

29457

Snowflakes  
29457A

A



Engineering Notebook  
High School

HIGH STAKES 24-25



# Table of Contents

## Entries

2024/09/27	📄 Innovate Submission .....	1
2024/08/01	❓ The High Stakes Problem .....	2
2024/08/02	📊 Managing the Team .....	10
2024/08/04	💡 Brainstorming Drivetrain .....	13
2024/08/04	⌚ VEX Robotics Drivetrain Selection .....	22
2024/08/07	🛠 Building Our Drivetrain .....	25
2024/08/10	⚠ Testing Our Drivetrain .....	31
2024/08/10	❓ High Stakes Programming Approach .....	34
2024/08/10	💡 High Stakes Programming Approach .....	35
2024/08/11	⌚ High Stakes Programming Approach .....	43
2024/08/20	❓ The need for autonomous sensors .....	46
2024/08/20	💡 Brainstorming Autonomous Sensors .....	48
2024/08/22	⌚ Autonomous Sensors .....	57
2024/09/01	❓ Manipulating Field Elements: Mogos .....	59
2024/09/02	💡 Brainstorming Mogo Mech .....	60
2024/09/04	⌚ Deciding on a Mogo Mech .....	64
2024/09/16	🛠 Building Our Mogo Mech .....	66
2024/09/16	❓ Manual Update [03.09.24] .....	69
2024/09/16	💡 Manipulating Field Elements: Rings .....	72
2024/09/16	💡 Brainstorming First Stage Intake .....	73
2024/09/16	⌚ Deciding On An Intake .....	78
2024/09/21	🛠 Building the Intake .....	80
2024/09/23	🛠 Rebuilding the Intake .....	82
2024/09/24	⚠ Testing the Intake .....	86
2024/09/24	💻 Program Showcase: Early Season .....	89
2024/09/25	💡 Planning Autonomous: JWS .....	106
2024/08/25	💻 Coding Autonomous: JWS .....	108
2024/09/08	📊 Getting Ready For JWS .....	111
2024/09/29	📊 Reflecting on JWS Regional .....	114
2024/09/30	❓ Problems Presented at JWS .....	117
2024/10/05	⌚ Deciding on improvements .....	120
2024/10/07	❓ The Need for a Wall Stakes Mech .....	124
2024/10/08	💡 Brainstorming Wall Stake Mechs .....	125

# Table of Contents

2024/10/17 ⓘ Deciding on a High Stakes Mech ..... 128

## Appendix

Glossary .....	1
Bibliography .....	2

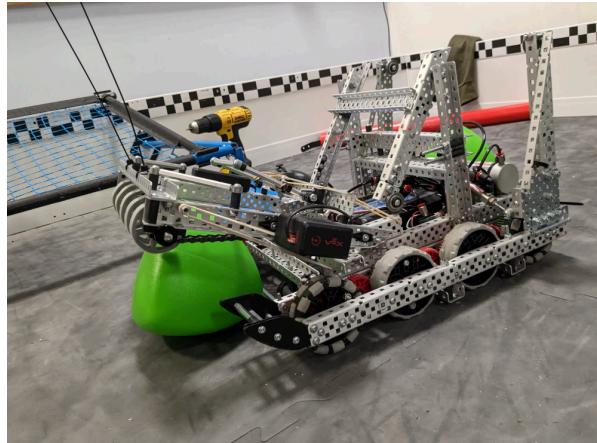
# Team Introduction

## Who are the Snowflakes?



Off the back of Over Under we have acquired some very important skills necessary for competitive representation on both a national and global scale such as good building and coding practices which we hope to utilise in order to become even more competitive in all aspects of the V5RC competition where we weren't last year. We are also moving to a smaller team size as some of our members are moving on. This will mean we may have to work harder but also means a larger range of experience in other areas.

We are the St Chris Snowflakes; we started out as a VRC team in September 2023, in our first season as a team in 'Over Under'. We set out to do our very best and we quickly found that we all loved the challenge of VEX and wanted to excel as far as we could; after a struggle, we qualified for UK nationals and seized the opportunity to become the best we could. Our hard work payed off, and we went home with design award and a spot in the VEX World Championships; where we went in April and gained key experiance to start this season.



# Team Introduction

## The members



Jonah Fitchew

- Co-Head Builder
- Driveteam

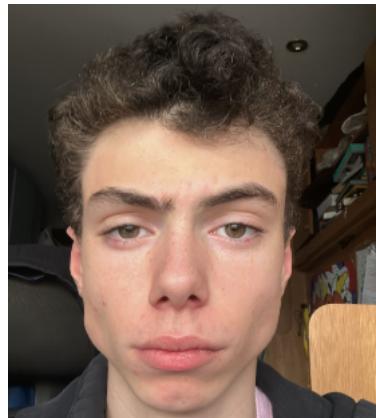
Hello I am Jonah Fitchew and my role within the team is the physical construction of the robot, documentation and assisting the driver during matches.



Aubert Seysess

- Co-Head Builder
- Head Chef

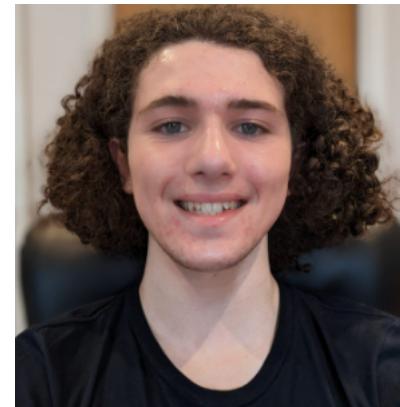
Hello I am Aubert Seysses and my role within the team is to help design and virtually CAD the robot, also, I aid with the physical construction of the robot.



Daniel Dew

- Head Programmer
- Driver
- Driveteam

My role within the team primarily resides in the programming of the robot's code including autonomous and driver control. I also aid with the design and CAD phases of building. I am also the primary driver.



Daniel DaSilva

- Programmer

Hi I'm Daniel da Silva and my role within the team is to support the development of the robot's software and to help organise it into the logbook.

# Team Introduction



Thomas Robb

- Head Tactics
- Driveteam
- Mentor

My role within the team is to brainstorm tactics and communicate with the other members to ensure that designs and tactics align. During competitions I am also responsible for taking note of performances, both our's and other team's; to help find possible alliances.

# How To Use This Notebook

## About this Notebook

### TL;DR

For this season, we decided to deviate from the standard process for making engineering notebooks. We decided that, with the loss of our main logbooker we would have to share the notebooking duties; this meant that formatting could become inconsistent and we immediately found that it took too long to format everything to the desired (exceptional) standard. Therefore, to cut down on time and improve the notebook's readability and functionality, we decided to adopt the *Notebookinator* template, which is an extension of the *typst* markup language.

### Why Typst?

Several ways of creating notebooks for VEX exist, with most adopting visual editors such as google slides or hand writing their notebooks.

When deciding what we wanted to use for this season, we quickly ruled out hand writing the notebooks as mistakes could take valuable time to correct; neatness and clarity is often sacrificed; and the need for online collaboration is great. We previously used google slides with good results, however the formatting (e.g. colour coding, table of contents etc.) takes a significant amount of time to maintain and can be very difficult to keep consistent when we all share equal role in notebook creation (as opposed to 1 person overseeing all notebook formatting).

We then landed on the possibility of using a markup language; and with the lack of flexibility from LaTex, Typst seemed like the best option. We had also noted a few teams success with using Typst, especially when using Notebookinator alongside it - for example team 53E (also the creators of Notebookinator) had a great Over Under notebook<sup>1</sup> using Typst.

### Features

- Uniform formatting
- Notebookinator template
  - Easy cohesion with engineering design process
  - Built in components i.e. pros/cons tables
- Code blocks
- Built in table of contents
- Fully Digital
  - Neatness
  - Modern tooling
  - Easy submission
  - Cohesion with version control

<sup>1</sup>[Link to notebook](#)

# The Snowflakes' Engineering Ethos

## Our Engineering Ethos

At its core, VEX Robotics is nothing but an engineering problem. It provides a goal, and the materials to get there. We believe that the key to success in Robotics intrinsically lies in how you approach each problem; with open-mindness and the willingness to learn but most importantly the determination to find the best solution possible.

Engineering: The art of organizing and directing men, and of controlling the forces and materials of nature for the benefit of the human race.

— Henry Gordon Stott

## Our Engineering Design Process

For every new problem, we try to stick to an engineering method (similar to a scientific method) where different phases are used to maintain organisation. The process applies to all forms of design, including programming and sometimes even tactics.

### Phases of Design

For each of the phases in our EDP, a corresponding icon is provided, these are used throughout the notebook to label a phase.



#### Identify Problem<sup>1</sup>

Each solution starts with a problem, this ranges drastically – for example, from ‘We need a drivetrain’ to ‘this mechanism causes instability’. Problems can be raised by all members and, regardless of severity, it is something that must at least be addressed.



#### Brainstorm Solutions

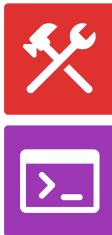
Once the problem has been properly analysed, with root causes found, the team can move on to brainstorming solutions. Here, every team member can put forward possible solutions or fixes to the problem at hand, this is often accompanied with rough concept drawings. Additionally, finding use cases where each possible solution has been used effectively can be key to display a solution’s viability.



#### Decide Solution

Once all possible solution have been brought to the table, one possible solution is picked to move to the next phase; to ensure that the decision is definitely the best one available, additional processes can be used to decide the best (i.e. decision matrices). Ideally, all members offer their thoughts on the solutions.

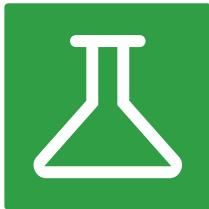
# The Snowflakes' Enginnering Ethos



## Implement Solution

With one solution in mind, the solution can be expanded, now taking into account the smaller details while creating a plan of action for the designing and implementation of the solution. The solution is then designed and built – either physically or as a program.

Note that both the build and program icons are used during this phase.



## Test Solution

Once the solution has been implemented onto the robot, we can begin testing the solution to find out how effective it is. This is a key phase as it shows us how the solution up to different scenarios.

Depending on its effectiveness, the results of a test may prompt us to move back into the implement phase, as changes sometimes have to be made. This creates a feedback loop that iteratively improves the solution until it meets our desired standards.

For our robot, we decompose the larger problem into a set of smaller, approachable problems. From there, each and every problem is approached using this EDP; this allows us to stay organised and avoid decision paralysis.

<sup>1</sup>Sometimes, if the problem is obvious (i.e. the need for a drivetrain), this phase is skipped due to mutual understanding.



## Innovate Submission

**DATE: 27.09.24**

### **Novel Aspect Description:**

We believe that our in depth and descriptive consideration of the possible uses of different sensors is particularly innovative. The thought and engineering research that went into it is rounded and well developed, with almost every combination described – with pros and cons and special considerations.

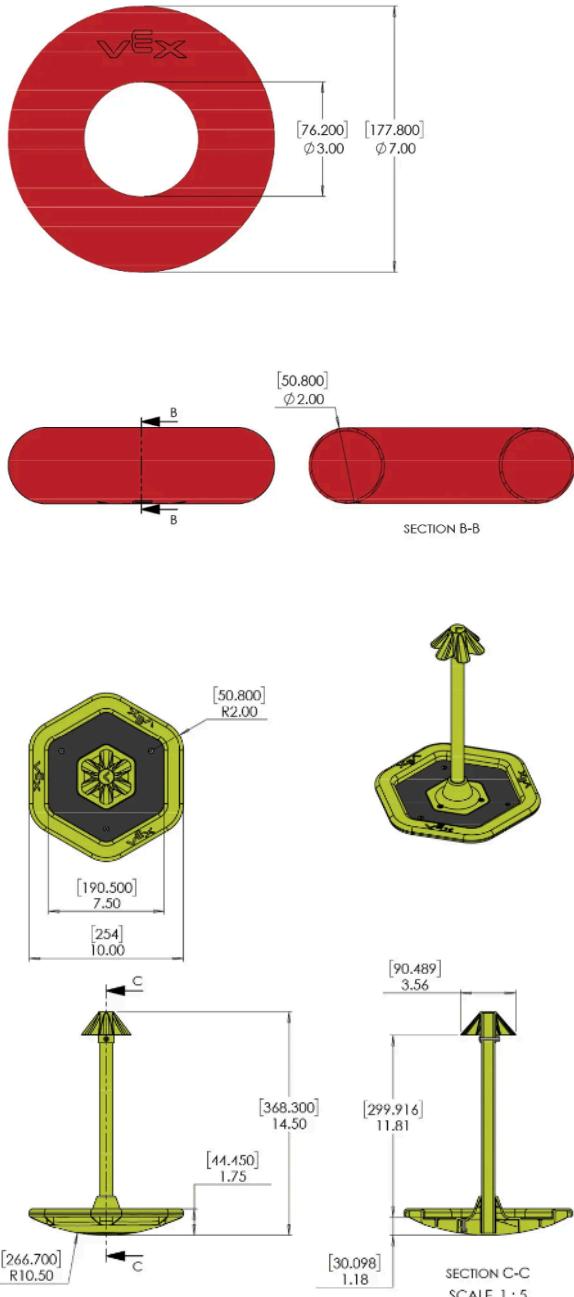
### **Pages:**

**From page 46 to 58 (see table of contents).**

## The Game

(All images found from the manual [1])

### Scoring & Game Objectives



#### Game Elements: Rings

The majority of the scoring is done via these coloured rings.

- Outer diameter 7"
- Inner diameter 3"
- Height 2"

#### Potential Challenges

- Rings cannot roll on the floor, so manipulation is strictly contact based
- Large surface area in contact with floor so potential difficulty in manipulation

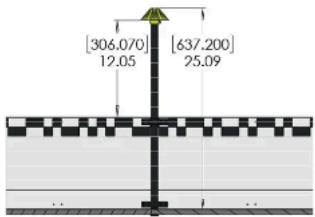
**Scoring Object: Mobile Stakes/Goals** There are 5 mobile goals ('mogos') on the field, and they can be freely manipulated by teams.

- 10' diameter Hexagonal bird's eye view profile
- 14.5" height
- Flexible rubber cap

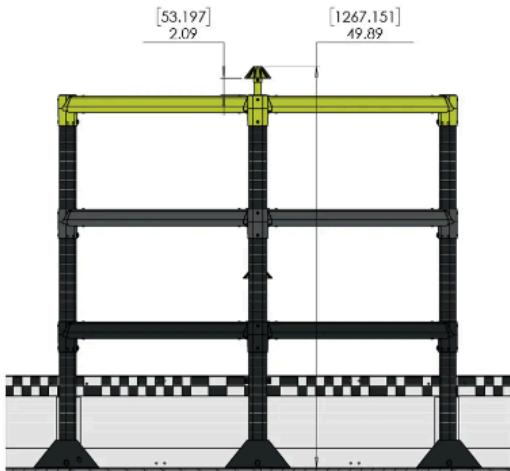
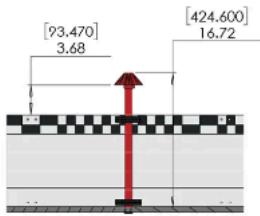
#### Potential Challenges

- Weighted bottom could make manipulation difficult
- Scoring would require an elevated mechanism.
- Rubber caps means that force is required to score/descore

NEUTRAL STATIONARY GOALS:



ALLIANCE SPECIFIC STATIONARY GOALS:



### Elevated Stakes: Neutral and Alliance

There are 2 neutral stakes and 2 alliance stakes allowing for further scoring.

- Neutral stake 25.09" tall
- Alliance stake 16.72" tall
- Rubber caps (identical to mogo)
- Alliance stakes can only be scored by the corresponding alliance

### Potential Challenges

- Stakes differ in height from each other (also from the mogo) meaning different or morphing mechanism to score on all.
- Placement (field perimeter) risks throwing rings out of the field (risking S1 infringement)
- Rubber caps mean force must be required to score/descore

### High Stake and Ladder

In the center of the field, there is a 4' ladder that teams can climb in the endgame to gain extra points. It also has a stake that can fit 1 ring at the very top.

- 49.89" (4.165') tall
- 3 tiers/rungs
- 4 sides

### Potential Challenges

- Climbing structures requires lots of power and/or time
- High Stake would require extreme precision

## Scoring Takeaways

- All scoring requires vertical capability
- Employing multiple methods of scoring (mogo, neutral/alliance stake) would require multiple systems or 1 complex system such as a lift
- Emphasis must be put on **precision** and **reliability** as there is little room for error

## Rules Analysis

### Scoring Table

Ultimately, scoring can be summarized into one table, called a scoring table. While it will not allow us to gain insight on the specific intricacies of each rule and the challenge it presents – it can allow us to quickly see what aspects of the game score more points, therefore allowing to adjust our game strategy.

Rule name	Points scored	Associated Rule
Autonomous Bonus	6 Points	<SC2>
Ring Scored on Stake	1 Points	<SC3>
Each Top Ring on Stake	3 Points	<SC4>
Ring Scored on High Stake	- (Ring is considered as the 2 above, and may apply bonus as seen in <SC9>)	<SC9>
Climb Level 1/2/3	3/6/12 Points	<SC7>

### Format

To avoid simply regurgitating the rules (to people who already understand them), we are going to simply list some rules with a paraphrased description; then how it affects us; then potential solutions – if a rule presents no problem, we will not cover it.

e.g.

#### <RULE NUMBER>

- Paraphrased rule description

#### Problems

- This rule affects us like this
- It also affects us like this

#### Potential Solution

- This is one way we can mitigate the risk of infringement...
- This is another...



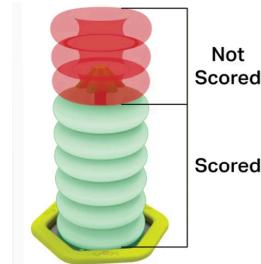
#### Note

Inspection, safety and general rules will not be covered, due to their relative simplicity.

## Scoring rules

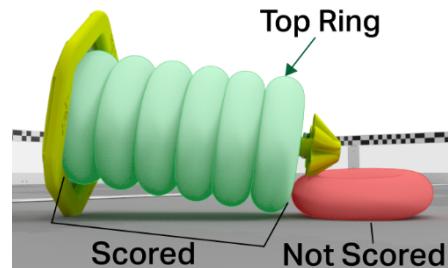
### <SC3>

- To be considered scored on a stake, the ring must meet certain criteria:
  - Ring must not be contacting robot of same alliance
  - Ring is not contacting foam tile
  - Ring is encircling the stake<sup>1</sup>
  - Total ring count must not exceed max ring count of the stake (mobile & neutral: 6, alliance: 2, high: 1)



### Problems

- Mogos with our rings on can be tipped to effectively descore some rings



### Potential Solutions

- Driver may have to take care when scoring on neutral/alliance stake
- Driver may have to guard or defend filled mogos

### <SC5>

- A mobile goal is considered placed in a corner when it meets the following criteria:
  - Mogo is contacting floor/foam tile
  - Mogo is upright
  - Contact with robot is irrelevant

### Note

Only 1 mogo can be considered placed in each corner, even if 2 meet the requirements.

### Problems

- Mogos can be knocked over to mitigate effect of corner

### Potential Solutions

- Driver can guard/defend the corner, especially as robot contact is irrelevant.

### <SC6>

- A mobile goal that has been placed in a corner will result in the following modifiers being applied to its scored rings:
  - Placed in **positive** corner:
    - Values of all scored rings will be doubled
  - Placed in a **negative** corner:
    - Values of all scored rings will be set to 0
    - For each ring, an equivalent amount of points will be effectively removed from that alliance's score

<sup>1</sup>Long description omitted, see <https://www.vexrobotics.com/high-stakes-manual#sc3>

- 3. Points scored from auton bonuses and climbing cannot be removed

Examples included [here](#).

### Problems

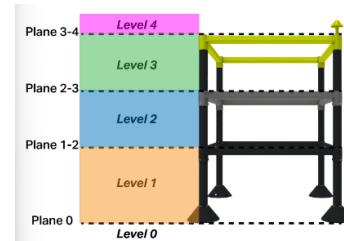
- Opposing rings scored in a positive corner can drastically change outcome of game due to 2x multiplier
- Ring scoring can be easily countered by placing them in negative corner

### Potential Solutions

- Once again, large emphasis must be placed on defending scored rings and preventing them from being placed in a negative corner
- Putting emphasis on scoring on the elevated stakes could mitigate dependence on mogo scoring and corner defence/offence

### <SC7>

- A robot has climbed to a level when the following criteria is met:
  - Robot is contacting the ladder
  - Robot is not contacting any other field elements
  - Robot is not contacting any mobile goals
  - The robot's lowest point is above that level's minimum height



### Problems

- Climbing must be completely independent, it cannot rely on lower rungs or the floor

### Potential Solutions

- When considering climbing, large power consumption – due to independent climbing – must be considered, possibly with use of a winch and/or a PTO<sup>2</sup>

### <SC8>

- Autonomous Win point** is awarded to any alliance that have completed the following tasks (as long as they have not broken any rules):
  - At least 3 scored rings of that alliance's colour
  - A minimum of two 2 stakes on the alliance's side of the autonomous line with at least 1 ring of the alliance's color scored
  - Neither robot contacting or breaking plane of alliance's starting line
  - At least 1 robot contacting ladder

### Problems

- Even if we can complete as many tasks as possible, AWP is still alliance teammate dependent because of criteria no. 3

### Potential Solution

- Ensure prior coordination with teammate to ensure that they move off the line at the start<sup>3</sup>

<sup>2</sup>PTO: Power Take-Off

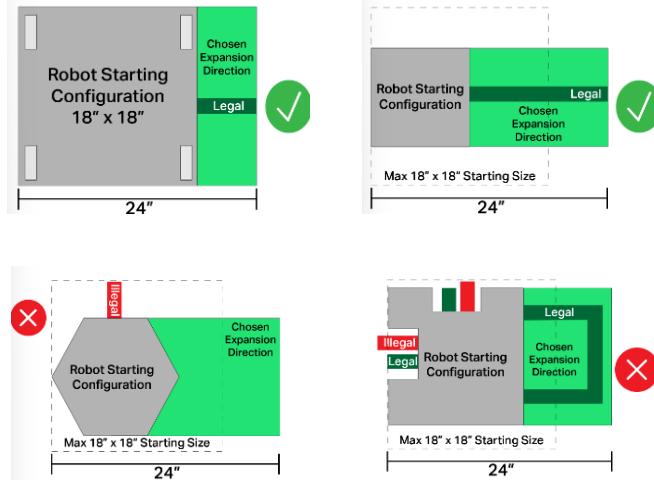
## Specific Game Rules

### <SG2>

- Horizontal expansion is limited to an additional 6" on **one** side.

