - Loading Station, Sheet 4*
ITEM: TE-17007-001
.50" .75" Plywood Sheet
QTY: 4 2

Section 2 FIRST STEAMWORKS Overview

Figure 2-1, a still from the [2017 FIRST STEAMWORKS game animation](#), has been replaced with an export from the official CAD model of the *FIRST STEAMWORKS* playing area per the first bullet in General Notes above.



Figure 2-1: FIRST STEAMWORKS playing area



Section 8.5 BUMPER Rules

R31. BUMPERS must be supported by the structure/frame of the ROBOT (see Figure 8-7). To be considered supported, a minimum of $\frac{1}{2}$ in. (~12.7 mm) at each end of the each BUMPER wood segment must be backed by the FRAME PERMIETER. "Ends" exclude hard BUMPER parts which extend past the FRAME PERIMETER permitted by R29, part B. Additionally, any gap between the backing material and the frame:

- A. must not be greater than $\frac{1}{4}$ in. (~6 mm) deep, or
- B. not more than 8 in. (~20 cm) wide

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D. consist entirely of (except for an adhesive applied by the VENDOR as part of the normal manufacturing process for a COTS item and no longer tacky, e.g. a "binder coat") flexible, non-metallic fibers sewn, twisted, tied, woven, or braided together except for the last 4 in. (~10 cm) of any cut end (E) which may be whipped (with material that is flexible and non-metallic) or fused only to prevent fraying.

E. be configured such that it engages securely with the FIELD- with a Retaining Feature (RF) that does not extend more than 2 in. (~5 cm) below the DAVIT fingers.