[Aspire :: Bundles :: Rocket Launcher](#)
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This bundle provides a service and a command to control **one** USB Rocket Laucher connected to the host.

The USB Rocket Launcher is a USB toy able to fire 3 foam darts and rotate its tower.

This project provides two bundles :

- rocket.launcher : the rocket launcher handler, based on libusbjava
  - ° Provides the org.ow2.aspirerfid.rocket.service.RocketService, to control the RocketLauncher
- rocket.command : the Felix command to use the rocket launcher
  - ° Provides the 'rocket' command

Installation

Windows

Not tested yet, may be the same as [iBuddy](#) Linux

Same as [iBuddy](#)

Usage

The bundle rocket.command provides a command for the Felix shell The sub-commands are:

```
rocket fire [all] : Fires a rocket. All rockets if told so. rocket move <time>
<direction:up|down|left|right|upleft|upright|downleft|downright> [fire] … : moves the tower
<direction> during <time> ms. Can fire between/after moves.
```

Example

```
rocket fire rocket move 100 left 3000 up fire 5000 downright fire 2000 right fire
```

It seems the tower stops moving after 5 seconds.
[Aspire :: Bundles :: Rocket Launcher](#) (en)
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