#### Note

6" expansion is based on an 18" x 18" starting size, therefore robot can expand to the limit in **1** direction, then 6" in the same direction.



## Problems

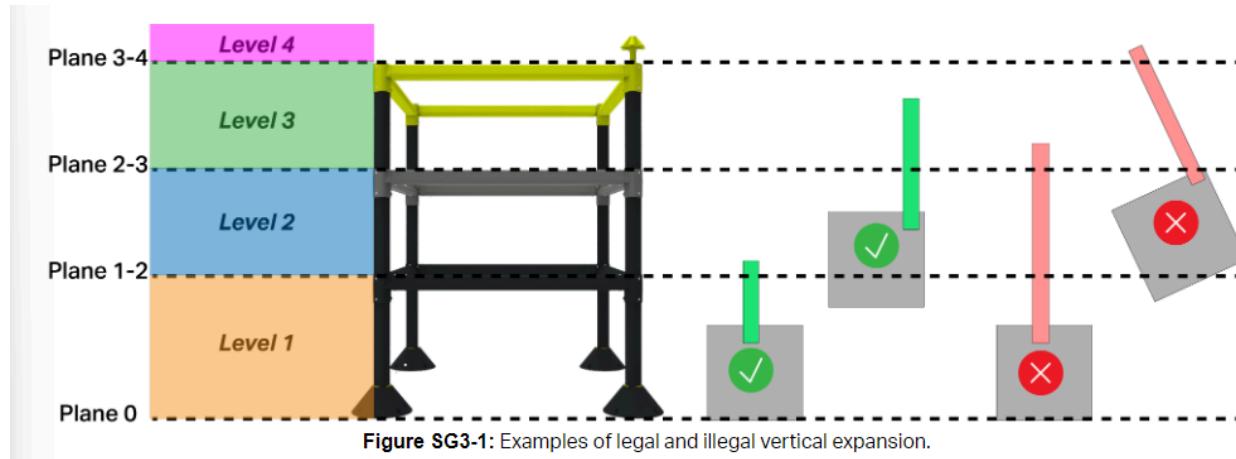
- Mechanisms that rely on expansion must be contained within the footprint of the robot, or not expand over 6" on one side only

### Potential Solutions

- Design all expanding mechanisms to expand on one side only
- Use as little space of the 18" x 18" to maximise expansion capability

### <SG3>

- Vertical expansion is limited:** vertical expansion cannot break **2 or more** levels of the ladder



<sup>3</sup>If the team does not have a (working) autonomous, advice/technical help can be given to simply move off the line, ensuring AWP

**Problems**

- This rule makes climbing to the top with 1 movement impossible – unlike in Over Under – instead teams have to climb the ladder like a ladder, using each rung and not skipping levels

**Potential Solutions**

- When designing climbing mechanisms, multi-stage movements must be incorporated; making sure that the robot does not break 2 or more planes no matter the rotation<sup>4</sup>

**<SG4>**

- Keep scoring elements **in the field**, rings that exit the field will be given to the corresponding alliances to reintroduce into the game.

**Problems**

- Accidentally removing rings from when, for example, scoring on wall stakes results in a minor violation

**Potential Solutions**

- Driver can take extreme care when attempting to score on wall stakes
- Line-up guides can be designed to aid the driver
- Lots of time on tuning the mechanisms to ensure they are not too powerful

**<SG6>**

- Possession is limited to 2 rings and/or 1 mobile goal
  - Where rings scored on a stake do not count towards possession count
  - Plowing multiple mobile goals is legal only when no mobile goals are possessed

**Problems**

- When attempting to rapidly score rings, this rule may be broken due to more than 2 rings being possessed
- Accidentally plowing a mogo while possessing one will result in a violation

**Potential Solutions**

- For both problems, driver care can be applied to avoid SG6 infringement
- A distance/colour sensor could be used in conjunction with an algorithm to stop manipulating rings once at the possession limit
  - Using a colour sensor could allow for a colour sorting algorithm to only intake alliance's rings

**<SG7>**

- Don't cross the autonomous line during autonomous
  - Robots must not contact or break the plane of the autonomous line<sup>5</sup> during autonomous

**Problems**

- Accidentally crossing line due to lack of tuning or planning of the autonomous movements would result in the loss of ABP and AWP

<sup>4</sup>This is because the planes are measured from the perspective of the field (see long explanation [here](#))

<sup>5</sup>basically the halfway line

**Potential Solutions**

- Extreme care and consideration must be used when planning out the autonomous movements

**Primary Takeaways**

Certain solutions appear more than once, meaning we can **prioritise them** to mitigate more risks at lower time/complexity costs.

**Driver Skill**

We have concluded that driving is a factor in nearly all the rules especially those targeted for defence and offence. High Stakes is a skillful game that requires lots of practice from the driver. Putting emphasis on training our driver, using drills, friendly matches etc. must be a priority.

**Control and Precision**

We have also concluded that **precision is key** to avoiding rule infringement and also to maintain effectiveness. All mechanisms must be designed with extreme precision with lots of time allocated for fine-tuning in order to:

- maximise effectiveness of mechanism
- avoid breaking rules such as SG4 and SG7.

**The Plan**

This game and rule analysis has allowed us to form a plan on how we will approach the coming weeks as we organise ourselves to tackle the season.

**Timeline Considerations**

- We will place emphasis on having time for plenty of driver practice
- We plan to spend lots of time tuning the autonomous, in order to get it **consistent**, which means we will have to make ample room for autonomous testing in the timeline

**Careful Design**

- We will also be making sure that all our designs are designed with **strength, precision and effectiveness** in mind during all stages of the design process – this is especially prominent during the CAD phase. Keeping these three factors in mind will ensure that the systems utilised in our robot are as **competitive** as possible.



## Teamwork Wins Championships

To ensure that we achieve our maximum, we must organise ourselves into a team that works hard to solve the problems presented to us. We can do this by sorting ourselves by roles and skillsets.

### 99 Quote

Talent wins games. Teamwork wins championships.

— Michael Jordan

## Goals & Objectives

Before we begin to design and build a robot for High Stakes, we must first define clear goals of what we **as a team** want to achieve. This will allow all members to work towards common objectives.

### Our Goals For High Stakes

- A Force To Be Reckoned With
  - We want to become a team that is competitive and ‘formidable on the field’
  - We can quantify this goal mostly by how high we place in qualifiers – we want to aim for top 5 seed in most competitions
- Nationals
  - We also would like to qualify for the UK National Championship
  - We achieved this goal last season so would love to get this opportunity again.
- Worlds/Internationals
  - This is a very difficult goal to achieve, with only ~5 spaces from the UK
  - We were also good enough to get this opportunity last season, with us going to the 2024 World Championships in Dallas

## Organising Ourselves

### Roles

We can first organise ourselves by our skillsets; we can do this by assigning roles<sup>1</sup>:

- Head Tactics: Thomas Robb
- Programming Support & Notebook: Daniel da Silva
- Head Programmer & Driver: Daniel Dew,
- Co-Head Builder: Aubert Seysses
- Co-Head Builder: Jonah Fitchew

<sup>1</sup>Roles can also be seen in the *Team Introduction* pages



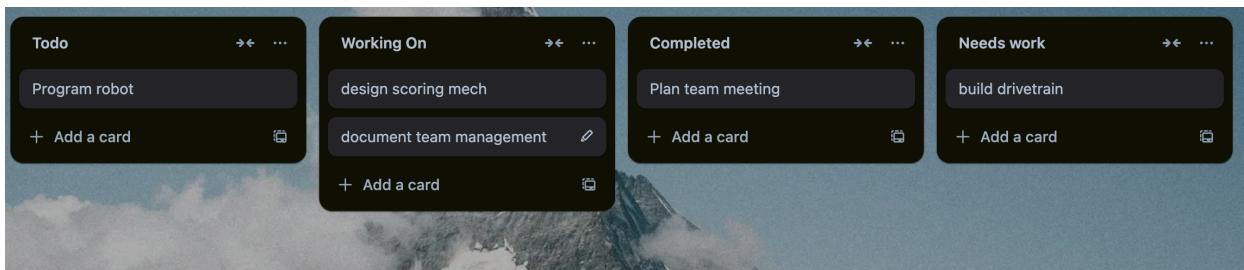
Organising ourselves like this ensures that when a problem arises, we all know how to approach the challenge with our unique skillsets; it can also be helpful when introducing the team, as it helps judges and peers understand what we do within the team.

## Project Assignments & To-Dos

Throughout the season, there will be lots to do over various projects – from designing a new robot (or subsystem), to writing a couple lines of code. To manage all these tasks, we will generally assign a project or to-do to a few members – using the roles as guidelines (e.g. building tasks assigned to builders, programming to programmers etc.); progress on said tasks will be discussed in in-person meetings<sup>2</sup>, or using our channels of online communication.

### Trello

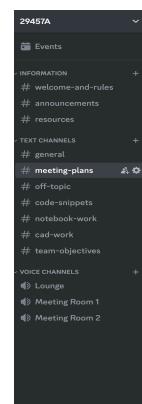
[Trello](#) is a project management software that allows teams to create dynamic to-do lists. ‘Cards’ can be dragged into different columns to display their state (e.g. ‘todo’, ‘Working on’ or ‘completed’), we can assign members to certain tasks, give them deadlines, or add a checklist for each. We found it to be exceptionally useful last season, and we plan on using it for this season.



An example of a trello todo list

## Discord & Online Communication

As a less formal method of communication, we use both Discord and WhatsApp to discuss team objectives and progress. Discord is especially helpful as it helps us to organise our chats into channels (see right). Another useful application to discord is sharing files and resources amongst ourselves – for example we can share small code changes on the discord for testing.



<sup>2</sup>Due to holidays, no in-person meetings have happened yet – our first full in-person meeting is scheduled for 03/09/24



## Early Season Projects

We have a list of goals we want to accomplish for early season:

- Organised notebook
- Designed and built drivetrain
- Designed and built subsystem for mogo manipulation
- Designed and built subsystem for ring manipulation
- Substantial amount of driver practice
- Reliable and semi-complex autonomous routines

	August					September			
	01/08	08/08	15/08	22/08	29/08	05/09	12/09	19/09	26/09
Organised start to notebook		■							
Designed and built drivetrain		■							
Subsystem for mogo manipulation			■						
Subsystem for ring manipulation				■					
Driver practice						■			
Autonomous routines						■			



## What are the different types of Drive?

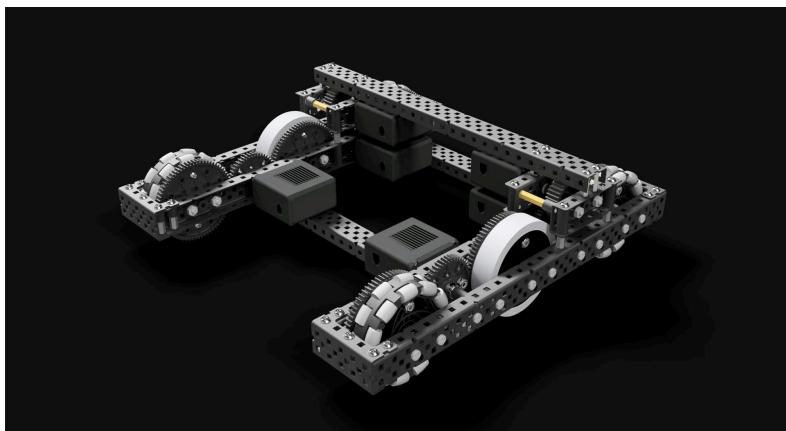
The first solution to our somewhat obvious problem “We need a drivetrain”<sup>1</sup> is the most conventional VEX drivetrain of them all - the Differential Drive, which features mirrored sides in a typical “tank” formation and allows for independent manipulation of each side in order to achieve the movement we want to see. Second is the Omni Drive which features one omni wheel in the centre of the drivetrain and allows for horizontal movement as well as the conventional forward and backwards. Third is the Mecanum Drive which takes advantage of the VEX mecanum wheels which allow for strafing and a limited form of horizontal movement.

## Differential Drives vs Holonomic Drives

Since there are fewer types of differential drives and since there is less variance between them we shall first talk about them before moving onto the different types of holonomic drives.

### Differential Drive

Pros	Cons
<ul style="list-style-type: none"><li>• Simplicity - Easy to build, program, and maintain</li><li>• Powerful - Excellent for pushing and traction-heavy tasks.</li><li>• Stability - Will be balanced and support all sorts of mechanisms</li></ul>	<ul style="list-style-type: none"><li>• Limited manoeuvrability - Only supports forward, backward, and turning; no lateral (sideways) movement.</li><li>• Not agile - Slow to make fine, precise movements or quick direction changes</li></ul>



From this forum [thread](#) [2]

### Holonomic Drives

Pros	Cons
------	------

<sup>1</sup>The typical ‘identify problem’ page is omitted due to the obvious problem of needing a drivetrain.

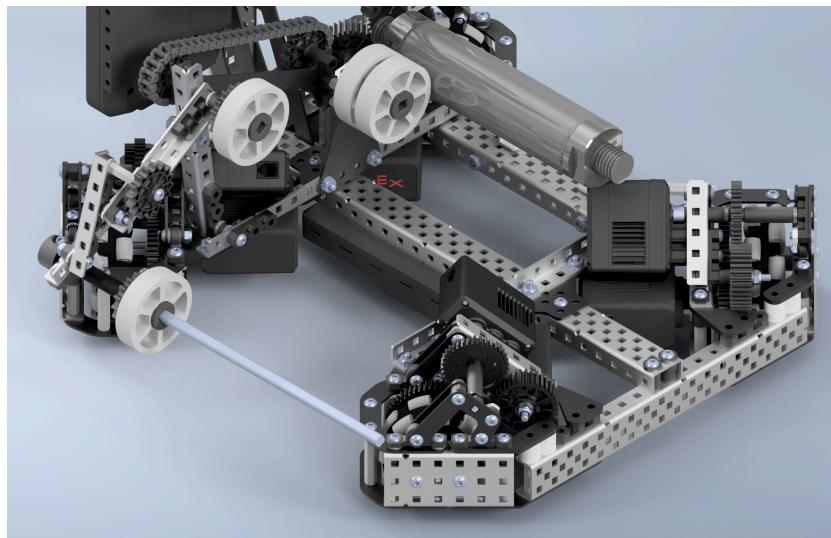


- Holonomic Movement - Can move in any direction (forward, backward, sideways, diagonal) with ease.
- Manoeuvrability - good for accurate and small adjustments
- Agility - Quick, fluid directional changes without rotating the robot.

- Lower traction - Limited pushing power due to low traction of the wheel in the middle
- Complex programming - Requires more advanced coding for full control.

## Holonomic Drivetrains

### X Drive:



Here we see a render of an XDrive done by *in\_ithica* | 3818 on the VEX CAD discord server [3]

#### Pros

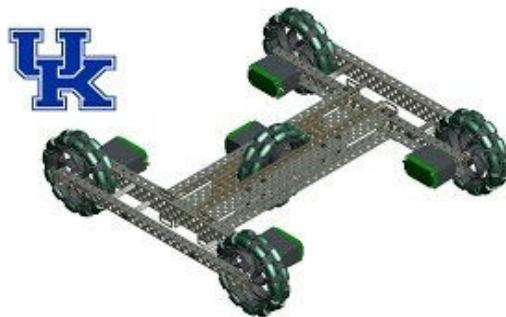
- Higher Speed: X Drive is generally faster than both Mecanum and H-Drive, as it naturally provides more efficient power transfer for quick movements due to the 45-degree wheel orientation
- Simplicity: Compared to Mecanum, an X Drive is simpler to build and program, as it doesn't require complex motor tuning or algorithms for strafing
- Better Diagonal Movement: X Drive excels in diagonal motion without the power loss or inefficiencies found in Mecanum, making it smoother for navigating tight angles and corners

#### Cons

- Lower Pushing Power: X Drive generally lacks traction and pushing force compared to Mecanum, making it less effective in scenarios requiring high torque or pushing resistance.
- Inefficient Use of Space: X Drive's diagonal wheel layout takes up more space on the robot, which can limit the available area for other mechanisms compared to more compact configurations like H-Drive
- Complex programming
- Complex design – especially at the CAD stage



X Drive has traditionally been used by teams for extremely precise programming as it can provide an edge over more traditional drivetrains in terms of accurate movements in things like autonomous skills, however in a more traditional competition format with the goal of Tournament Champions, X Drive does not seem like the most popular choice. X Drives use a compound gear ratio to get around the difficulties in making the wheels diagonal, this can mean that it becomes quite difficult to build and maintain in comparison with more traditional drivetrains. Packaging the brain and pneumatic tank around this drivetrain can be difficult due to the odd motor placements.

**H Drive:**

Here we see a CAD model of an H Drive found on the website Purdue Sigbots made by the University of Kentucky [4]

**Pros****Cons**

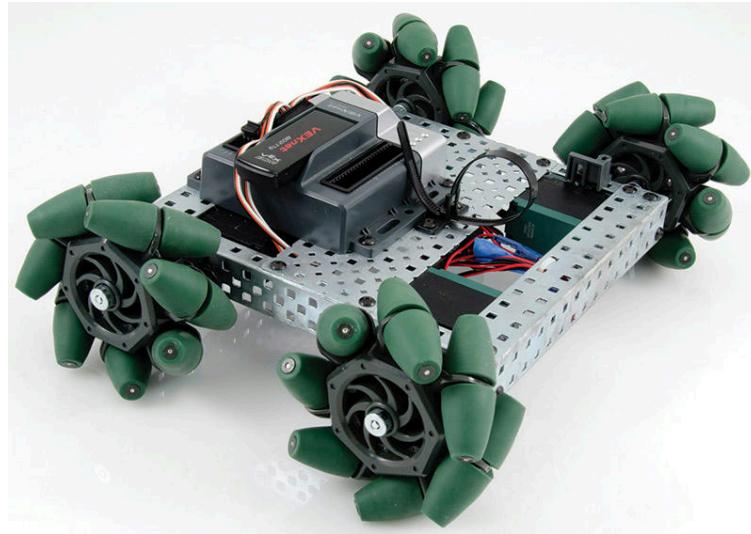


- Simplicity: The H Drive is easier to build and program compared to more complex holonomic drives like Mecanum or X Drive
- Good Strafing Ability: The central wheel allows for decent sideways movement (strafing), providing a balance between manoeuvrability and straightforward design
- Efficient Use of Space: The parallel wheel layout in H Drive leaves more space for other components on the robot compared to an X Drive

- Limited Lateral Power: The central strafing wheel in H Drive has less traction and pushing power compared to the Mecanum or X Drive, leading to weaker side-to-side movement
- Less Agility: H Drive doesn't handle diagonal movement as smoothly as X Drive or Mecanum, reducing its manoeuvrability in accurate and precise movements
- Vulnerability to Central Wheel Issues: The reliance on a single central wheel for strafing means that any failure or inefficiency in that wheel significantly impacts performance
- Programming Complexity: H Drives still provides considerable (although less than X and Mecanum) programming challenges
- Space: Having the wheel in the middle can result in less space for other subsystems such as odometry pods

H Drive is probably the most simple to build of all holonomic drivetrains with a single strafing wheel in the middle relying on the omni wheels rollers to provide lateral movement, the gear ratios used are the same as any traditional drive but one of the losses coming from the middle wheel is the lack of packaging ability in that area, no longer is the ability to use odometry pods to provide a higher level of accuracy during autonomous and no longer is the ability to have the pneumatic tank as low as possible to the ground due to the need for extra bracing and support of the middle wheel as inconsistencies and friction can have large effects.

#### **Mecanum Drive:**



Here is a live model of the Mecanum Drive found on the Servo magazine website about holonomic locomotion [5]

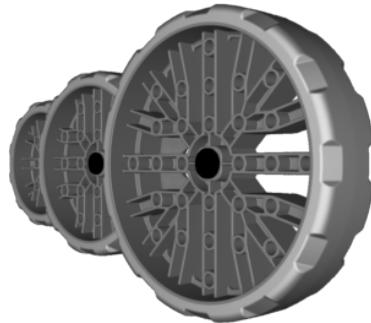
Pros	Cons
<ul style="list-style-type: none"><li>• Holonomic Movement: Mecanum wheels allow for full omnidirectional movement, including forward, backward, sideways, and diagonal, giving excellent manoeuverability</li><li>• Good Pushing Power: Compared to other holonomic drives like X Drive or H Drive, Mecanum maintains relatively good traction and pushing power</li><li>• Versatility: Mecanum Drive offers a solid balance of movement options while still being able to handle various competition tasks, making it adaptable to different areas of the competition like skills</li></ul>	<ul style="list-style-type: none"><li>• Complexity: Mecanum Drives are more complex to build and design than simpler drives like H Drive, requiring precise motor control and alignment for effective movement.</li><li>• Power Loss: Due to the angled rollers on Mecanum wheels, some power is lost during lateral movement, making it less efficient compared to a tank or X Drive</li><li>• Programming Complexity: Mecanum Drives are also harder to program</li></ul>

The Mecanum Drive is one of – if not – the most frowned upon drivetrain in VEX, as it utilises the otherwise useless Mecanum wheels which take up a large amount of room and are not very versatile. However Mecanum drives have excellent manoeuverability, ensuring that there are very few restrictions in terms of movement. However in building this drivetrain, the ability to gear is almost completely gone, as in order to maintain the very much wanted 3-4 wide hole gap between the drivetrain C-Channels the size of the mecanum wheels means there is no room for a gear, this means that many gear ratios aren't achievable any more.



## Wheel type and configurations:

### Use of Traction Wheels:



From [BRLS Wiki \[4\]](#)

For our drive an important consideration was the inclusion and amount of traction wheels which we wanted to use. Having more traction wheels increases our grip but also reduces our skidding which can mean that our bot will struggle to do tight turns quickly. However, not having enough traction wheels means we may be easier to push around and struggle more to push others.

To maximise grip whilst retaining agility, it is common to use traction wheels in the centre to reduce unwanted pushing forces, whilst combining them with other wheels such as omniwheels on the edges for greater turning ability.

