	battery management beacon system						display																			
				[7	0] display	[10] driv	[10] driver [12] odometry [13] s				[1a] opponent detection [1c] grades [1a] opponent detection [1c] grades [1a] opponent detection [1c] grades [1c] g			[1d] sequence route designer	[1e] arms				[20] strategy [71] logger [73] wor			[74] totem [75] yap [76] bottle [78] ship [79] map				
$///roboter/2012_captain/software/global/xml/robot.xml$	[40] battery management			 			^ ^ ^ ^ ^ ^ ^ ^ ^ ^	<u> </u>		^ ^ ^ ^ ^	^	T • • •		1c] graph route designer	^ ^	^ ^ ^ ^ ^ ^ ^ ^ ^ ^	^ ^ ^ ^ ^ ^ ^	<u>^ </u>	^ ^ ^ ^ ^ ^ ^ ^	T T A A 4	* * * * * * * *	↑	^	^ ^ ^ ^		^ ^
Skipped containers: drive simulation External simulator	ive	ion ate ion ate tate	of ther Robot ther Robot ther Robot thing Game Time bross	rime	n I'me iive	1¢	ate ive	dd der Straight	Integration	der ner	ute	ate	Other Robot ther Robot Detection	oute	+	rive Raw Position Right Arm	on .rm Arm	er Arm r Arms	e Arm lle Arm Position Left Arm Arm	lime 1 Other Robot	Count			ive		
	Emergency Off Act Battery Status Shutdown Imminer Get Time Set Time Set Time	Opponent By Ir Opponent Calibrat Opponents Immedi Opponent Calibrat Set Discoverable Siget Discoverable Sige	Odometry Location Opponent By Ir Or Robot Action Other Robot Rems Connection Status Bluetooth Debug F	Define to the Debug of Remaining Game Topponent By Ir Opponent By Us Robot Action Set Strategy Start Game	Take Start Locatio Set Team Colour Remaining Game 7	Battery Status Shutdown Immines Connection Status Drive State Game Over	Opponents Immedi Emergency Off Act Stop Engine Speed Engine Max Curre Drive to Position Drive to Location Drive Arc	Drive Line Drive Route Desig Drive Speed Set Preferred Spee Rotate To Angle Disable Drive Against Bor		Reposition At Bore Reposition At Corr Add Offset Broadcast Location Distance Event	Initialize Static Ro	Opponents Immediodometry Location Opponent By Ir Opponent By Us	By Bpo	Debug Arc Costs Initialize Graph Re Set Edge Priority	Start Sequence Add Track Segmen	Emergency Off Act Set Servo Position Set Servo Position Disable Servo Disable Servo Raw Fold Arms Take Observation I	Unfold Arms Take Collect Positi Grab Left Upper A Grab Right Upper Unload Left Upper	Unload Right Uppo Unload Both Uppo Enable Pump Set Valve Position Set Lower Arm Po	Grab Right Middle Unload Left Middl Unload Right Midd Take Observation] Grab Left Middle	Game Over Remaining Game 7 Odometry Location Set Strategy Start Game	Stop Strategy Set Debug Mode Stream Debug Main Loop	Robot Action	Harvest	Game Over Emergency Off Act Yap Set Mode	Push Bottle	Load Ship Push on Ship Remove Cover
[0x30] Emergency Off Active	*			 			1						<u> </u>	' '		• • • • • • •				- ' '		·	·	· ·	·	
[0x31] Battery Status	V					-																				
[0x32] Shutdown Imminent																										
[0x22] Opponent By Ir [0x23] Opponent By Us			 									•														
[0x87] Opponent Calibration			* 	 • - 																						
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[0x39] Robot Action																						↓				
[0x98] Other Robot Remaining Game Time sinkless			*	•																		•				
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[0xa5] Bluetooth Debug Errors sinkless			×																							
[0xa6] Bluetooth Debug Performance sinkless			U	×																						
[0x15] Drive State sinkless						*																				
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[0x11] Odometry Speed sinkless									*																	
[0xa0] Odometry Encoder Integration sinkless									~ *																	
[0x16] Distance Event sinkless											<u> </u>															
[0x17] Opponents Immediate																										
[0xf1] Debug Line Costs sinkless							-						X _													
[0xf2] Debug Arc Costs sinkless														8												
[0x12] Game Over																				+						
[0x19] Remaining Game Time																								-		
[0x20] Stream sinkless																										
[0x24] Debug Main Loop Count sinkless																										
[0x90] Simulated Robot Status sourceless sinkless																										
[0x91] Simulated Robot Sensors sourceless sinkless																										