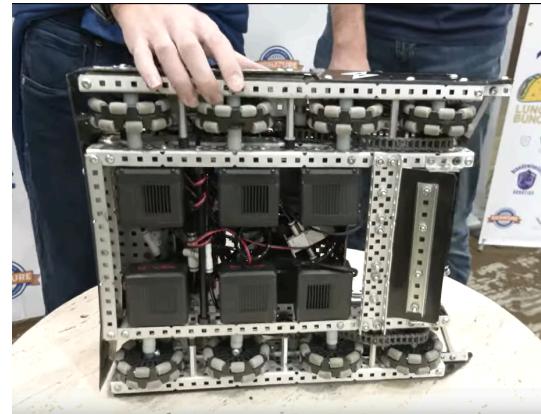
Pros	Cons
<ul style="list-style-type: none"><li>Increased Grip: More grip allows for more power, which means it's easier to push game elements or other bots around.</li><li>Resistance: Since they have a single degree of freedom traction wheels make our robot more resistant against being pushed when attacking our defending</li></ul>	<ul style="list-style-type: none"><li>Rigidity: Having one degree of freedom means that the bot will struggle more to perform tight turns, which may be important to perform midmatch or during the autonomous which often relies on turns being consistent and accurate.</li></ul>

Overall, it is important to decide how many traction wheels we use and where. Ultimately, deciding this depends on a team's game strategy and the type of bot they are going for.



## All Omniwheel Drive:

Having our drive consist of only omniwheels has some advantages such as allowing for a lot more skidding and tight manoeuvering. However, a lack of traction wheels means our bot will have less torque to push and also will be easier to push. This pushing power loss can be compensated for by playing more evasively in order to outmanoeuvre opponents. A good example of an all omniwheel drive was 9364H's bot in OU [Pits and Parts \[6\]](#), who additionally engineered their bot for speed and agility to control the arena and punish double zoning in that game. See image on right for example (This image was cropped from Pits and Parts video cited above).



## Number of Wheels:

Another important consideration is the amount of wheels, which we want on our drive. Similar to traction wheel ratio, having more wheel affects our torque-agility ratio. Having more wheels increases surface area in contact with the ground, which correlates with more traction. An increase in traction means that we have less skidding, which can be a detriment since skidding can be useful for turning, but it will also mean that the power is transferred more efficiently, which allows us to have more rpm or torque. See explanation for this on the right.

$$\text{Energy} = \text{Power} * \text{Time}$$

$$E=Pt$$

$$\text{Energy} = \text{Force} * \text{Distance}$$

$$E=Fs$$

Therefore

$$Fs=Pt$$

$$P=Fs/t$$

$$P=Fv$$

$$\text{Power} = \text{Torque} * \text{RPM}$$

### 4 Wheels

Having 4 wheels is the minimum number of wheels a drivetrain can have. It sacrifices power for manoeuverability but is easier to implement since it doesn't require motor stacking.

Pros	Cons
<ul style="list-style-type: none"><li>• Agility: Slides more so it has greater theoretical turning ability</li><li>• Easy to implement: Since there are fewer wheels there's fewer gears to deal with allowing for more space for game specific components such as wings, intakes or lifts</li><li>• Lighter: Less components so robot will weigh less meaning motors have less load to move</li></ul>	<ul style="list-style-type: none"><li>• Less power: Fewer wheels so there's less traction, which means less pushing power</li><li>• Lighter: Less weight so it's easier to push around</li></ul>



## 6 Wheels

6 wheels is a balance between manoeuverability and power. However, it's trickier to implement since it requires motor stacking.

Pros	Cons
<ul style="list-style-type: none"><li>• Agility: Still slides but not as much as a 4 Wheel Drive</li><li>• Power: Balanced power but still less traction than an 8 Wheel Drive</li></ul>	<ul style="list-style-type: none"><li>• More complex: Requires motor stacking so its design as a drivetrain is more complex, which can mean it's more difficult to implement game scoring subsystems.</li></ul>

## 8 Wheels

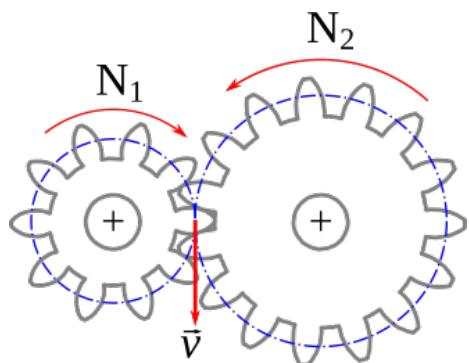
An 8 Wheel Drive provides the most traction of the three options, which gives it the most power but means it will slide less and so will struggle with turns more.

Pros	Cons
<ul style="list-style-type: none"><li>• Most Power: Has the most power because of the greater traction</li><li>• Heavier: More wheels and more gearing weigh more so it's more resistant to pushing and will push with more force</li></ul>	<ul style="list-style-type: none"><li>• Less Agile: The higher traction stops the robot from sliding as much so it will have less turning ability.</li><li>• Heavier: The greater weight will put more strain on motors, which leads to higher chance of motor burnout. However, this can be circumvented by quickswaps or cooling the motors with a fan.</li></ul>

Overall, it's important to consider the strengths and weaknesses of the wheels chosen and amount of wheels, since the power lost from using fewer wheels can be compensated by using some traction wheels to create overall high performance or similarly an 8 wheel drive can become more manoeuverable if the drive includes some omniwheels or is entirely made of them. Therefore by considering what the wheels and wheel amount can do for the drivetrain it is possible to create a drivetrain, that doesn't suffer from any major weakness within the scope of what our team is trying to achieve.



### A Look at Gear Ratios



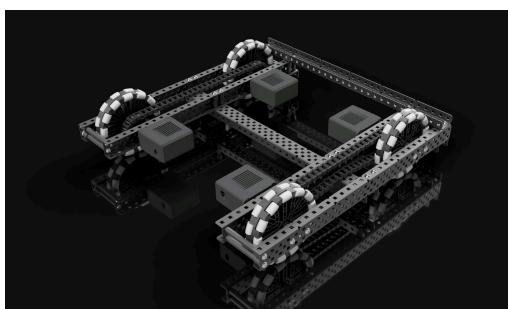
Another factor which contributes to the balance between torque and agility is the gear ratio chosen. If the force applied on the driven gear is further from its pivot compared to the distance from the driving gears pivot then the driven gear will turn with more force but it will turn slower compared to the driving gear. If this coupling is reversed then the driven gear will turn with less force but it will turn faster compared to the driving gear. The gear ratio is often described as either  $\frac{\text{driven gear } \Omega}{\text{driving gear } \Omega}$  where  $\Omega$  is angular velocity or  $\frac{\text{driven gear teeth}}{\text{driving gear teeth}}$ . Like with wheel type and amount the gear ratio of the drive can be used to further optimise a drive to have greater speed or greater pushing power. On the left is an image [7] of a 2:3 gear coupling. It's also important to consider that wheel size also acts like a gear and so affects torque and speed.

#### Note

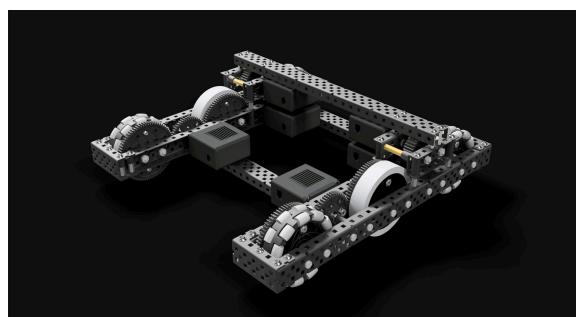
Whilst it's not very commonly used in the context of V5, it's theoretically possible to have a gear transmission to switch between high torque and high speed, which would allow for dynamic gear ratio changing.

### Direct Drives

It is also important to consider the viability of direct drives, where power is drawn directly from the motors. This can be useful as it has a lower build complexity allowing for more space and parts for other game scoring subsystems. They can be considered when you want to go with specific rpms such as 200 or 600, in order to have a unique torque-speed ratio compared to the rest of the competition. Below is a comparison between a direct drive and a 6 motor geared



Direct Drive [8]



Geared Drive [2]



## Drivetrain Selection Process

The process of selecting a drivetrain is a team's first thoughts when considering the needs for a robot in any given VEX season. The benefits and drawbacks of all types of drivetrain are considered at this point of the design cycle, in the context of the current game of course, many different options are considered as the different parts that VEX provides can be combined in many different ways in order to give each drivetrain a different characteristic as it were.

### Considerations for any given drivetrain

At the beginning of any season the needs of the three main aspects of a drivetrain are pitted against each other in the context of the needs of the current game, these three main features are:

- Torque
- Speed
- Size

Manoeuvrability	Stability	Ease of build	Size of Wheels	Gear ratio achievable	Total	
Differential	3	5	5	4	5	22
Holonomic	4	4	2	4	3	17

For our current purposes and team requirements, a Differential Drive is the most optimal drive to consider using. This is because of their simplicity; which we feel is valuable this early in the season since most other drives suffer from odd motor placements or other restrictions which make designing around them more complex, the power they provide; which is always helpful for pushing tasks, and their stability means we are less likely to tip over mid match. In addition, we have deemed that the downsides of a Differential Drive are either not substantial or can be compensated for by other parts of the drive. For example the lost manoeuvrability can be made up for by incorporating omniwheels into our drivetrain.



## Choosing Wheel Amount

Choosing the correct amount of wheels is an important consideration when designing the drivetrain. It is an extra way to achieve an optimal balance between torque and agility. The three main considerations for wheel amount are:

- Traction
- Manoeuvrability
- Complexity

Manoeuvrability	Traction	Complexity	Gear ratio achievable	Total
5	2	5	3	15
<b>4 Wheels</b>				
4	3	4	3	14
<b>6 Wheels</b>				
3	5	3	5	16
<b>8 Wheels</b>				

From our analysis we decided that an 8 Wheel Drive is our best choice, since it synergises most strongly with a Differential Drive. Combining these two gives us great freedom for gearing, allowing greater control over torque and speed. Additionally, both elements will contribute to a higher power drivetrain. The simplicity of the Differential Drive compensates for the higher complexity of having 8 wheels. Unfortunately, neither of these design elements give us the greatest manoeuvrability, which is the greatest problem with our design at this current stage. This can be addressed with the wheels we choose, since having 8 Wheels gives us the most flexibility over combinations of wheel types.



## Wheel types

The combination of an 8 Wheel Drive and Differential Drive gives our bot great power, whilst also being relatively simple to build. The main consideration for the combination of wheels, which we choose is that they give our bot greater manoeuverability since that is the main problem with our current solution.

	Manoeuvrability	Traction	Total
All Traction Wheels	1	4	5
Mixture	3	3	6
All Omniwheel	4	1	5

We have decided to go for a combination of 6 Omniwheels and 2 Traction Wheels, positioned third from the front. Having this wheel in this position means we still resist pushing from the sides but allows us to have greater manoeuverability thanks to the 6 omniwheels. Our experience from last season told us that placing the traction wheels there was best for turning and according to [purduesigbots](#) central placements helps reduce unwanted sideways movement. Another consideration was to place the wheels in a diagonal configuration, but experience told us that middle back was ultimately the superior choice.

## Drive Gearing

The final consideration for our drive train will be the gearing we go for. This is the final way in which we can alter our drive train in order to get its torque and speed within desired parameters. We decided to use blue cartridge motors to give us 600 rpm, which we can gear down to 450rpm, with 3:4 gearing, to further increase torque but still have a good speed. We chose 69.85mm (2.75in) wheels to have greater power, so we don't compromise acceleration from the higher rpm. We didn't go for direct drive since we didn't want 200rpm or 600rpm.



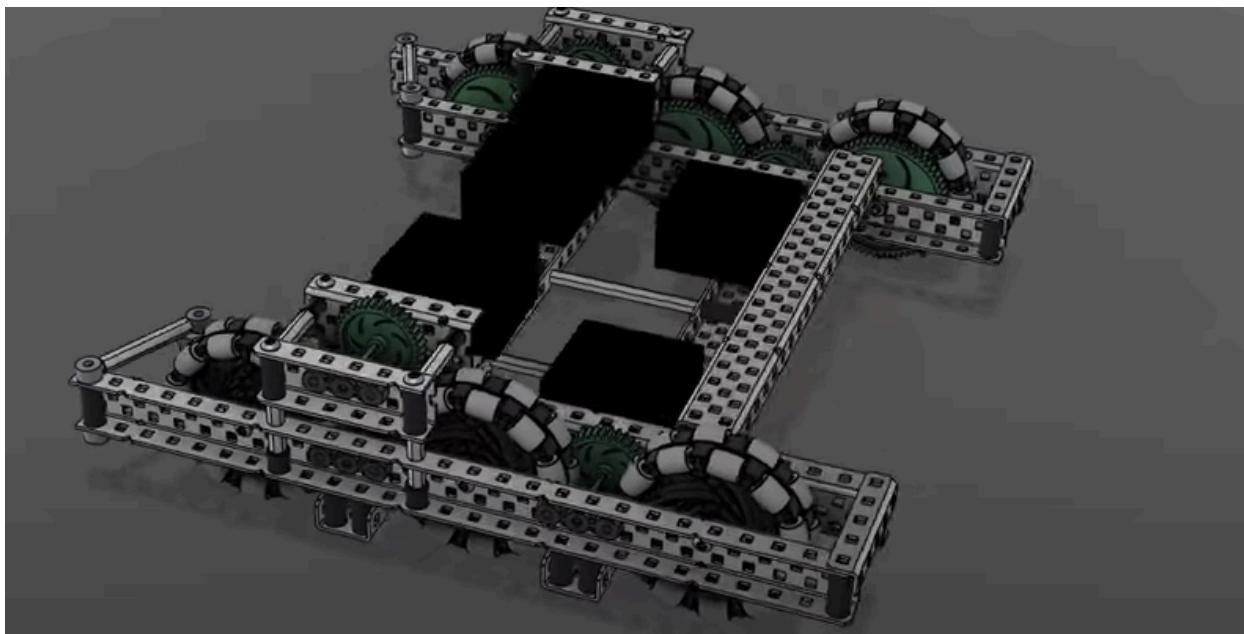
## CADing the Drivetrain

Before building anything in VEX, we must first utilise Computer-Aided Design software (CAD) to visualise what the robot is going to look like and whether or not the ideas we have will work. CAD allows us to use any and all VEX parts that can be bought, and it allows for outlandish ideas to be visualised on a screen before any time or money is wasted on something that will not be viable in competition.

Because of this wonderful resource, we always start any part of the robot that we aim to build in the virtual space, using **Autodesk Fusion 360**, which allows us to import the VEX parts library and take advantage of the range of features it offers.

## Our Aim with CAD

Our aim is to have a fully virtual version of our drivetrain so that we can build it in real life with the closest accuracy possible and in the cleanest, most sustainable way. This should help us build an error-free robot and avoid having to rebuild.



An example of a finished CAD model of a drivetrain done by team 29295A [9].

## Starting Off

The simplest thing to CAD is probably a drivetrain, as it does not often differ from season to season, being fairly evolved in its entirety. We have decided on the following specifications for our drivetrain:

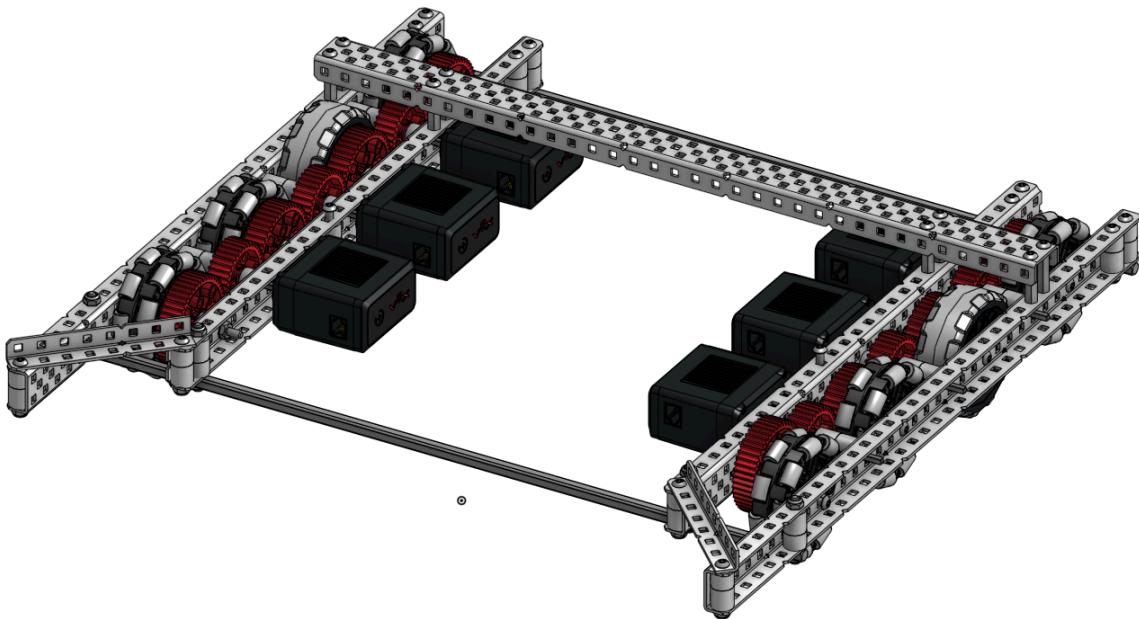
- 450 RPM at a 3:4 gearing
- 8 wheels
- 6 motors in a differential format



Therefore, it is fairly easy to create a general CAD model that could provide an idea of what to build with real metal. However, to create a complete replica of what is going to be built, one must spend a little more time on the intricacies of the CAD model, taking time to add each individual spacer and screw to ensure clarity when the time comes to build.

## Our CAD Model

A few members of our team are fairly proficient in CAD, especially Fusion 360, due to needs outside of robotics. The process of creating a CAD model exactly to our wants and needs did not take very long.

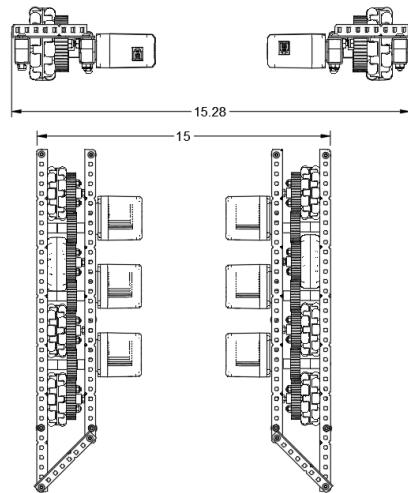


Here is the CAD model of our drivetrain that we will use to build the drivetrain for our first iteration robot. This CAD model will help us with actual building and hopefully speed up the whole process.

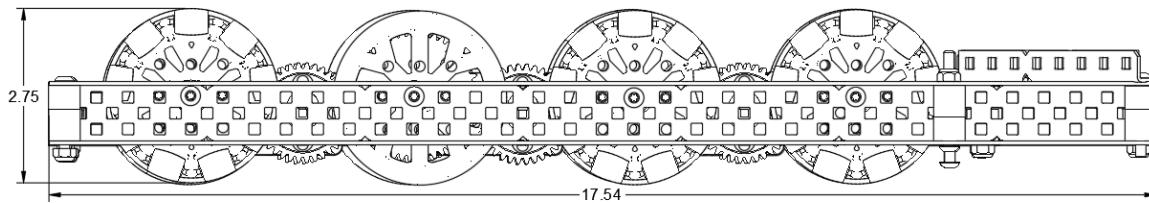


## Drivetrain CAD Drawings

Before starting construction on our drivetrain, we have created a set of engineering drawings which show the measurements of the drivetrain in inches, which is helpful for design of parts that do not come directly from VEX, such as polycarbonate pieces, which we will use throughout the build process for custom parts serving purposes that VEX may not solve directly or inefficiently:



Here we see the top down view of the drivetrain (without bracing) showing the measurements in inches.



Here is the side on view showing the height of our drivetrain, which is fairly low to the ground, which will aid us in our quest to achieve a low centre of mass. Maintaining a low centre of mass is important because it means we are less likely to tip over and overall be more stable.



## Building the Drivetrain

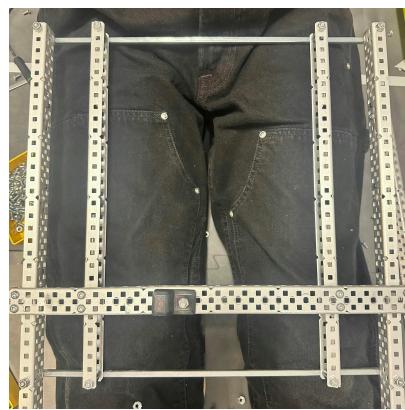
### Step 1: Building the Chassis

The first step when building a drivetrain is to construct the chassis. This consists of the **4 C-Channels** that hold the wheels together, plus the bracing that keeps the C-Channel aligned in a perpendicular fashion, allowing for smooth driving with minimal friction.

Unfortunately, due to inconsistencies and tolerances within the screw-C-Channel contact, these 4 C-Channels are often misaligned, leading to friction and instability. To minimise these inconsistencies, we used a technique called **squaring** when building the chassis. This involves attaching the 4 main drive C-Channels to 2 other C-Channels to create a box, where all components are either perpendicular or parallel to each other.



We then used an engineer's square to ensure that each angle was **90 degrees**. Afterwards, we fitted the braces to ensure that our drivetrain remains straight as keeping these angles perpendicular will reduce friction as much as possible. After fitting these, we removed the temporary braces, leaving us with this:



### Step 2: Screwjoints and Friction

Now that the drive is braced and sturdy, we can attach the wheels and test the friction both for the wheels themselves and when they are attached to the gears in the motors. To do this, we used the function on the brain that allows us to see how much power each motor is pulling

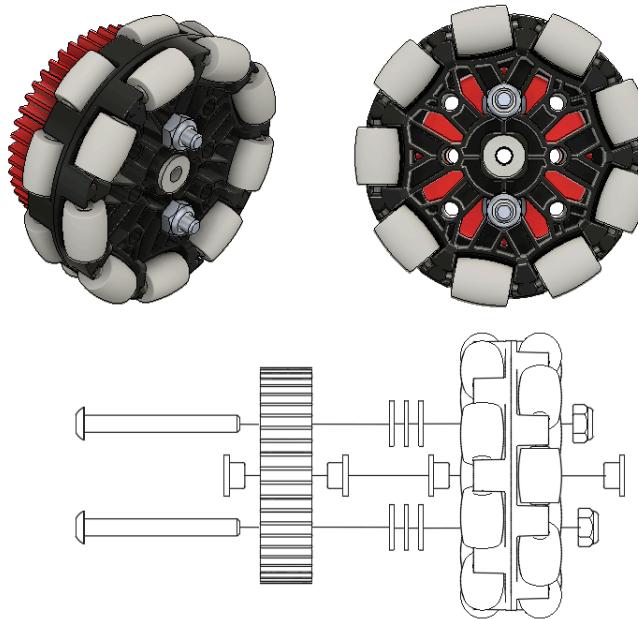


at any given time. Typically, a VEX motor outputs about **0.2W of friction** on its own, meaning this is the target for friction for the entire drivetrain, allowing for peak efficiency and an acceleration curve that can beat anyone else on the field.

To attach the wheels with minimum friction, we used something called a **screwjoint**, which utilises the fact that a VEX screw is much sturdier and less prone to bending than an axle. When working with a geared drivetrain, this is particularly helpful as the motors do not need to power the wheels directly.

## Step 3: Wheel “Pods”

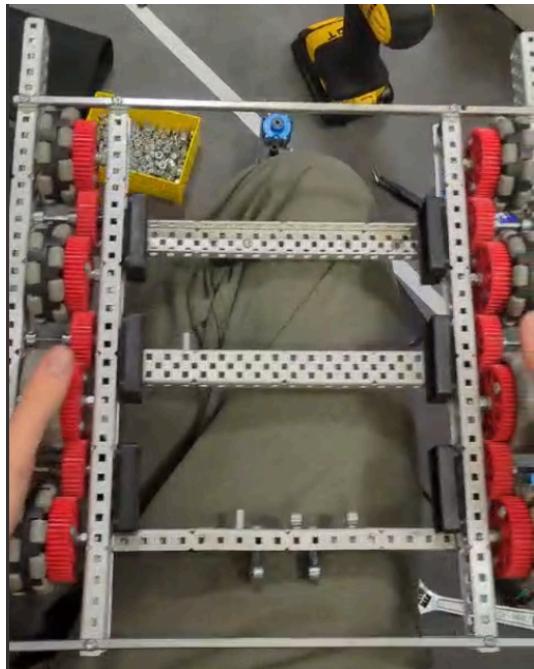
For this to work, we used the **VEX round inserts** in each of our wheel “pods,” which contain a gear and wheel screwed together. On a screwjoint, they would otherwise spin independently.



As seen from this exploded view of the wheel pod, this is how our wheels come together with the gear to create a seamless geared drivetrain with minimal friction, utilising screw joints.

## Step 4: Attaching the Wheel Pods

The next step is to attach the wheel pods to the drivetrain so that it becomes driveable.



In this photo, we can see that the wheels are attached in conjunction with the **36t gears** that allow us to have **450 RPM** on our drivetrain. You can also see another technique we use when building, which is to have **“hotswap” motors**. This means they can be easily switched out in the event of a burnout during competition.

What this entails is that the motor itself, along with the gear cartridge, has been removed from the “cap.” The cap has been solely attached to the robot, and the cartridge and motor are attached with a zip tie or rubber band so they are secure during driver control.



## Obvious Issues

In our first build through of the drive we did not take the greatest care and precision to build the drive. The drive suffered from bowing meaning the drive was wider in the middle than on the ends causing the width to be between 4-4.7 hole wide this meant we could not properly brace the drive due to the wholes not lining up. Despite this we did a variety of tests to try to see if it would be capable of meeting our needs.

## Testing The Drivebase

### Friction Test overview

#### Equipment:

- Drivebase
- Motor – blue (600rpm) cartridge

#### Method:

- Place a single motor on one of the slots for the motors on *one side*
- Spin motor at max RPM (brain's device control panel)
- Take reading of motor power consumption
- Take notes on the stability of the power consumption
- Take motor out and allow to cool
- Repeat tests 3 times *for each side*

#### Results



#### Note

Values given to 2 s.f.

### Right Side Power Consumption

Motor Speed / RPM	Power Consumption / W			
	Reading 1	Reading 2	Reading 3	Average
200	1.0	1.3	1.3	1.2
400	2.0	1.9	2.5	2.1
600	4.5	4.7	5.0	4.7



### Left Side Power Consumption

Motor Speed / RPM	Power Consumption / W			
	Reading 1	Reading 2	Reading 3	Average
200	1.6	1.7	1.5	1.6
400	2.5	2.0	2.6	2.4
600	6.2	5.6	6.8	6.2

### Graph of Power Consumption



### Conclusion From Results:

- Drivebase has a near unacceptable amount of friction on both sides
- Problems are slightly amplified on the left side of the drive

### Possible Reasons For Suboptimal Results

- Not enough slop (tolerance on the wheels)



- Gear to wheel modules over tightened causing warping in the gears
- Bent low strength shaft in motors
- Driving gears contacting wheels
- Inconsistent spacing

## What is a Programming ‘Approach’

When tackling any project, thorough planning and thought is required to allow the team to effectively solve it. Defining a standard approach to certain aspects of the challenge can allow certain beneficial procedures to become instinctual, therefore allowing the team to become more efficient.

This is especially prominent when looking at programming, code on large projects can become completely disorganised and hard to read – which is particularly disastrous if you are in a team (where some or most of the members might not intuitively understand the programming language itself).

## Common Approaches To Programming

Some aspects of code are typically defined by some form of rule or guideline, examples include:

- Variable naming conventions
- Usage of subprograms or classes
- Choosing a language
- Version or project management
- Program structure
- Safe and secure programming

## TL;DR

Standardised programming – through usage of the above – helps to improve:

- Team communication
- Debugging
- Team/project management
- Readability of code
- Enjoyment of writing code



## Brainstorming Approaches

Here, we will define what approach(es) we will use when coding, aiming to improve usability, team communication and debugging capabilities.

### Language and Software

One of the most important decisions to make is the programming language and its accompanying software and libraries. For robotics, the two most common languages are C++, Python and now, Rust which is making an appearance with [vexide](#)<sup>1</sup>, but the software used alongside it is also very important.

#### Python with VEXCode V5 or RoboMesh Studio:

- The only current way to code with python is using VEXCode V5 or RoboMesh Studio

Pros	Cons
<ul style="list-style-type: none"><li>• Python is exceptionally easy to read and write thanks to its variable type declaration and readable syntax</li><li>• Devices can be set up using the built in GUIs</li></ul>	<ul style="list-style-type: none"><li>• Using GUI for devices can be restricting</li><li>• There is no allowances for any libraries, something that python is known for</li><li>• Multiple files are not supported, therefore less organisation through program structure is possible</li><li>• No choice in editor, therefore no choice for extensions, themes, formatting etc.</li><li>• Fairly limited device API, less control over devices</li></ul>

#### C++ with VEXCode or VEXCode Pro

- VEX offers an alternative to python with C++ in the IDEs VEXCode and VEXCode Pro
- VEXCode Pro allows users to use multiple files, along with header files and other c++ functionalities.

Pros	Cons
<ul style="list-style-type: none"><li>• C++ offers much more raw functionality as it is a lower level language<sup>2</sup></li><li>• GUIs are still available to configure devices</li></ul>	<ul style="list-style-type: none"><li>• Still no access to custom libraries</li><li>• Rigid IDE, no access to extensions to improve workflow</li><li>• Fairly limited device API, less control over devices</li><li>• Cannot declare devices both in code and with GUI, must choose one or the other</li></ul>

### C/C++ with PROS

<sup>1</sup>An open source Rust runtime for v5 robots

<sup>2</sup>A language that is closer to manipulating raw memory, giving users more control over memory



- [PROS](#) is an open source development environment for VEX founded by Purdue University
- Allows users to write code in C++ or C (C++ is generally preferred)
- Integrated within existing IDEs, e.g. VSCode or Atom



Pros	Cons
<ul style="list-style-type: none"><li>• Allows full C/C++ functionality</li><li>• Multiple files supported, including header files</li><li>• Full template and library functionality</li><li>• Hot/Cold linking: only changed code is uploaded, allowing for fast uploads even wirelessly</li><li>• Built into existing IDEs, so extensions, formatting themes etc. is all supported and controlled by user</li><li>• Significantly improved device API, allowing for fine control over all devices/components, including serial inputs/outputs and direct control over radio</li><li>• Easy to get started, but with in depth capabilities for niche applications</li><li>• Huge amounts of documentation e.g. <a href="#">Purdue SIGBots wiki</a> or <a href="#">API docs</a></li></ul>	<ul style="list-style-type: none"><li>• Can be harder to understand concepts</li></ul>

### Rust with Vexide

- [Vexide](#) is an open source ‘no-std’<sup>3</sup> Rust runtime for vex V5
- It is a successor to [pros-rs](#), which binds Rust code to the PROS API.
- Allows users to code using Rust, while supplying a CLI to manage projects or interact with a device
- Vexide will be included in a family of vex based applications, such as [vex-v5-qemu](#), a CPU level simulation for PROS and Vexide code (includes node-based GUI for device configuration).

### Warning

Vexide is still considered experimental, it has a small base of contributors that are working to make it more and more usable.

<sup>3</sup>‘no-std’ is a type of package that limits the use of standard libraries. The V5 brain runs without an OS, meaning std libraries impossible to use.



Pros	Cons
<ul style="list-style-type: none"> <li>Rust is a language designed around memory safety, including things like variable ‘ownership’ to avoid memory leaks.</li> <li>Vexide will eventually work seamlessly with a range of other projects developed by the vexide team.</li> </ul>	<ul style="list-style-type: none"> <li>Rust is not an easy or intuitive language to learn – we have very limited experience with Rust</li> <li>Because of it being so new, vexide does not have a stable base of users – meaning less documentation and support</li> <li>No-std means basic mathematical functions are not accessible<sup>4</sup></li> <li>CLI is still limited especially when comparing it to PROS</li> </ul>

## Variable Naming

Naming conventions are very useful when writing and reading code. They can make long, complicated names easy to read; or can help clarify the intent or context around a variable.

### Variable requirements:

Most languages (C++ included) require variables to adhere to certain rules:

- Must not start with a digit
- Only alphanumeric values or underscores
- No spaces/whitespaces
- No isolated keywords (e.g. ‘if’, ‘for’, ‘import’ etc.)<sup>5</sup>

### Common types of variable naming:

#### camelCase:

#### Explanation:

- Variable names start with lowercase
- All new words within the variables start with an uppercase

#### Example:

```

1 int dateNow() {
2     // Get date
3 }
4 bool thisIsAVariable = true;
5 int currentDate = dateNow();

```

cpp

#### Pros/Cons:

Pros	Cons
------	------

<sup>4</sup>There are ways around this

<sup>5</sup>Dependant on language



- Easy to understand multiword variables
- Some programs recognise camelCase, allowing them to display variables with whitespaces
- Satisfying variable ‘shape’

- Variable names can become long
- Some words can look confusing e.g ‘A’ in ‘thisIsAVariable’ (‘A’ can be hard to see)

### **snake\_case**

#### Explanation:

- Using underlining to represent whitespace
- Words typically start with lowercase

#### Example:

```
1 int date_now() {  
2     // Get date  
3 }  
4 bool this_is_a_variable = true;  
5 int current_date = date_now();
```

cpp

#### Pros/Cons:

##### **Pros**

- Very easy to understand understand multiword variables
- Very easy to see where whitespace is supposed to be

##### **Cons**

- Variable names can get very long
- Somewhat difficult to program with due to frequent use of ‘\_’



### **Note**

The difficulty from frequently using ‘\_’ can be circumvented by using a program such as Auto HotKey to rebind ‘\_’ to something such as “Shift” + “Space”. However, this work around may not be worth it for the express purpose of making a naming convention easier.

### **Boolean ‘is’ naming**

#### Explanation:

- Start all booleans with ‘is’
- Often times subprograms that return booleans start with ‘get’ (‘getIs...’)

Example:

```
1 // (Using camelCase)                                         cpp
2 bool getIsSaturday() {
3     // is it a saturday?
4 }
5 bool isSaturday = getIsSaturday();
```

Pros/Cons:**Pros**

- Easy to differentiate between regular procedures and functions that return a boolean value
- Works best with camelCase but can also work with other variable naming conventions

**Cons**

- Variable names can get very long
- Doesn't help identify between procedures and functions that return other data types

**Note**

Procedures are defined as subprograms, which don't return **any** value, whilst functions are defined as subprograms, that return a value of a **specified** data type.<sup>6</sup>

**Pronouncable names**Explanation:

- Using abbreviated words that are pronunciable and easy to make sense of

Example:

```
1 int getCurrDate() {                                         cpp
2     // Get date
3 }
4 bool thisIsAVar = true; // variable = var
5 int currDate = getCurrDate(); // current = curr
```

Pros/Cons:

<sup>6</sup>Languages such as Python do not require such precision in subprogram declaration mitigating the difference between functions and procedures. However, most other languages require procedures to be declared with the **void** keyword to specify they don't return a value.



Pros	Cons
<ul style="list-style-type: none"><li>• Drastically shortens variable names</li></ul>	<ul style="list-style-type: none"><li>• Not all abbreviations will make sense to everyone</li><li>• Not using standard english can make documentation and understanding code harder: text autocompletion in modern IDEs means that long names aren't a problem to type.</li></ul>

## Unit classification

### Explanation:

- Suffixing all variable names (where applicable) with a unit (e.g. rpm, lbs, kgs etc.)
- Using an underscore to separate unit
- Best used with snake\_case

### Example:

```
1 int getMotorSpeed() { // Dont need unit classification for subprograms
2     // Get RPM
3 }
4 int motorSpeed_rpm = getMotorSpeed(); // suffixed with '_rpm'
```

cpp

### Pros/Cons:

Pros	Cons
<ul style="list-style-type: none"><li>• Units are always known</li><li>• Conversions can be easier because input/output is documented in the name</li></ul>	<ul style="list-style-type: none"><li>• Takes longer to document all variables' types</li><li>• Increases variable length</li></ul>

## Using Subprograms and Classes

- Subprograms are smaller blocks of code that can be run anywhere in user code
- Classes are structures that allow for variables to be 'owned' and can drastically help organisation<sup>7</sup>

Pros	Cons
<ul style="list-style-type: none"><li>• Organised and readable code</li><li>• Code can be run multiple times using less lines</li><li>• Classes allow for even further organisation</li><li>• Classes can help mitigate developer mistakes</li></ul>	<ul style="list-style-type: none"><li>• Classes can take time to write</li><li>• Variables defined in different files can lead to null pointers during initialising<sup>8</sup></li></ul>

<sup>7</sup>We may do a deep dive on classes at a later point



## Version Control

An equally important issue for programming as a discipline is Version Control. This is important because it allows multiple people to work in parallel on the project from anywhere to develop one feature or several and then merge changes into one main branch of the project. In addition, Version Control softwares allow developers to mess with experimental changes without the fear of ruining the project, and it also acts as safety net incase a changeset that enters the main branch ends up breaking the project, since it can easily be rolled back to a stable build. Another advantage of Version Control is that it allows for new and old code to compared for performance over whatever parameters we test - allowing us to easily prove if our new solution is an improvement.

### Examples of Version Control Software

There are many different Version Control Software. For this logbook, we are using GitHub - which is built off Git, since it has direct support for Typst and Notebookinator. Other examples include:

- Beanstalk
- PerForce
- Apache Subversion
- Mercurial

## Program Structure

As well as using subprograms and classes for organisation, the usage of libraries and splitting the code up into different files helps keep the software for the robot structured and helps prevent accidental changes when working on different parts of the code. Our experience from last year taught us that its best practise to have the code for driver control, match autonomous and autonomous skills on seperate files. In last years game OU this principal was taken further since we had different routes for our left and right side autonomous for matches.

### ⚠ Warning

Global variables have to be initialised in 1 file to avoid Null Pointer Exceptions since the C++ compiler doesn't specify initialisation order.

## Safe Programming

When working in medium level languages such as C++, the necessity for optimising your code and ensuring you handle computer memory and pointers properly increases. Failing to do so effectively, will cause crashes and problems on your machine and at a large scale can even throw the world into *disarray*.

If we use C++ again this year, we must make sure to initialize variables in the right order and

<sup>8</sup>Basically, the C++ compiler does not have a specified order for intialising variables in different files, meaning if 1 variable depends on an uninitialised variable (from another file) it can throw a memory error



ensure we handle memories and pointers properly. General things we can do ensure this are: using smart pointers, using tools such as static analyser; and finally using STL containers.

### Smart Pointers

These help reduce the amount of manual memory management. The Microsoft [documentation](#) states that they are crucial to the RAII or Resource Acquisition Is Initialization programming idiom. The basic premise of RAII is to ensure finite resources are not wasted and so must control their usage and destroyed once its no longer useful - ie when a variable goes out of scope. The usage of Smart Pointers greatly reduces the chance of bugs and memory leaks since memory is automatically deallocated when the resource is no longer used.

Below is a comparison of a raw pointer vs smart pointers.

```
1 void UseRawPointer()
2 {
3     // Using a raw pointer -- not recommended.
4     Song* pSong = new Song(L"Nothing on You", L"Bruno Mars");
5
6     // Use pSong...
7
8     // Don't forget to delete!
9     delete pSong;
10 }
11
12 void UseSmartPointer()
13 {
14     // Declare a smart pointer on stack and pass it the raw pointer.
15     unique_ptr<Song> song2(new Song(L"Nothing on You", L"Bruno Mars"));
16
17     // Use song2...
18     wstring s = song2->duration_;
19     //...
20
21 } // song2 is deleted automatically here.
```

cpp



For the majority of C++ programming, smart pointers aren't necessary to manage especially within the context of VEX programming.



## How Do We Decide Our Programming Approach?

While we typically use quantitative methods for deciding aspects of our robot, such as the drivetrain (for example using decision matrices); we will avoid using such methods when deciding our programming approach. While we believe taking care when picking a programming approach is very important, much of it is still personal preference and can be decided by simply evaluating what fits us best.

## Deciding Our Programming Approach

Here we will display the choices we made on the different aspects of the programming approach.

### Language and Software

#### ⌚ Final Decision

We ultimately decided to code in C++ using PROS

There were many factors involved with this, but experience played a big part in us choosing this: we used Python with VEXCode for the majority of last year, but we found it was very limiting, with the lack of multiple file support and library support; we also used PROS/C++ last year for nationals and worlds, and we found it to be very reliable, even if we didn't utilise the libraries available to the fullest.

I did a significant amount of research on Rust with vexide, talking to the main developers about the state of the project – I found that while it seemed like a very interesting project, there was not currently enough surrounding support to justify using the more unfamiliar language: Rust.

### Variable Naming

#### ⌚ Final Decision

We decided to use the following variable naming conventions:

- camelCase
- 'is' boolean variable naming
- Pronounceable names

Variable naming is mostly inconsequential, so we chose what we were most familiar with. It is important to stick with this, as collaborative programming is much easier when the conventions are stuck to.

Arguments can be made to say that stricter rules must be followed, for example this [video](#) states why long variable names don't matter, and that unit classification is important. However, in VEX, code changes are often made in a hurry, and it's easier to focus on a few instinctual rules than to have strict ones that force the programmer to pour over the code after rushed



changes are made to fix formatting – we are also unlikely to go above 1-2 people making changes to the code, so punctuality matters less.

## Version Control

As programmers get more experienced, it becomes more and more apparent that version control is a **must have**; as projects grow larger, mistakes become easier, making the ability to revert code into a stable state is essential.



### Final Decision

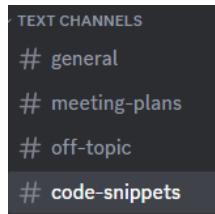
We decided to use the most common form of version control: Git

Git, using [GitHub](#), allows us to easily collaborate and use code across multiple devices, with branching functionality and the ability to manage multiple projects as an organisation<sup>1</sup>.



#### Note

Small changes that we need to implement on another device can be shared in a discord channel, to avoid cluttering the version control.



*Small changes are shared in our “code snippets” channel.*

## Other approaches:

These are approaches that don't require decisions (you either use them or you don't)

- Subprograms and classes will be used where applicable<sup>2</sup>
- We will prioritise using multiple files to aid with organisation
- We will adhere to general safe programming rules, especially avoiding uninitialised variables, as the compiler doesn't catch them and these issues can be extremely difficult to debug.

## Sticking To The Rules

With all these ‘rules’ it may seem like it will be impossible to follow these in practise; however we can implement procedures to help aid this process. We have taken inspiration from how many companies maintain their huge codebases.

<sup>1</sup>Our organisation: <https://github.com/29457A-SNowflakes>

<sup>2</sup>Classes, in the context of VEX can become more of a nuisance than an aid, so they must be used sparingly



## Example

Fun Fact: all of Meta's code (including Instagram, Facebook, Meta VR etc.) is all kept on the same Git codebase, meaning Zuckerberg's original Facebook code is available to *all* meta developers

- Before committing to the Git, we will make sure that all code follows the formatting rules
- If code changes have to be made in a rush – for example during a competition – commits to the Git will be flagged as bad code (often using the 🚫 emoji<sup>3</sup>), and will be formatted at a later date.

<sup>3</sup>This is actually an industry standard flag for bad code

## The Problem

During every match, there is a 15 second autonomous period; there is also a minute-long autonomous skills challenge – which contributes towards our skills score. Ultimately both autonomous challenges boil down to 1 simple challenge: finding where the robot is.

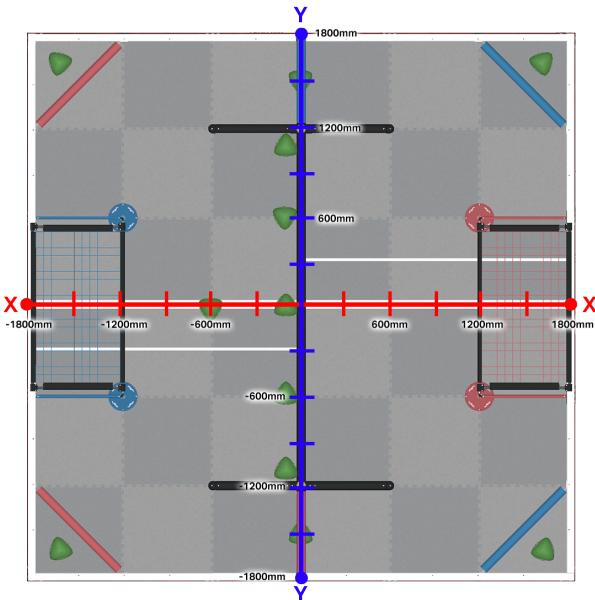
## Finding The Robot

To know where to go, the robot must first know where it is; generally there are a lot of ways to find this – or the robot can simply guess based on rudimentary time inputs.

## Where Is This Applicable?

Knowing where the robot is can be useful in a range of scenarios, but of course the main one being during designated autonomous periods (either at the start of a match or during auton skills run). It can also be applicable during driver periods – for example to run macros that require moving the robot.

On the right, there is an image – taken from one of VEX's guides to autonomous [10] from over under – showing the global<sup>1</sup> dimensions of the field, these can be used to program autonomous routines.



Field Dimensions defined using the centre as the origin(12'x12')[10]

## Other Necessary Aspects

To make full autons, we also need to know the state of various other aspects of the robot – including:

- State of pistons
- State of subsystem motors
- (Sometimes) time elapsed from start

## Easy solutions

Some of the aforementioned aspects are very easily handled (and therefore will be omitted from the brainstorm process), more specifically, they can be easily handled within the code with minimal extra knowledge.

<sup>1</sup>aka a birdseye view

## State of Pistons & Motors

```
1 pros::adi::Pneumatics thisPiston; // declare piston using in-built 'Pneumatics' struct  
2 thisPiston.toggle(); // toggle piston extension  
3 bool extended = thisPiston.extended; // access state of piston  
4  
5 pros::Motor thisMotor; // declare motor with pros 'Motor' struct  
6 moveMotor1Sec(&thisMotor) // arbitrary function to move motor for 1 second  
7 float motorPos = thisMotor.get_position_relative(); // access state/position of motor  
8 // Other telemetry functions are included for the motor struct.
```

cpp

## Elapsed Time

```
1 float time = pros::millis(); // time in milliseconds from start program
```

cpp

## Aproaching Sensors

As always, it is best to have a plan on how we are going to approach picking which sensors and methods to use. There are many factors involved, but some are much more important than others; for instance, we are very keen on reliability – and, for early season, we want to focus on high scoring ‘support’ autons – therefore we can focus our search in favour of reliability and (for high scoring) speed. Cost is also a big factor, so we must be careful to do thorough research on all possible solutions to avoid misusing our budget.



## Brainstorming Sensors

Ultimately, the combinations that are possible in VEX are almost limitless – for that reason, we will only brainstorm what we feel is likely to be effective or has been proven to work.

### Note

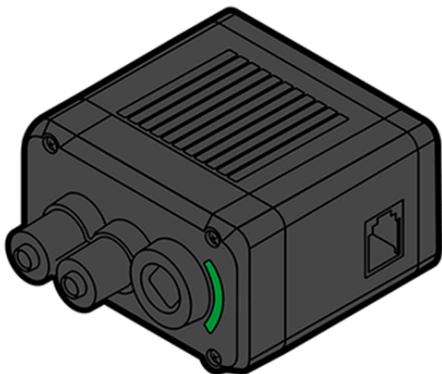
#### Odometry

Odometry may be mentioned throughout the brainstorm process, it is a method of absolute positioning using encoders and/or IMUs. If we move forward with odometry, we may cover it in separate page(s).

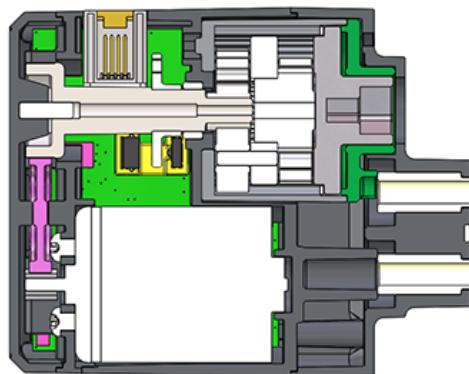
## Internal Sensors

### IMEs

Not to be confused with IMU, an IME stands for ‘Internal Motor Encoder’, essentially, they measure how many rotations the motor has done; they can be reset/tared to 0, and various different measurements can be pulled from them, such as rotation in degrees, radians or full rotations.



*Image of a standard 11W VEX Smart Motor (includes IME) [11]*



*Image of the VEX Smart Motor's (11W) internal structure [11]*

IMEs can be used in a range of cases – from finding the state of a motor-based subsystem (see page before), or used in the drivetrain as an input to an odometry program.

#### Pros

- Build into the motors, no extra hardware needed
- No extra space needed
- Accurate on slow moving systems

#### Cons

- Inaccurate after prolonged use
- Encoders attached to powered input: cannot account for wheel slippage, gear skipping or other linkage-based inconsistencies

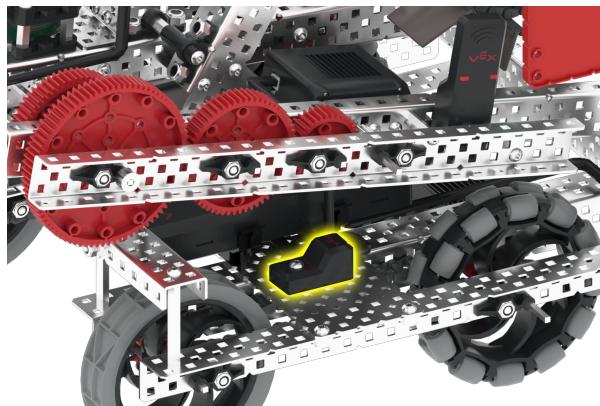


## External Sensors

### IMUs

IMUs stand for ‘Inertial Measurement Units,’ they are widely used sensors that can collect a range of data:

- Gyroscopic measurements (acceleration in 3 axes)
- Heading (relative heading from calibration – clockwise, degrees or radians)



An inertial sensor installed on a robot (OU Striker/Hero Bot) [10].

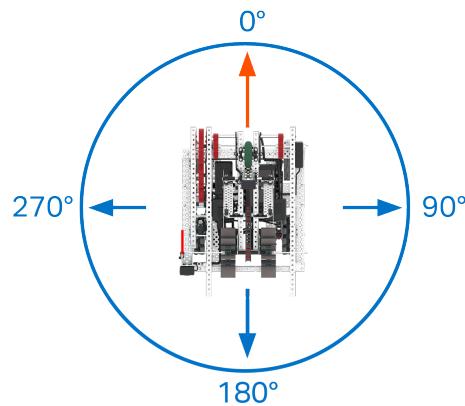


Diagram showing heading directions North, East, South and West in degrees [10].

### Ways to use IMUs

- Heading: heading is of course very useful data during autons, they not only allow the robot to ‘know’ which way it is facing – but can also be used to drastically improve the accuracy of an odometry program.
- INS: ‘Inertial Navigation Systems’ is another absolute position system that integrates acceleration into velocity, then into position.

### fx Equation

$$A_f(t) = \begin{pmatrix} \cos(-\theta) & \sin(-\theta) \\ -\sin(-\theta) & \cos(-\theta) \end{pmatrix} \cdot A_b(t),$$

$$P_f(t) = \int_0^t \int_0^t A_f(t)$$

Where:

- $A_b(t)$  is the IMU acceleration vector in form  $\begin{pmatrix} x \\ y \end{pmatrix}$
- $A_f(t)$  is the global<sup>1</sup> acceleration transformed from  $A_b(t)$  in form  $\begin{pmatrix} x \\ y \end{pmatrix}$
- $P_f(t)$  is the current field orientated position of the robot (integrated from  $A_f(t)$ )

The process of using the IMUs data in IMU odometry (INS)

<sup>1</sup>Field orientated



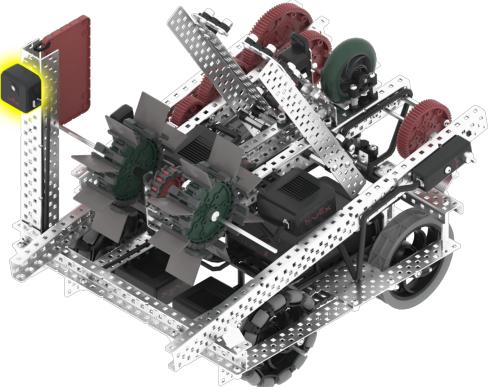
Pros	Cons
<ul style="list-style-type: none"><li>• Very accurate heading</li><li>• Consistent and reliable</li><li>• Very useful in odometry</li></ul>	<ul style="list-style-type: none"><li>• Extremely noisy gyroscopic measurements (INS unusable)</li></ul>

## GPS Sensors

GPS stands for Game Positioning System; the VEX GPS Sensor (not to be confused with satellite-based GPS) is a small box that has a camera, the camera views a QR Code-like pattern on the field perimeter, and computes the global position based on the pattern, this data is streamed to the brain as coordinates with the centre of the field as the origin (see image on page 124).

### ⚠ Warning

GPS Must maintain a constant line of sight with the field perimeter, and they must be at the correct height.



A GPS Sensor installed onto the OU Striker/  
Hero Bot [10]



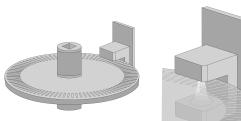
An example of a GPS Sensor with correct  
positioning [12]

Pros	Cons
<ul style="list-style-type: none"><li>• Easy to use (in code)</li><li>• Somewhat accurate position</li></ul>	<ul style="list-style-type: none"><li>• Slow update rate (25Hz in theory – much slower in practice [13])</li><li>• Inaccurate Heading measurements in practice [14]</li></ul>

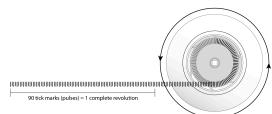


## Optical Shaft Encoders

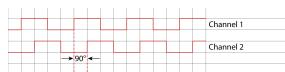
Optical Shaft Encoders (OSEs) are sensors that use 2 ADI ports to stream the current position of a low strength shaft (inserted into hole in sensor). They have a resolution of 1 degree per tick<sup>2</sup>.



*The disc contained within the OSE for optically measuring rotation [15]*



*Diagram explaining how ticks are converted to rotations [15]*



*The signal phase produced from the ticks<sup>3</sup> [15]*



*The inside of a OSE [15]*

### Warning

OSEs are now discontinued, in favour of the Rotation Sensors, we however bought some during OU season.

## Using OSEs

### State of Subsystems:

Some subsystems that rely on rotation can be measured using an OSE, either to replace the sometimes inconsistent IME, or to measure rotation on a piston based rotational mechanism.

**Pros**

**Cons**

<sup>2</sup>'Ticks' are digital pulses sent when the shaft moves a set amount

<sup>3</sup>Phase indicates direction

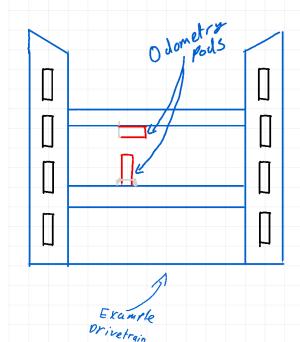


- Can measure rotation on piston based subsystem
- Can be used after gearing to counteract gear skipping affects

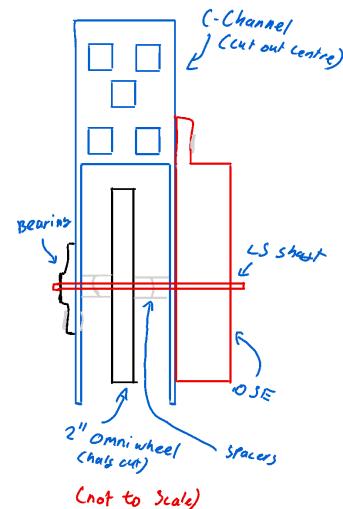
- IMEs typically suffice for motor based application
- Piston based mechanism rarely need to be measured, as they can't be controlled

## Odometry Pods

Odometry Pods are essentially a wheel attached to an OSE, they can transform rotations into distance travelled. When they are attached in a certain orientation, they can measure distance travelled in either direction<sup>4</sup>.



Example placement of Odom Pods  
(perpendicular)



A labeled diagram showing a space efficient odometry pod (requires half-cut omni wheels)

## fx Equation

Encoder rotation to distance travelled:

$$D = \frac{\Delta \omega \cdot C}{2}$$

Where:

- D: Distance travelled
- $\Delta \omega$ : Change in rotation of encoder in radians
- C: Circumference of wheel

<sup>4</sup>Works significantly better with an IMU



### Note

While other orientations of odom pods exists (using 3 of them), we are not looking at them due to their decreased performance gain (and the fact we would have to buy more OSEs, which is impossible)

### Note

To find absolute position of robot using odometry pods, an odometry algorithm needs to be used – the maths is out of the scope of this research and can be viewed [here](#) [4].

#### Pros

- Very versatile
- Reliable
- Very low resolution (1 degree, ~0.023° on 2.75" wheels)
- Pre-built libraries allow for fast programming with odom pods

#### Cons

- Difficult to program without libraries
- Can require half-cutting omni wheels (lower strength)
- Uses 2 ADI ports

## Rotation Sensors

Rotation Sensors are practically identical to OSEs, with the main difference being size and connection type (smaller and uses smart port)



Image of rotation sensor from the VEX Store [16]

They can be used in the same configuration and context as OSEs, and are often more favourable for odom pods due to their reduced size.



Pros	Cons
<ul style="list-style-type: none"><li>• Smaller than OSEs</li><li>• Lower resolution (0.088 degrees) than OSEs</li></ul>	<ul style="list-style-type: none"><li>• We don't have them</li><li>• They are £43.19 each (we would need at least 2)</li></ul>

## Positioning Takeaways

From our research, these sensors can be used in the ways depicted to find position, either relatively from starting point or absolutely from the centre of the field.

## Complimentary Sensors

When implementing autonomous routines, there are a range of complimentary sensors that can be used alongside the positioning sensors to further improve the complexity or reliability of the routines.

## Complementary Sensors

When implementing autonomous routines, there are a range of complementary sensors that can be used alongside the positioning sensors to further improve the complexity or reliability of the routines.

## Limit Switches & Bumper Switches

Limit switches are small sensors that detect whether a small, flexible metal lever is being compressed.

Similarly, Bumper Switches also detect compression – but uses a button-like structure instead.



An image of a limit switch [17]

An image of a bumper switch [17]

### Uses:

- Stop action once limit is reached, i.e. a lift reaching minimum extension
- Stop robot once contacting wall

Pros	Cons
<ul style="list-style-type: none"><li>• Hardware solution can be simpler<sup>5</sup></li></ul>	<ul style="list-style-type: none"><li>• Uses 3-wire ADI port</li><li>• Code based solutions exist and are generally easier</li></ul>

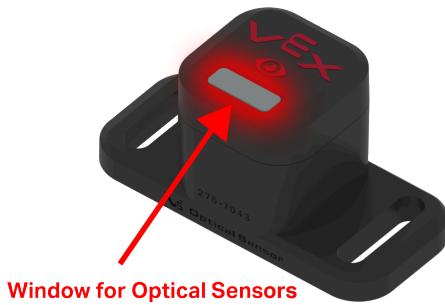
<sup>5</sup>Although most likely not.



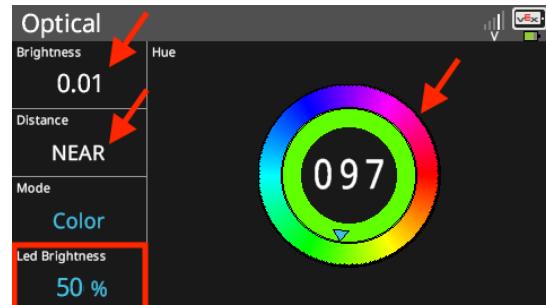
## Optical and AI Sensors

### Optical Sensors

Optical sensors are small sensors that detect 2 things: distance and colour. Distance will only tell the program roughly how far the object is (e.g. near or far) and so cannot be used as a replacement for the distance sensor; however, the colour sensing can be a very useful tool, especially in High Stakes where game objects are colour coded for alliances.



An image of the V5 Optical Sensor and it's light window [18]



A screenshot of the Optical Sensor's menu [18]. Note the distance is not classified by a value.

### Example

#### Example Optical Sensor Usage

One example of how an optical sensor can be used is **colour sorting**; if the robot has an intake, where rings are picked up from the floor and transported onto a mogo, an optical sensor can be used to trigger something that interrupts the rings' travel – therefore not scoring it on a mogo.

### Note

While this section is on *autonomous sensors*, optical sensors can be used (like the above) during driver control to aid the driver.

#### Pros

- Colour sorting mechs can take significant amount of work off driver
- Colour sorting allows for some built in tolerance during the autonomous

#### Cons

- Requires more complex programming
- Can be somewhat inconsistent, especially at longer ranges

### AI Sensors

AI Sensors are the more complex, bigger brothers of the optical sensors. Similarly to an optical sensor, they can detect colours,



Image of the AI vision sensor [19]



however, they also have a larger field of view, are capable of detecting multiple contrasting objects, including their size, distance and angle – and can even be trained to detect certain objects.



An example of how AI vision sensors can detect 3D objects [19]

### Pros

- Aligning with objects during autonomous
- More precise than colour and distance sensors

### Cons

- Much more complex programming
- Some objects have to be trained, therefore much **more tuning**

## Brainstorm Summary

In summary, many (oh so many) sensors can be used in autonomous, to provide the basis of routines, or to aid with peripheral functions.

## Going Forward

We can now begin to narrow down the options based on what we as a team want to target, and how we can most efficiently improve our autonomous routines.



## Deciding on Autonomous Sensors

With so many options to choose from, it is preferable to group some typically used (for positioning) combinations and decide from those, this is especially prominent as some sensors are useless without other sensors. Complimentary will be decided after.

### Positioning Sensor Combinations

Below are the possible sensor combinations to choose from.

- Drivebase IMEs & IMU – Odometry
- IMEs only – Odometry
- GPS Sensor – VEX Global Positioning
- IMU only – INS
- 2x rotation sensor odometry pods & IMU – Odometry
- 3x rotation sensor odometry pods – Odoemtry
- 2x OSEs sensor odometry pods & IMU – Odometry

### Decision Matrix

#### Weights

The matrix is weighted like so:

- Cost: 5 (we don't want to spend money)
- Ease of Build: 2, (complex builds are less of a problem)
- Ease of Program: 1 (complex programming is not a problem)
- Reliability: 3 (important but quick fixes can make it manageable)
- Accuracy: 4 (we want accurate autons)

	Cost	Ease of Build	Ease of Program	Reliability	Accuracy	Total
<b>IMEs &amp; IMU</b>	25	10	3	9	8	55
<b>IMEs Only</b>	25	10	3	6	8	52
<b>GPS Sensor</b>	15	4	3	3	4	29
<b>IMU Only</b>	25	10	2	3	4	44
<b>2x R-Odom Pods &amp; IMU</b>	10	4	4	15	20	53
<b>3x R-Odom Pods</b>	5	4	4	15	20	48
<b>2x OSE-Odom Pods &amp; IMU</b>	25	4	4	15	20	68



#### Note

A perfect cost score (25) means we already have it.



## ⌚ Final Decision

We ultimately chose to go with 2x OSE based odometry pods with an IMU, mostly because they provide accurate results, and we already have all the parts.

## Complimentary Sensors

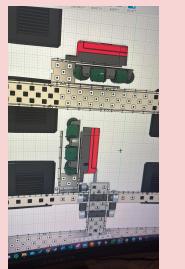
## ⌚ Final Decision

Ultimately, we have for now decided against using any complimentary sensors, mostly due to cost and existing (less expensive) options. We have however bought a optical sensor for later use.

## 🛠 Build Complete

### Build Overview

Before we started to build Building the odometry pod was fairly easy, we had to cut a c channel so the inside was removed then add the (half) wheels with spacing on an LSS into an OSE.



## The Need For a Mobile Goal Mechanism

Scoring in High Stakes is a complex engineering challenge. This is because, unlike in last years game<sup>1</sup>, it requires a dedicated and precise mechanism in order to put rings on the stakes - both mobile and static. Additionally, from analysis of the rules and games played [insert relevant footage] we have realised the importance of being able to manipulate and hold mogos.

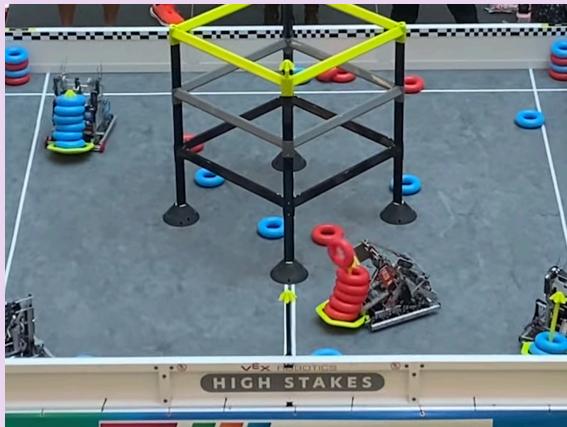
Therefore we need to design a subsystem that can:

- Grab and release mogos
- Securely hold grabbed mogos

### Example

#### Further Motivation

One case study for the need of mogo manipulation is the early season ‘Mall of America’ (MOA) signature event. Throughout this competition, the manipulation of filled or semi-filled mogos was key to winning a match – in most, if not all, it was actually the deciding factor. During our analysis of the key games during MOA, and our analysis and familiarisation of the manual, it became increasingly obvious that leaving this aspect of High Stakes out of our design would be a bad decision.



A snapshot from a video taken during the MOA finals match 1 [20], showing all robots manipulating mogos to their advantage.



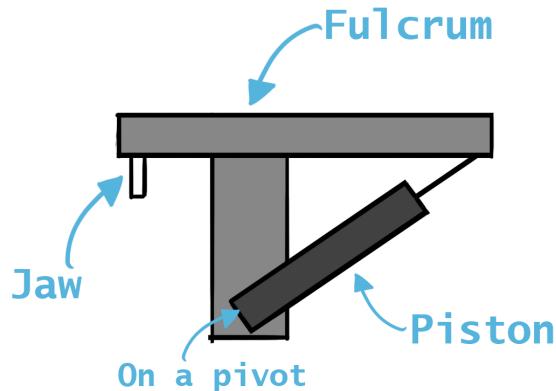
One of the Tournament Champions from MOA, 11101B Barcbots, using a mogo & clamp. (Snapshot from Pits & Parts showcase [21]).

<sup>1</sup>In OU even basic push bots could see relative success at scoring since triballs could be simply pushed to score.

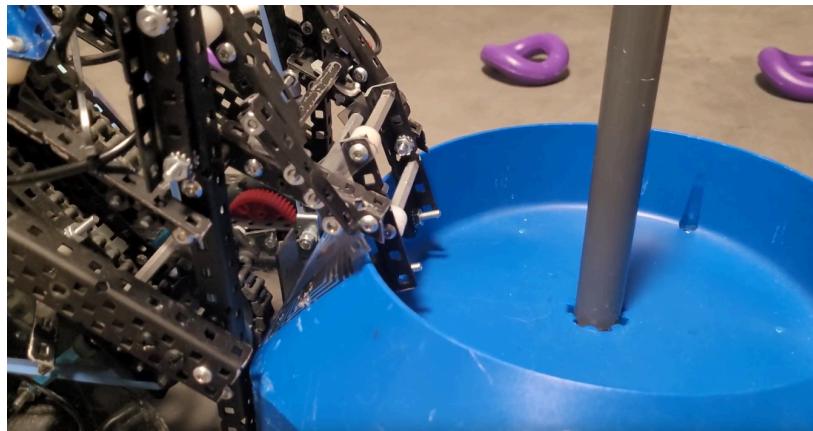


## Piston based clamping

The two most common ways to clamp things in VEX is by either using pistons or motors. We will start by looking at piston based clamping. In general, piston based clamping works using a lever applying effort to one side to support a load on the other. Below is a basic concept sketched in photoshop.

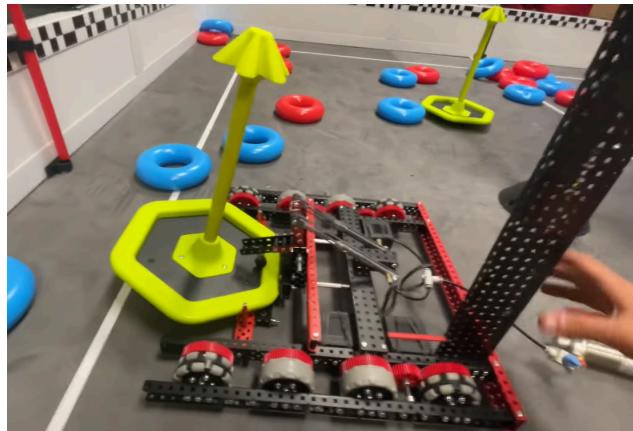


Looking at clamp designs for mobile goals, we came across two designs, which shared various similarities. The first design comes from [@6047OSemicolon](#) [22] for the game Tipping Point, a game which also features mogos with a similar design. The premise of the design uses a piece of laser cut polycarb, two pistons and two rubber tips to pin the goal to the side of the bot. Notably, HS mogos don't have wide walls and are instead much flatter. However, the concept of this design could be reworked for a High Stakes bot.



[6047OS](#) mogo mech [22]

An example of a mech from this years game is this prototype by 23851A [23], which uses two pieces of C-Channel and some standoffs to align and angle the mogo. The actual clamp is made up of two cut C-Channels attached together with a gusset. Similarly it uses two pistons, which when extended causes it to pivot and clamp down on the mogo base.



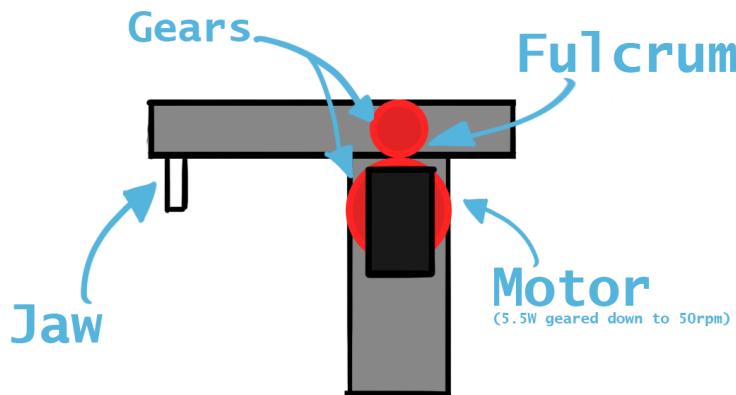
23851A mogo mech [23]

Here's a list of advantages and disadvantages for a piston based solution.

Pros	Cons
<ul style="list-style-type: none"><li>• Fast extention time</li><li>• Doesn't contribute to power budget</li><li>• No burn out</li><li>• Better gripping</li><li>• Lighter mechanism</li></ul>	<ul style="list-style-type: none"><li>• Has much more limited actuations than motor based solution</li><li>• Pneumatic tanks have to be filled before each match</li></ul>

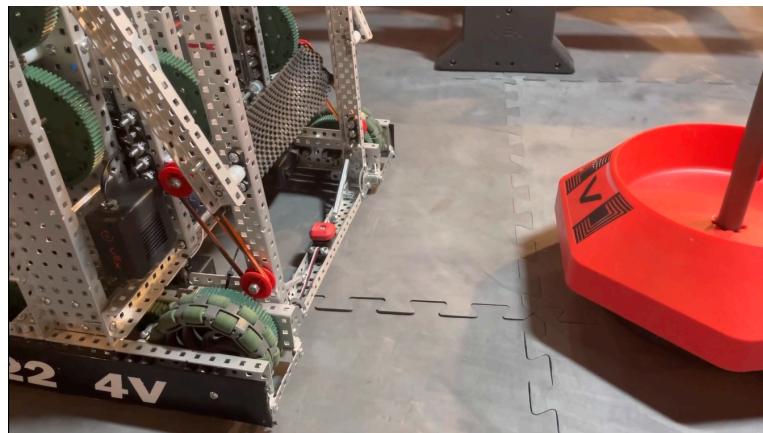
## Motor based clamping

An alternative to piston clamping is using motors as a power source. Motor based clamps generally work by using motors as a pivot. Below is a sketched example of how such a thing could work.





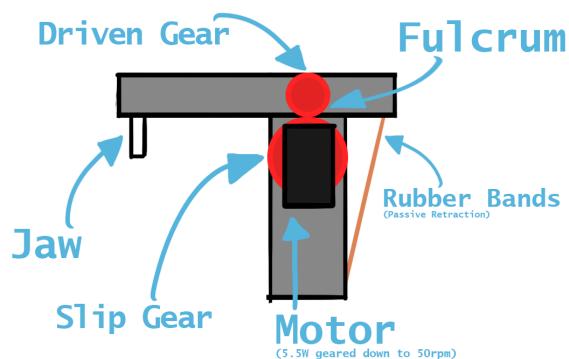
Looking around for inspiration, the best design we came across was made by [@22204V](#) [24] for Tipping Point, which uses a single motor with rubber bands to tension it, giving the design passive retraction and active extension. However, this design acts more like a scoop than a clamp relying on supporting the clamp from below and the sides rather than pinning it to the side.



Example from the video . [24]

Here's a list of advantages and disadvantages for a motor based solution.

Pros	Cons
<ul style="list-style-type: none"><li>Avoids the sometimes volatile pneumatics</li><li>More consistent actuation, independent from previous actuators</li></ul>	<ul style="list-style-type: none"><li>Takes 5.5/11W from 88W limit</li><li>Typically weaker than pneumatics</li><li>Typically slower actuation than pistons</li></ul>



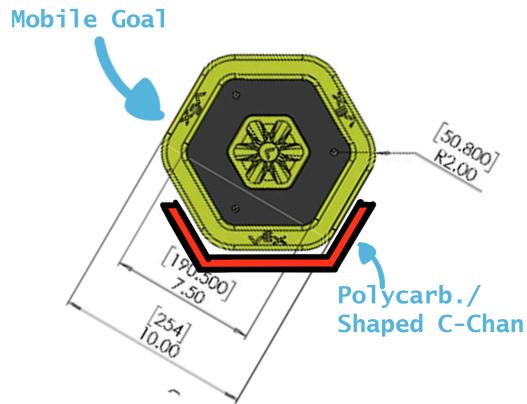
A more experimental concept, which could use slip gears and rubber bands for active grabbing and passive retraction, based on the ideas from the example above.

## Passive mechanism

Another alternative to clamping is creating a mechanism to align the mogo to plough it. The benefit of this solution is that it is less complex to implement meaning less chance of failure,



in addition it doesn't use pistons or motors so it doesn't come with either of their drawbacks. Below is an example of how that could look.



Here's a list of pros and cons for this solution.

Pros	Cons
<ul style="list-style-type: none"><li>• Doesn't contribute to power budget</li><li>• Doesn't use up PSI or need pneumatic tanks</li><li>• Simple</li></ul>	<ul style="list-style-type: none"><li>• No gripping power</li><li>• Mogos can be lost on turns</li><li>• Mogos can be stolen by opposing bots</li><li>• Little control on positioning for ring mech</li><li>• Restrictive: can't go full speed or reverse with mogo</li></ul>



## Deciding on the mechanism

To decide on a mogo mech archetype we will compare each of the qualities of each design.

- Grip
- Actuation amount
- Complexity
- Manoeuvrability
- Activation speed
- Weight

And additionally the requirements of each design will be considered separately.

Grip	Actuation amount	Ease of build	Manoeuvrability	Activation speed	Weight	Total
5	3	4	5	4	4	25
<b>Piston</b>						
3	4	3	4	3	3	20
<b>Motor</b>						
1	5	5	1	5	5	22
<b>Plough</b>						

### **Piston requirements:**

- Pneumatic tank

### **Motor requirements:**

- 5.5W/11W from power budget

### **Plough requirements:**

- Polycarb or standard metal

Ultimately we have decided to discard the plough as a solution since it drastically reduces our manoeuvrability since we can not drive or turn at high speeds with a mogo or reverse while trying to control it. In addition, not holding the mogo in a fixed position and angle means that



it is much more difficult to score rings on stakes. These factors mean that choosing a plough design will greatly limit our match performance and jeopardise our chances of success. However, the usage of a cut polycarb piece for alignment still seems like a useful mechanism to help us manipulate the mogo and therefore more accurately score rings on mogos.

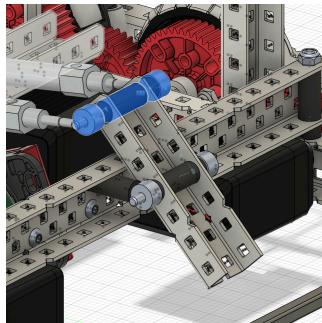
### ⌚ Final Decision

Between a piston based solution and a motor based solution, we have decided that a piston based solution is the superior choice. This is because in general pistons are able to perform the task better in almost everyway, with the greatest draw of motors being more actuators. However, this is still a non issue since if we have two tanks with our two piston design then we will have at least 20 actuators per game, which from game analysis [insert relevant page/web link here] is much more than needed in match conditions. Therefore, we will iterate on a piston based solution.

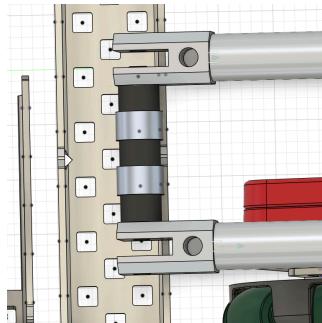


## CADing The Mogo Mech

As with any part of our robot we first like to start any build process by modelling the part on CAD, the benefits of this is that it provides an exact formulaic instruction to follow that theoretically works in the way we want it to, this allows us to have complex builds with parts in hard to reach places that we can prepare in advance, the reason this is so good is that it decreases rebuilds and failures, making sure that we maximise our time and don't have to keep taking everything apart because a bearing is out of place



Completed Mogo CAD side view



Completed Mogo CAD

Here we can see the completed CAD model of our mogo clamp which we will now build out of physical parts,

## The build process:

As we have now finished with the CAD part of the construction process we can now create a parts list that can be used to build the clamp

- Shaft Collar (6X)
- 0.25in Spacer (4X)
- 0.5in Spacer (6X)
- 0.125in Spacer (4X)
- 2.5in Screw (3X)
- 1.5in Screw (4X)
- Nylock nut (4X)
- Small Piston (2X)
- 1x2x1x7 C channel

The way this mogo mech works is by using pivots and pistons to keep the goal at a desired angle and so we can carry it round the field. We will now build the clamp and observe results (these finicky mechanisms often require a large amount of trial and error)

## Why we built like this:

- This design utilises a pivoting C-Channel which is cut just to the length where the power is far enough away from the pivot that it provides as secure and stable clamp using the least



power but also small enough that it does not add additional weight or unnecessary parts to our robot that may obstruct future mechanisms,

- this C-Channel is powered by 2 small pistons which we use to find a compromise on power, space and weight,

– they are the smallest so provide the least extension. This is not an issue in this case as the clamp does not have to extend far, – they are small so lighter (if marginally) than the other sizes – most importantly they are the smallest so do not have to be mounted at an inconvenient spot on our drivetrain as motors/bearings are often in the way,

- this piston movement pushes one way and clamps the other allowing the goal to tilt in the favoured direction, we used a screw joint mounted to the C-Channel with shaft collars to ensure that the pivot was smooth, allowing it to use as little air as possible

## Step 1

In order to build this we first created the piston mount seen in the photo, this required us putting a 2.5in screw through, shaft collars and spacers and each piston in order to secure them together and provide a mounting point for the pistons above the C-Channel attached to the drivetrain (**the shaft collars provide this as you can screw into them at a right angle**)

## Step 2

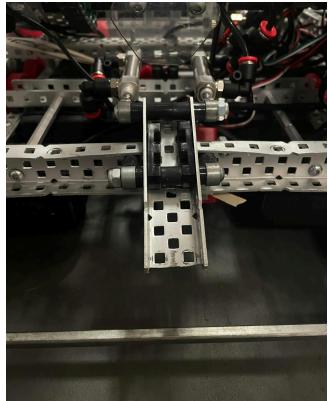
We then constructed the C-Channel which will be used to clamp the mogo into the angle we desire, as seen on the CAD used spacers to make sure that the C-Channel is “boxed” and will not deform under heavy use, here we deviated slightly from the CAD and utilised bearing flats to make sure that the screw is centered when going through the C-Channel, this decreases friction.

## Step 3

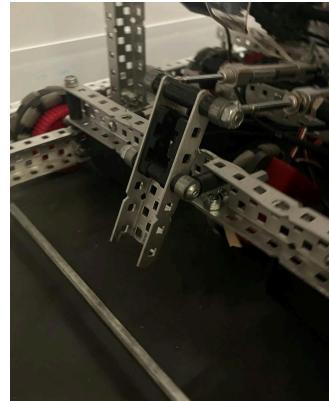
We then used the same method as attaching the pistons to mount the C-Channel on the first pivot, with screws coming out horizontally from the C-Channel we attached them to shaft collars that are attached by a screw running through the C-Channel.

## Step 4

Finally we used the same method to attach the pistons on a second pivot at the top of the C-Channel, allowing us to utilise the pushing, clamping power of the pistons on the Mogo.



*Here is the mogo clamp that we built using the instructions and parts listed here*



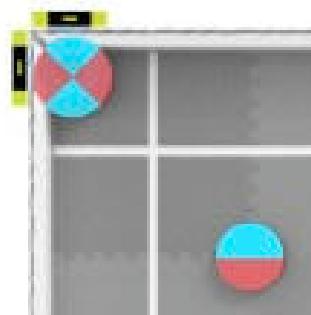
*Here is it extended as it would be with a mogo inside*

## My role and the manual

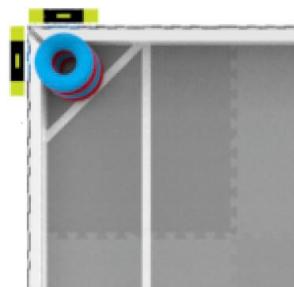
As head of tactics, we decided that it should be my responsibility to know absolutely everything in the game manual as this helps me be able to work out the best strategy in certain situations that would get us more points, or be able to stop us from getting violations in other cases.

Over the summer, I spent a lot of my time memorising the manual, so I would be ready for our first competition, and I was excited to see what would change in the September 3rd update, which was the first major update of the manual since its release. These next few pages will summarise the key things that I took from this update, and the impact that I believe they will have on the game subsequently.

## Field tape layout



Field before update [1]



Field after update [1]

This is one of the most major changes in this manual update, as it not only greatly reduces the amount of space for the mobile goals, but it also makes it so it will be much easier to tell which mobile goal is considered scored. It is also relevant to note that the placed mobile goal criteria in SC5, and now the 3 criteria are:

1. The mobile goal is contacting the floor/tape line
2. A part of the flexible top is above the field perimeter
3. The mobile goal is breaking the plane of the corner

I believe part 2 and 3 are especially significant, as in the previous version, the stake didn't need to be as 'upright', and this change makes it so its harder to score, as if the stake is tipped over by the opposing alliance, it will not get the corner modifier.

Part 3 is also significant as the rule used to be so the base of the stake must contact the floor of the corner, but now the edge of the base can just overhang, making it slightly easier for the mobile goal to be considered as placed.

## SC3 rewrite

In my opinion, this is the single biggest strategic change to the game manual, and will greatly impact many future matches. SC3 used to have 4 conditions:

1. Rings cannot touch the floor

2. Rings cannot be touching the same colour robot
3. Rings must be encircling the stake
4. Rings cannot exceed the maximum number of rings for the stake

However, the new SC3 rule overhauled these conditions, and only made the last 2 relevant. THIS IS LITERALLY GAME CHANGING! Because of this update, if a ring is ‘on’ a stake, it is pretty much guaranteed to be scored, whereas before, teams had to think about whether their robot was touching the rings or if the stake is toppled over, but now these 2 conditions are irrelevant. This will make scoring much easier, and I can imagine we will see many more points given to both teams in future games.

## AWP for NATS/Worlds

In the September update, we finally got the conditions for the AWP for worlds and Nationals competitions. This year, we are determined to try and have a robot which can solo Auton for an AWP, as I believe that AWP’s are massively underrated, as they are worth 1/2 the points that winning a match is, and, if done well, can consistently be done.

I was expecting that the AWP would have maybe 1 more ring scored, something just slightly harder than the “normal” AWP, but how wrong I was. Now, the AWP forces you to have a ring on the alliance wall stake, and although it seems simple, I cannot stress enough just how much harder this will be. It will completely change the route of the robot and also means that the robot will have to pick up an extra ring. Although this seems easy, this forces the robot to get a ring from a pile stacked with the other alliances coloured rings, and for some robots, it will be difficult to separate the blue from the red rings, potentially helping the opposing alliance with their autonomous bonus, making your alliance at a disadvantage before the driver controlled period even begins.

Although the AWP is much harder to obtain, I believe this is a positive change, as, from my experience, in previous games, the AWP was sometimes too easy to get, and therefore the tournaments relied less on the actual driver controlled section and teams could easily get Win Points mainly through AWP. However, if a team can perfect their autonomous, they could consistently get the AWP, but this will require a lot of work and overall I believe that this is a good change.

## SG4 rewrite

Although many teams believe this rule is less significant, and some may glance over it completely, I once again believe this is an incredibly important rewrite. SG4 used to state that if a ring left the field, it would result in a minor violation for the team, and 3 rings would cause a major violation, and therefore an automatic disqualification, and this would apply for any future games too.

This would stop teams from trying to descore even-points neutral wall stakes, as there would be the fear of pushing the rings out of the field instead of back onto the floor tiles, and therefore would incentivise teams to put rings on a wall stake that already has some of the

other alliances rings as they knew there would be little risk of another team trying to descore, as they would be worried that they would descore their own rings, and possibly get a violation, as well as losing some of their own points.

However, due to the new rule only applying to the enemy alliance's rings, this means teams will feel more comfortable descoreing their own rings, as there is less risk of getting a violation. I believe this rule change makes more sense, as teams shouldn't be punished for losing their own points.

## The Need For a Ring Mech

Scoring and descoring points in VEX HiS requires manipulating and placing rings onto stakes: either mogos or wall stakes. This means that in order to score points and therefore have a chance at winning we need a mechanism, which is capable of scoring rings onto mogos and eventually onto wall stakes. Our current game analysis and overall team evaluation posits that High Stake is not worth designing a mechanism for (despite its lucrative point scoring potential) due to the requirements of having a T3 climb on our bot. Overall we want a mechanism that can:

- Intake rings
- Elevate rings upwards
- **Reliably** score rings onto mogos
  - Potentially score rings onto alliance and wall stakes

The requirements for our ring mech are much more rigorous than other components, which is due to its importance in allowing us to score and win matches. Currently, scoring onto wall and alliance stakes is more of a stretch goal than a necessity at the moment.

### Example

#### Additional Motivation

Throughout MOA, every single team, which made elimination had a ring intake. This has helped us realise that competing without a ring mechanism would be a catastrophic blunder.



## First Stage Intake

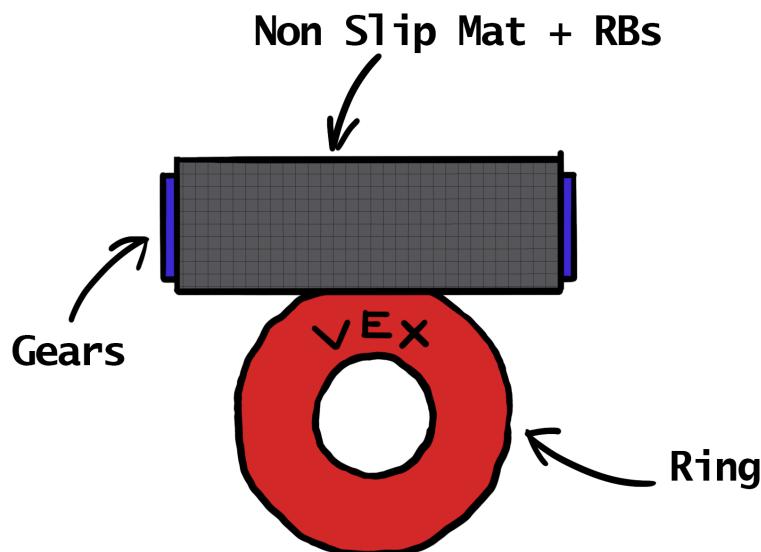
The first requirement is being able to intake rings into the bot. There are several ways this can be done using either flex wheels, claw mechanism, intake rollers or rubber bands + a non slip mat. In the context of our robot any solution that uses more than 22W is **not possible** because our robot's drivetrain uses 66W out of our budget already and we are not willing to compromise our drive train's performance.

### Rubber bands + Non-slip Mat First Stage Intake Design

Our first consideration is the use of a mechanism comprising two gears, a low/high strength shaft, rubber bands and a non slip mat. This solution is similar to a flex wheel based solution because the rubber bands provide flexibility but don't grip as much as flex wheels since they don't conform to the ring shape.

Here are a list of pros and cons for rubber bands.

Pros	Cons
<ul style="list-style-type: none"><li>• Fast intake speed</li><li>• Works well with funnels to increase consistency</li></ul>	<ul style="list-style-type: none"><li>• Inconsistent</li><li>• Rubber bands can snap</li></ul>



Photoshop sketch of a non-slip mat intake

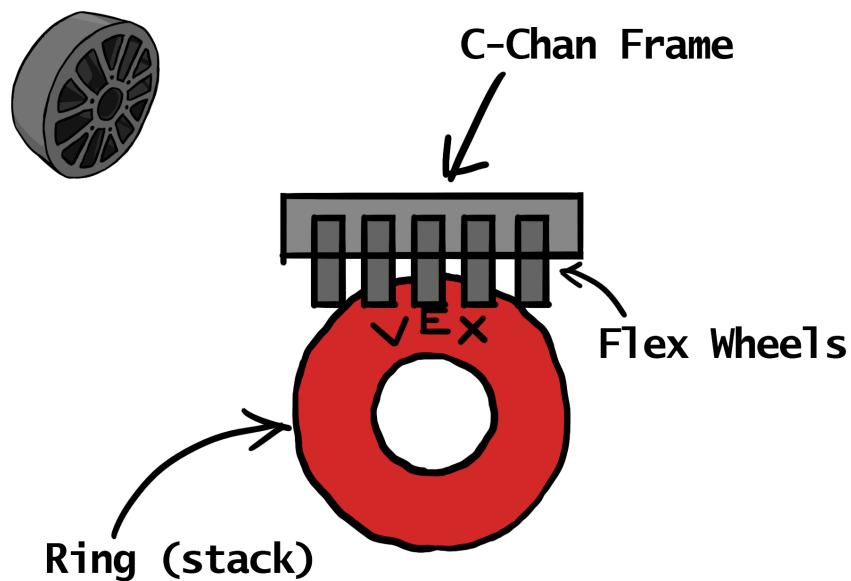
### Flex Wheel First Stage Intake

A Flex Wheel intake works by having several flex wheels in series on a high or low strength shaft powered by a motor, either directly powered or with a chain. It is similar to the RB/Non slip mat solution but since the wheels conform to the ring shape the total surface area



contacting with the ring is greatly increased. An increase in surface area means that there is an increase in the total traction, which increases the total gripping power. Overall, this means that it is easier to intake rings whilst also being fairly consistent from a variety of angles. Another advantage is that unlike with rubber bands we can control where the grip is concentrated on the rings, which is important since the rings are torus shaped meaning wheels in the centre are less useful since the places where the rings can be gripped changes as they are rings are being intook. Additionally, we can further control how much deformation the flex wheels undergo since they are various durometers of wheels, which mean that we can control the stiffness of the intake.

Below are a list of pros and cons for a flex wheel based intake:



Flex wheel intake

Pros	Cons
<ul style="list-style-type: none"><li>• Fast intaking speed</li><li>• Consistent from front</li><li>• Fairly consistent from various angles<sup>1</sup></li><li>• Good traction since wheels are compressive</li><li>• Level of compression can be controlled</li><li>• Positions of grip can be controlled</li></ul>	<ul style="list-style-type: none"><li>• Requires a dedicated motor</li><li>• Risk of motor burnout if intake is used too much</li></ul>

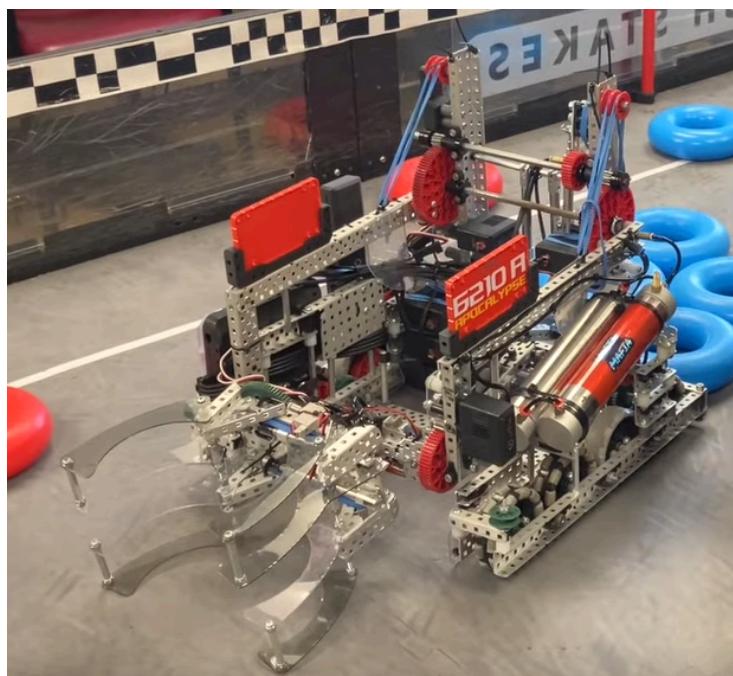
<sup>1</sup>Can be made more consistent from variety of angles by using polycarb funnels pointed into the intake.



## Wrist/Elbow Mechanism

Another possibility for a ring intake is a claw and wrist mechanism, which utilises a claw - made using polycarb pincers and pistons - in conjunction with a series of motors on pivots to create a robotic arm mechanism, which can pick up a ring and lift it up to various heights and positions and also flip the ring stack held upside down. This solution can allow you to pick up to 2 rings in front of the robot and place them directly onto a mogo or a wall stake using various preprogrammed stakes. If tuned properly, this can be made consistent. However, this solution creates a very difficult programming task as all the motor positions and transitions between states must be mapped out and addressed. In addition, this mech requires at least 2-3 motors, which is **at least** 11W out of the power budget. Whilst the ring mechanism is **important**, this is a high cost compared to other solutions, which can do the same job for fewer motors. A good example of this solution implementation is [6310A's first bot of the season](#).

Initial analysis of wrist style solution:



Wrist Mech Example

Pros	Cons
<ul style="list-style-type: none"><li>• Can be made consistent</li><li>• Theoretically doesn't need a second stage mechanism</li><li>• Fairly simple</li></ul>	<ul style="list-style-type: none"><li>• Requires at least 2-3 motors</li><li>• Struggles to initially grab the ring</li><li>• Slow compared to other solutions</li><li>• Risk of motor burnout if intake is used too much</li><li>• Requires complex programming due to many states</li></ul>

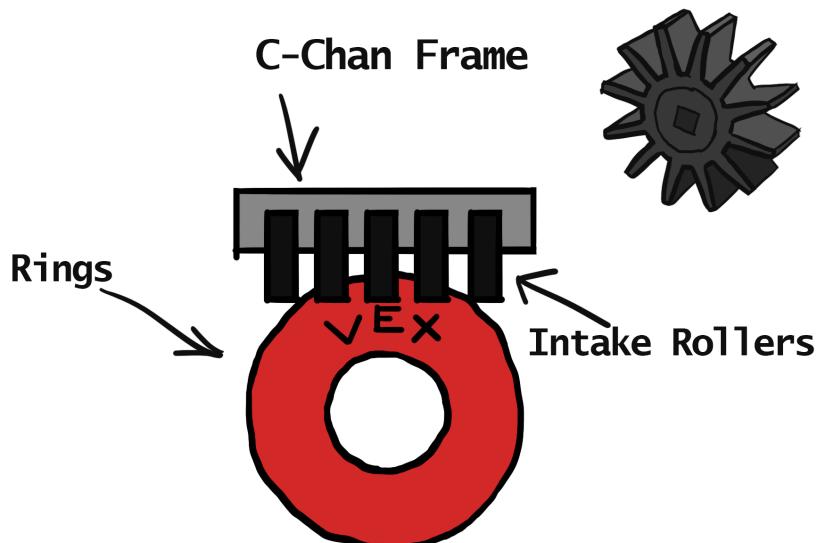


## Intake Rollers

Similarly to the Flex Wheels you can use intake rollers on a high strength or low strength shaft with a direct or chain powered motor. Unlike flex wheels, intake rollers don't compress, which means they have less surface area contacting the rollers and therefore less traction. Overall this means that intake rollers have less grabbing and gripping power than a flex wheel intake. Additionally, there's only one size of an intake roller, which means we have less control over the size and vertical positioning of the intake.

Below are the benefits and drawbacks of Intake Rollers:

Pros	Cons
<ul style="list-style-type: none"><li>• Fast intake speed</li><li>• Fairly consistent</li><li>• Works well with funnels to increase consistency</li></ul>	<ul style="list-style-type: none"><li>• Intake rollers are eclipsed by flex wheels in terms of performance</li><li>• Not as high traction as flex wheels</li><li>• Only one size</li></ul>



How Intake Rollers could look

## Second Stage Intake

Once we have the ability to intake rings into the robot we need to consider how we want to get rings scored onto mobile goals. If we go with a wrist mechanism, this isn't needed. However, we shall look at second stage anyway since we haven't yet decided what our first stage will be. The main two design archetypes to consider are a **hood** mechanism or a **hook** mech.



## Hook mechanism

A hook mechanism works by using a motor powering a vertical or diagonal chain drive, which has hooks typically made using either custom cut polycards. The hook catches the inside of the ring and the chain drive acts like an escalator up towards the position of where a clamped mogo should be and directly places a ring on it. This will require some tuning in order to get the alignment of the mogo and the placement of the rings within desired tolerance (as low as possible).

Considerations with this solution:

Pros	Cons
<ul style="list-style-type: none"><li>• Fast</li><li>• Consistent if tuned</li><li>• Can theoretically be used as first and second stage intake as seen with <a href="#">1000A at MN signature</a> and <a href="#">This prototype by JHAWK/9 Motor Gang</a></li></ul>	<ul style="list-style-type: none"><li>• Tuning can take time</li><li>• Struggles with “cycling” if hook is misaligned<sup>2</sup></li></ul>

## Hood mechanism

Another option is using a conveyor belt in conjunction with a hood mechanism in order to outtake directly onto a mogo. Like a hook mechanism this also requires a lot of tuning in order to get right. A hood can be used in conjunction with a [bucket mechanism](#) in order to have rings to get on wall/alliance stakes.

Below is some initial evaluation:

Pros	Cons
<ul style="list-style-type: none"><li>• Consistent if tuned</li><li>• Can double as wall stake mechanism</li></ul>	<ul style="list-style-type: none"><li>• Tuning can take time</li></ul>

<sup>2</sup>“However this cycling issue can be overcome with clever [design](#) “



## Deciding on our first stage intake

Ultimately a reliable design that can **consistently** and **accurately** intake and put rings onto stakes and mogos is our top priority when choosing a design for our first stage intake. A design that requires fewer motors and is fast also holds significant weighting in our decision. Ultimately, for each design we are going to be comparing:

- Consistency
- Traction
- Speed
- Motor requirements
- Build complexity

	Consistency	Traction	Speed	Motor Requirements	Build Complexity	Total
Rubber Bands/ Non-slip mat	3	3	3	3	5	17
Flex Wheels	5	5	4	4	2	20
Wrist Mechanism	1	2	1	1	1	6
Intake Rollers	3	3	3	3	4	16



## Deciding on our second stage intake

Since we are not going for a claw mech a second stage will be needed. For our second stage we are looking for a reliable solution but also for a solution that is fast and is preferably light. This decision is tricky since there is a lot of *discourse* and mixed signals in the VEX community about which solution is better.

	Consistency	Speed	Weight	Total
Hood Mech	4	3	3	10
Hook Mech	4	4	4	12



## Final Decision

From our analysis and our preconstrained requirements (outlined in the brainstorm section), a flex wheel intake is by far the best choice for us to implement for our first stage because it has excellent traction and grip, its ability to perform the task is consistent, it only needs one motor and we can position the flex wheels in different configurations to control points of contact when intaking the ring. A flex wheel first stage necessitates the need for a second stage intake, in order to score rings onto the mogos. For this we decided to go ahead with a hook based solution since it allows us since it is fairly fast, can be made consistent if tuned properly and is also lighter than a hood mechanism. Whilst in brainstorm one of the benefits of a hood is its higher affinity to a bucket mech this is *still possible* with a hook based solution. However for the time being we are choosing not to dedicate time designing a wall stake mech.

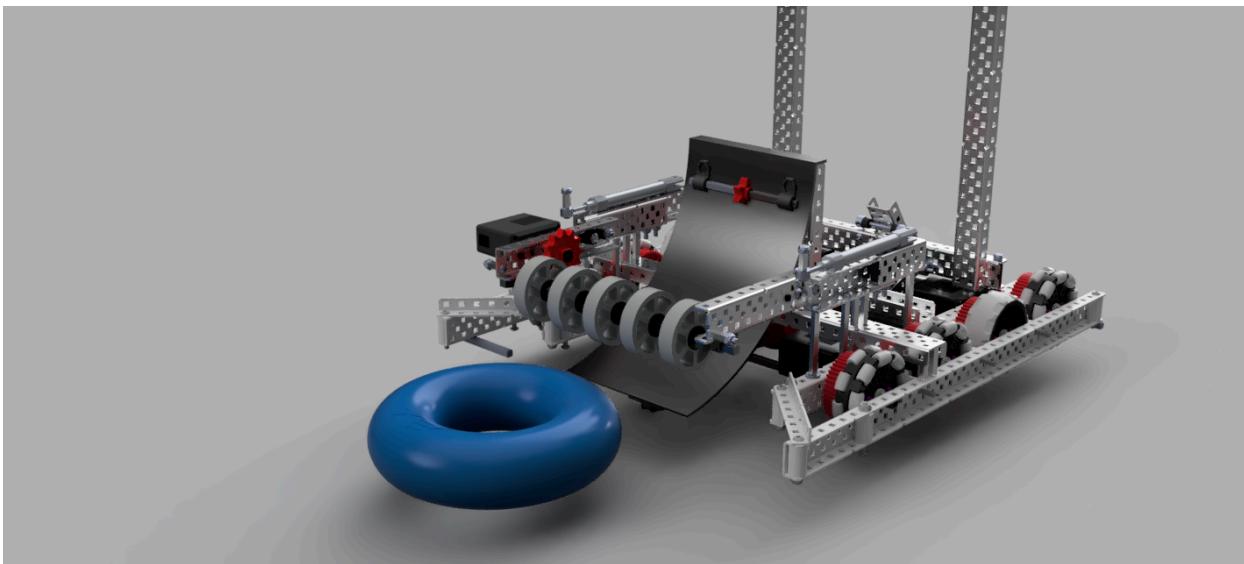
### Current Plans:

- Flex Wheel First Stage
- Hook mech
- No current plans for wall stakes



## CADing the Intake:

As with all other elements of our robot our intake started life as a digital model on the screen so that we could think through how it will work in person, but as we identified that the ring would have to go through a 2 stage process we decided to split this CAD into two parts, first focusing on the initial rollers that bring the ring into our robot, the process for CADing this involved slightly more skill than the other elements of the robot due to the necessity that the angles of slope and flex wheel height is correct,



Here we can see the detailed CAD model of the initial stage of our intake which gives us a detailed plan of which to construct the physical mechanism off of, as can be seen this design looks much like the designs of previous seasons due to similarities from year to year in how game elements respond to manipulation.

## Constructing the Intake:

As with all elements of our robot there are clear steps to be followed to build our intake and these are shown here:

### Parts list:

- 1 x 2 x 15 C-Channel (X3)
- 1 x 2 x 15 I channel
- 0.5in spacers (X12)
- 0.25in Spacers (X12)
- 1.5in Screws (X14)
- 2in Flex Wheels (X4)
- 8in High strength Shaft
- Motor with blue cartridge
- High strength spacers (15X)
- High strength pillow bearing (X2)



## Step 1

Construct the C-Channel frame for the intake to be built within, we used the same method as the drivetrain “squaring” to make sure each and every angle was 90 degrees and all bracing will work as intended, we also utilised boxing, which uses spacers on every screwlink on the frame to ensure stability and make sure the C-Channel does not bend.

## Step 2:

We then added the bearings and more bracing to the front of the intake as a “ram bar” this is because in match situations often the robot is subjected to a large amount of force and abuse at the front, this bracing enables us to not break half way through a game. the bearings allow for lower friction which means the intake can work more desirably.

## Step 3:

Finally we added the flex wheels and the motor to the rest of the frame, we used a 6T sprocket and chain to link the motor to the axle that the flex wheels are on on a 1:1 ratio, to make sure the intake is running at a suitably fast speed to pick up rings at the desired rate.

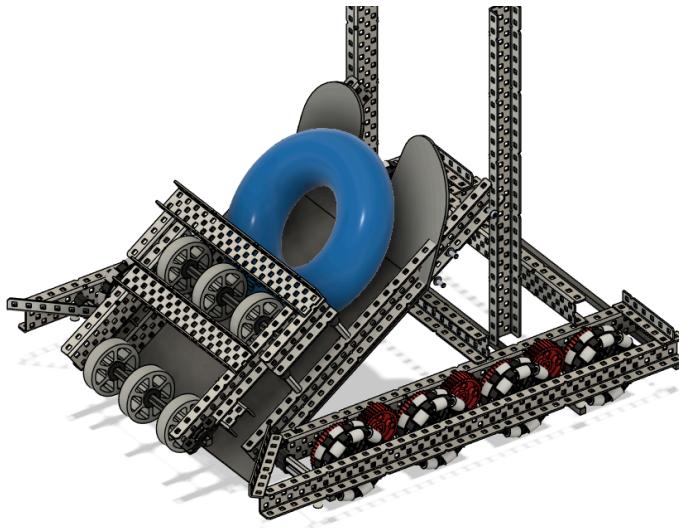
## Why we built like this:

- We used a C Channel frame because this frame is lightweight and rigid allowing for weight savings without the cost of a flimsy mechanism, we also have a lot on hand so extra purchases were not necessary
- We implemented high strength shafts since they are incredibly rigid and help mitigate where friction could occur, since less bending occurs, the flex wheels, flex wheels already have an insert to convert them from hexagons a second to convert to low strength shaft is one we want to avoid.
- We went with flex wheels because we had them on hand from last season which **minimises costs**. Also as rings are made of a similar material to triballs we felt that the grip flex wheels provide would yield optimal performance since they worked well in last year’s game. Additionally they are also fairly low profile and lightweight.



## Rebuild

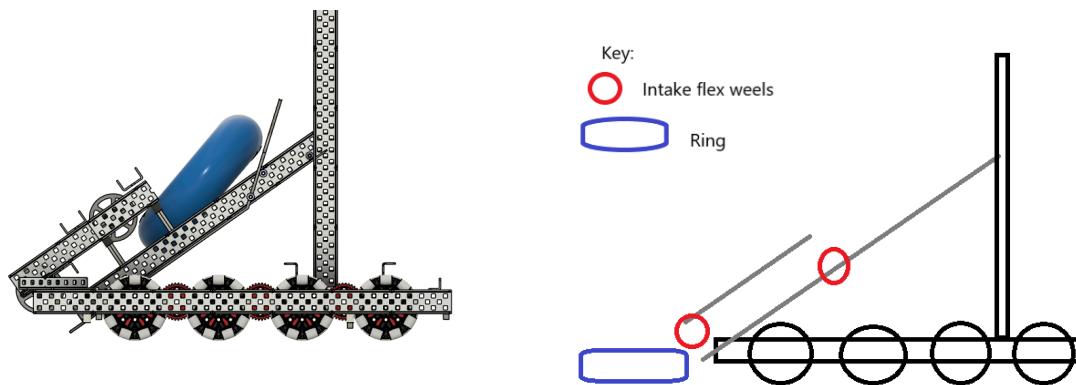
We decided to rebuild the intake due to the fact that the transition between first and second stage intake would be very difficult to fit in, due to the positioning of the first stage and the bracing. As a result I CADed a theoretically sound intake to accommodate it all without issue.



CAD

## First Stage

The plan was for the first stage one rollers to bring a ring up a polycarb ramp with a depression in the end, allowing hooks to pass and pick up the ring in the center before moving the ring up and scoring it on the high stake. The first stage was also largely based off the initial first stage intake in order to salvage that work. However during the building it became obvious that this configuration would not function. The second stage rollers would not fit in their pre-assigned position and even if they did they would not push the ring far enough up the slope for it to reach the hooks. Unfortunately by this point we had very little time left before the competition to CAD something new, build, fine tune it, and do autons, so I freestyled it with the rough frame work from the CAD.





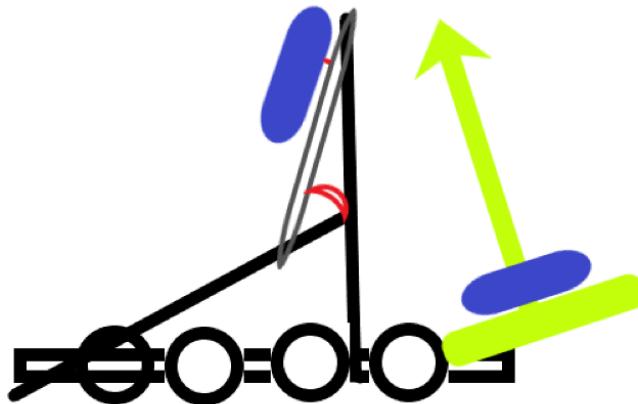
CAD

Diagram of what I want to do

Instead of using two sets of flex weels on top we used one on the top and one on the bottom as this allowed us to use fewer flex wheels more efficiently and save on space solving our problems.

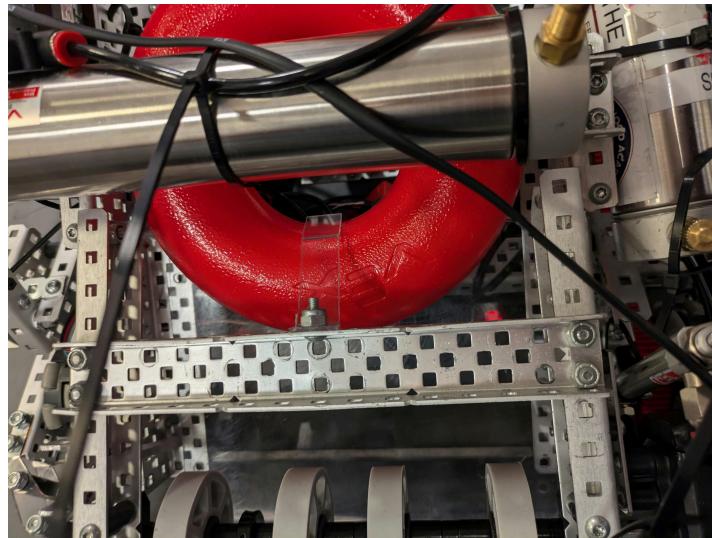
## Second stage

The second stage is a hooks mech. The hooks come up from underneath hooking on to a ring, carrying it to the top and scoring it on a mobile goal. At least in theory that is how it would work.



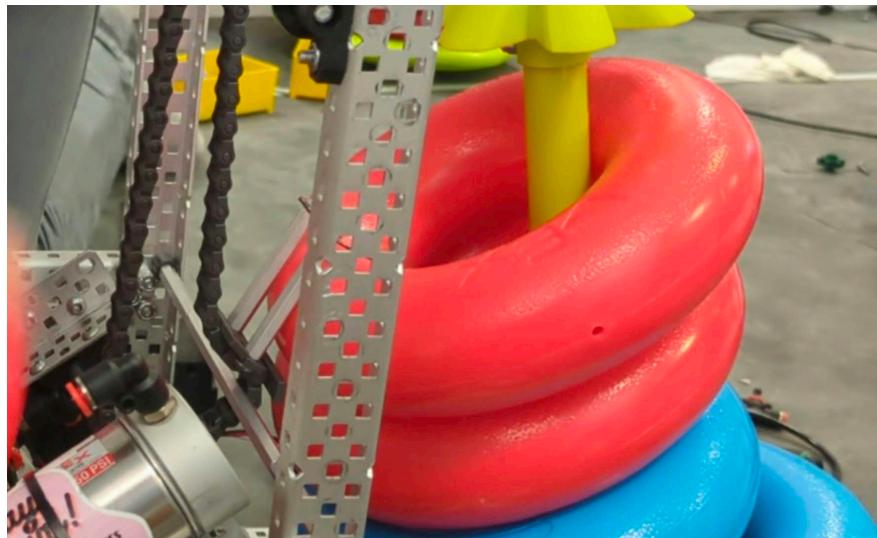
Hooks concept diagram

The practical implementation took a lot more work than creating a concept to suit our needs. Our first issue became obvious when we tried to score rings for the first time and the ring shot out the top and to the side of the intake instead of scoring on the mogo like we had hoped. The issue was at the end of the first stage rollers, they sometimes put the ring to a point where when the hooks would come along they would hook the bottom of the ring instead of the center of it and became more like a scoop than a hook. To solve this first issue I built a flexible hard stop which held the rings in the perfect position to be hooked through and the hooks had enough force to move the ring from where it was hard stopped. The hard stop was a clever thin piece of polycarb on the first stage intake that would hook through the center of a ring going up the intake and hold it there until enough pulling force is applied by the hooks.



*Flexible hard stop*

The second main issue we encountered when experimenting with our old intake was when more than 3 ring were scored on the mogo the hooks would get stuck and would not be able to complete a full rotation. This issue would be truly catastrophic unresolved as it would limit your possible points scored to 5/8 or require us to make the intake go backwards and forwards instead of cycling properly.



*Demonstration of hooks catching on rings*

Initially I was stumped by this problem. When I turned to see how other teams solved this problem as I knew more than a few must have encountered it, I found very little useful information so I defined the problem, it was hooks becoming stuck on the rings, and the reason for the problem: the rings are too close to the path of the hooks. The obvious solution is to push them away but how we would achieve this was the problem. In the end I used two



sheets of poly carb bent at a right angle to the intake with a slope on the top allowing the rings to slid off smoothly. It worked.





## Introduction

In order to confirm we have met our success criteria(as defined by the identify page) we ran tests to confirm consistency and efficiency.

## Tests

We ran 3 sets of tests. Making note of how often the ring was successfully scored in comparison to the number of rings it took.

- For the first test, we fed 12 rings into the intake to try and gauge consistency.
- For the second test we placed 12 rings in a line on the field and drove the robot forward to see if that had an effect on the consistency.
- We laid out the field in a game configuration and drove the robot in the allotted match time.

## Results:

Test no.	% success rate			
	Reading 1	Reading 2	Reading 3	Average
1	58.3	66.7	66.7	62.2
2	75	66.7	75	72.2
3	73.3	72.5	73.8	72.2

## Analysis:

As we aimed for as close to 100% accuracy as possible, these results that we received were unacceptable, failing to score between 30-40% would significantly negatively impact our game performance. Interestingly the robot scored nominally(10%) better when in motion compared to at rest. Understanding why this is the case can lead us to more consistent results.

## Close slow motion video analysis

After recording and watching a few slow motion videos we discovered a pattern in the movement of the rings when accelerating vs when stationary and came up with a hypothesis based on the pattern.



## Hypothesis

When accelerating, the ring is rotated in such a way that they are scored fully across the mobile goal at a lower gradient whereas when the rings are not rotated at such a high gradient, they score a lot less consistently and often don't completely encircle the stake and get stuck at a vertical angle at the top. This is due to the rings having a more constant center of rotation, allowing them to complete a fuller ark.

## Solutions

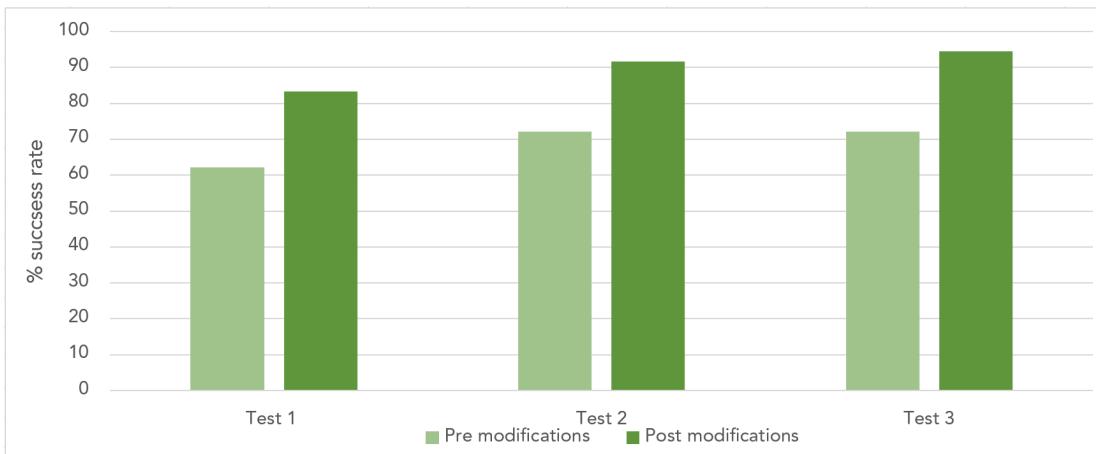
We thought of two possible solutions in order to broaden the ark the ring traveled.

- The first solution is to add a tensioner to the intake chain causing it to slope before going back to increase the length of the ark.
- The other solution we came up with was to curve the hook giving the rings a larger center of rotation and therefore a smoother, larger ark.

## Second set of tests validating solutions

Test no.	% success rate			
	Reading 1	Reading 2	Reading 3	Average
1	83.3	91.7	75	83.3
2	91.7	83.3	100	91.7
3	94.6	93.2	96.0	94.6

## Graph of comparative ring scoring consistency





## Conclusion

As is demonstrated in the graph above, implementing our solutions and widening the ark significantly improved scoring consistency raising it by around 20%, which is much closer to the goal of 100% and well into acceptable ranges.



## Programming Objectives

As covered in our ‘Programming Approach’ design process, there are certain objectives that a programmer must consider when creating a robot’s program. These include:

- Driver/Operator Control
  - Somewhat self explanatory, the inputs from the controller must influence how the robot actuates its systems during the 1:45min drier control period
- Autonomous
  - Autonomous routine(s) must be programmed into the robot to be used during autonomous period
- Ease of setup
  - Before a match, the correct autonomous routines and possibly adjustable values must be set up – the programmer must consider how this is done (e.g. GUI, through code changes etc.)
- Ease of testing
  - During testing (not in competition) the robot must be able to be easily tested – this could simply mean it is easy to change the key values in code, or could be more complex in the form of a GUI or CLI.
- Maintainability
  - This has been discussed in detail in previous pages, essentially, the programmer must keep ease of use and maintainability to a high standard when programming.

**Organisation is key.**

### 99 Quote

Code is read much more often than it is written.

— Guido Van Rossum, Creator of Python

## The Blank Project

After creating a blank project using PROS, it supplies some default functions that can be used to create the program.

```
1 #include "main.h" // -> includes the PROS API, to be used throughout the program.
2 /**
3  * Runs initialization code. This occurs as soon as the program is started.
4  *
5  * All other competition modes are blocked by initialize; it is recommended
6  * to keep execution time for this mode under a few seconds.
7  */
8 void initialize() {}
```

cpp



```
9  /**
10   * Runs while the robot is in the disabled state of Field Management System or
11   * the VEX Competition Switch, following either autonomous or opcontrol. When
12   * the robot is enabled, this task will exit.
13   */
14 void disabled() {}
15 /**
16  * Runs after initialize(), and before autonomous when connected to the Field
17  * Management System or the VEX Competition Switch. This is intended for
18  * competition-specific initialization routines, such as an autonomous selector
19  * on the LCD.
20  *
21  * This task will exit when the robot is enabled and autonomous or opcontrol
22  * starts.
23  */
24 void competition_initialize() {}
25 /**
26  * Runs the user autonomous code. This function will be started in its own task
27  * with the default priority and stack size whenever the robot is enabled via
28  * the Field Management System or the VEX Competition Switch in the autonomous
29  * mode. Alternatively, this function may be called in initialize or opcontrol
30  * for non-competition testing purposes.
31  *
32  * If the robot is disabled or communications is lost, the autonomous task
33  * will be stopped. Re-enabling the robot will restart the task, not re-start it
34  * from where it left off.
35  */
36 void autonomous() {}
37 /**
38  * Runs the operator control code. This function will be started in its own task
39  * with the default priority and stack size whenever the robot is enabled via
40  * the Field Management System or the VEX Competition Switch in the operator
41  * control mode.
42  *
43  * If no competition control is connected, this function will run immediately
44  * following initialize().
45  *
46  * If the robot is disabled or communications is lost, the
47  * operator control task will be stopped. Re-enabling the robot will restart the
48  * task, not resume it from where it left off.
49  */
50 void opcontrol() {}
```

## Adding Packages

One of the huge advantages of PROS is the ability to add community developed packages into the code. We as a team will add 2 packages to significantly improve our program.



## ⚠️ Warning

### DISCLAIMER

We as a team cannot claim responsibility for the development of these packages. They are both developed by individual open source communities.

However, before we decided to use these packages, we all researched and gained understanding of the core concepts that these packages utilize, this not only drastically improves our capability to use them, but also ensures our adherence to the *Student-Centered Policy*.

## The Packages:

- LemLib
  - *LemLib* is a library developed by a large open source community – it allows users to employ odometry algorithms, as well as movement functions; including PID controllers and Boomerang Controllers.
  - We use a modified fork<sup>1</sup> of lemlib (developed by us), allowing us to implement *gain scheduling* to be used later.
- Robodash
  - Robodash implements a user friendly libvgl<sup>2</sup> interface, that allows us to quickly implement consoles and auton selectors.

## Adding The Packages in The Project

To add the packages we can use the newly implemented remote depot feature from the PROS CLI.

### For LemLib:

```
1 pros c add-depot LemLib https://raw.githubusercontent.com/LemLib/LemLib/depot/stable.json # adds LemLib zsh  
stable depot  
2 pros c apply LemLib # applies latest stable version of LemLib
```

### For Robodash:

```
1 pros c add-depot robodash https://raw.githubusercontent.com/unwieldycat/robodash/depot/stable.json zsh
```

## File structure

Our program will be split up into different sections for the sake of organisation:

<sup>1</sup>A branch, in this case not public

<sup>2</sup>The GUI library that PROS implements for the brain's screen



```
|  
|-- [vscode files/folders]  
|-- include  
|   |-- [defualt pros header folders]  
|   |-- lemlib -> lemlib header files  
|   |-- robodash -> robodash header files  
|   |-- usr -> created by us  
|       |-- autons.h -> header files for all auton routines  
|       |-- robot.h -> contains 'robot' class  
|       |-- utils.h -> header file for utility functions  
|-- src  
    |-- robotConfig  
        |-- globals.cpp -> where all global values are initialized  
        |-- initis.cpp -> initializer functions for robot  
        |-- tuning.cpp -> where tuning loops and functions are contained  
    |-- autons.cpp -> where auton routines are defined  
    |-- main.cpp -> all competition functions (opcontrol(), autonomous(), etc.)  
    |-- utils.cpp -> where util functions are declared
```

## Class Based Program (robot.h)

To improve maintainability and organization, we will be implementing a class based program; this involves us using a header file that contains all functions (contained in subclasses) to operate the robot and its subsystems. These functions can then be called and used in any other file.

### robot.h:

```
1 // includes ---  
2 #include "api.h"  
3 #include "lemlib/api.hpp"  
4 #include "lemlib/chassis/chassis.hpp"  
5 #include "lemlib/chassis/trackingWheel.hpp"  
6 #include "pros/adi.hpp"  
7 #include "pros/imu.hpp"  
8 #include "pros/motor_group.hpp"  
9 #include "pros/motors.hpp"  
10 #include "robodash/api.h"  
11 #include "robodash/core.h"  
12 #include "robodash/views/console.hpp"  
13 #include "robodash/views/selector.hpp"  
14 // ---  
15  
16  
17 namespace Types {  
18     // specifies how intake is actuated  
19     enum IntakeActionType {  
20         BOTH,  
21         FIRST,  
22         SECOND
```



```
23     };
24 }
25 using namespace Types;
26 class Robot {
27 public:
28     class Auton { // contains autons
29         public:
30             class Tuning { // contains functions to tune autonomous (PID) values
31                 public:
32                     static rd::Console AutonTuning;
33                     static const void TuningLogicLoop();
34                     static lemlib::ControllerSettings latController;
35                     static lemlib::ControllerSettings angularController;
36
37             //TODO (non-urgent)
38             static const void DriveCurveTuning();
39             static lemlib::ExpoDriveCurve driveCurveLateral;
40             static lemlib::ExpoDriveCurve driveCurveAngular;
41             //-
42
43             static rd::Selector Tuningselector; // selector for test autons
44     };
45     static rd::Selector autonSelectorMain; // selector for game autons
46 };
47 class Motors { // contains all motor-based variables
48 public:
49     static const lemlib::Drivetrain drivetrain;
50     static pros::Motor Intake1st;
51     static pros::Motor Intake2nd;
52     static pros::MotorGroup fullIntake;
53     static bool DTDirection; // direction of 'forward' for drivetrain (not implemented)
54 protected:
55     static pros::MotorGroup leftMotors;
56     static pros::MotorGroup rightMotors;
57 };
58 class Sensors { // class for sensors
59 public:
60     static lemlib::OdomSensors sensors;
61     static pros::IMU imu;
62 protected:
63     static lemlib::TrackingWheel verticalTracking;
64     static lemlib::TrackingWheel horizontalTracking;
65 };
66 class Pneumatics { // class for pneumatics
67 public:
68     static pros::adi::Pneumatics mogoMech;
69     static pros::adi::Pneumatics intakeLifter;
70     static pros::adi::Pneumatics doinker;
71 };
72 class Actions { // contains macros/actions for robot
73 public:
74     static void setMogoFor (bool extended, float time, bool async=true);
```



```
76
77     static void setIntake(int direction, IntakeActionType stage);
78     static void runIntakeFor(int direction, IntakeActionType stage, float time, bool async = true);
79
80
81     static void setIntakeLifterFor(bool extended, float time, bool async=true);
82
83     static void jiggle(float time); // jiggles robot (may be useful?)
84
85 };
86 class Init { // initializer functions
87     public:
88         static void initAll();
89     protected:
90         static void initPIDs();
91         static void initDriveCurves();
92     };
93 class Logging {/* WIP */};
94 static pros::Controller master; // controller
95 static lemlib::Chassis chassis; // main chassis
};
```

## Declaring global values (globals.cpp)

To avoid null pointers, global variables must be declared in one file:

```
1 #include "main.h"
2 #include "lemlib/api.hpp"
3 #include "pros/abstract_motor.hpp"
4 #include "pros/adi.hpp"
5 #include "pros/motor_group.hpp"
6 #include "usr/robot.h"
7 #include "robodash/api.h"
8 #include "usr/autons.h"
9 using namespace pros;
10 using namespace lemlib;
11
12 pros::Controller Robot::master (pros::E_CONTROLLER_MASTER);
13 rd::Console Robot::Auton::Tuning::AutonTuning ("PID Tuner");
14
15 lemlib::ControllerSettings Robot::Auton::Tuning::latController (10, // proportional gain (kP)
16                                         0, // integral gain (ki)
17                                         3, // derivative gain (kD)
18                                         3, // anti windup
19                                         1, // small error range, in inches
20                                         100, // small error range timeout, in milliseconds
21                                         3, // large error range, in inches
22                                         500, // large error range timeout, in milliseconds
23                                         20 // maximum acceleration (slew)
24 );
25 lemlib::ControllerSettings Robot::Auton::Tuning::angularController(2, // proportional gain (kP)
```

cpp



```
26      0, // integral gain (kl)
27      10, // derivative gain (kD)
28      3, // anti windup
29      1, // small error range, in degrees
30      100, // small error range timeout, in milliseconds
31      3, // large error range, in degrees
32      500, // large error range timeout, in milliseconds
33      0 // maximum acceleration (slew)
34  );
35 rd::Selector Robot::Auton::Tuning::Tuningselector (
36  {
37      {"Move Forwards 24\"", Autons::Testers::forward24},
38      {"Turn 90deg right", Autons::Testers::turn90},
39      {"Boomerang 24 24 90", Autons::Testers::boomerang_24_24_90},
40      {"Swing 90deg right", Autons::Testers::swing90},
41      {"Circle (exp.)", Autons::Testers::circle}
42  }
43 );
44
45 Motor Robot::Motors::Intake1st (-11, v5::MotorGears::blue, v5::MotorUnits::rotations);
46 Motor Robot::Motors::Intake2nd (9, v5::MotorGears::blue, v5::MotorUnits::rotations);
47 MotorGroup Robot::Motors::fullIntake ({-11, 9}, v5::MotorGears::blue, v5::MotorEncoderUnits::rotations);
48
49 bool Robot::Motors::DTDirection = true; // Default direction is forwards
50
51 /* Left motors on ports 10, 9, 8; Rights on 1, 2, 3; Using blue cartridges
52 MotorGroup Robot::Motors::leftMotors (
53     {-1, -2, -10},
54     MotorGears::blue,
55     MotorUnits::degrees
56 );
57 MotorGroup Robot::Motors::rightMotors (
58     {14, 20, 18},
59     MotorGears::blue,
60     MotorUnits::degrees
61 );
62 ExpoDriveCurve Robot::Auton::Tuning::driveCurveLateral (4, 6, 1.004);
63 ExpoDriveCurve Robot::Auton::Tuning::driveCurveAngular (4, 6, 1.016);
64 /* Drivetrain with track width 13.1", Gear (down) for 450rpm, using horizontal drift of 8 due to traction wheel
usage
65 //TODO Measure dimensions
66 const Drivetrain Robot::Motors::drivetrain(
67     &leftMotors,
68     &rightMotors,
69     13.1,
70     Omniwheel::NEW_275,
71     450,
72     6
73 );
74
75 adi::Pneumatics Robot::Pneumatics::mogoMech {'E', false};
76 adi::Pneumatics Robot::Pneumatics::intakeLifter {'G', true}; // not built
77
```



```
78 adi::Pneumatics Robot::Pneumatics::doinker {'h', false}; // not built
79
80 Imu Robot::Sensors::imu (21); // IMU on port ?
81
82 adi::Encoder vertEncoder('A', 'B');
83 adi::Encoder horiEncoder('C', 'D');
84
85 //TODO measure distances
86 TrackingWheel Robot::Sensors::verticalTracking (&vertEncoder, Omniwheel::NEW_275_HALF, 0);
87 TrackingWheel Robot::Sensors::horizontalTracking (&horiEncoder, Omniwheel::NEW_275_HALF, 0);
88
89 OdomSensors Robot::Sensors::sensors (&verticalTracking, nullptr, &horizontalTracking, nullptr, &imu);
90
91 lemlib::Chassis Robot::chassis (
92     Motors::drivetrain,
93     Auton::Tuning::latController,
94     Auton::Tuning::angularController,
95     Sensors::sensors,
96     &Auton::Tuning::driveCurveLateral,
97     &Auton::Tuning::driveCurveAngular
98 );
```

## Utils

Utils are useful functions that can be used throughout the program to manage certain aspects.

### utils.h:

```
1 #include <string>
2 namespace utils { // namespaces for utils
3     void save_value(std::string name, float value); // saves float to file on sd card
4     float load_value (std::string name); // loads float from file on sd card
5 }
```

h

### utils.cpp (declaring):

```
1 #include "usr/utils.h"
2 #include "fmt/core.h"
3 #include "main.h"
4 #include <cstdio>
5 #include <cstring>
6
7 void utils::save_value(std::string name, float value) {
8
9     std::string fullPath = fmt::format("/usd/{}.txt", name);
10
11    FILE* value_file = fopen(fullPath.c_str(), "w");
12    fputs(std::to_string(value).c_str(), value_file);
13}
```

cpp



```
14     fclose(value_file);
15 }
16
17 float utils::load_value(std::string name) {
18
19     std::string fullPath = fmt::format("/usd/{}.txt", name);
20
21     FILE* value_file = fopen(fullPath.c_str(), "r");
22
23     if (value_file == nullptr) {
24         return 0;
25     }
26     char buf[50];
27     fread(buf, 1, 50, value_file);
28     fclose(value_file);
29
30     return std::stof(buf);
31 }
```

## Autons



### Note

As of right now, autons are WIP – only test autons are implemented.

#### autons.h:

```
1 namespace Autons {
2     class Testers {
3         public:
4             static void forward24(); // moves robot forward 24 inches
5             static void turn90(); // turns 90deg right
6             static void swing90(); // 'swings' 90deg right
7             static void boomerang_24_24_90(); // uses boomerang controller to go to (24, 24) inches at heading
8                 90deg
9             static void circle(); // (in theory) moves bot in full circle.
10        };
11        // WIP
12        void supportTouchLadder();
13        void support();
14        void rush();
15        // TODO: more?
```

#### autons.cpp

```
1 #include "lemlib/chassis/chassis.hpp"
2 #include "usr/robot.h"
```



```
3 #include "api.h"
4 #include "lemlib/api.hpp"
5 #include "usr/autons.h"
6 using namespace pros;
7
8 /* For Tuning
9 void calibrate() {
10     Robot::chassis.calibrate();
11     pros::delay(1000);
12     Robot::chassis.setPose({0,0,0});
13 }
14 void Autons::Testers::forward24() {
15     calibrate();
16     Robot::chassis.moveToPoint(0, 24, 1000);
17     Robot::chassis.waitUntilDone();
18 }
19 void Autons::Testers::turn90() {
20     calibrate();
21     Robot::chassis.turnToHeading(90, 1000);
22     Robot::chassis.waitUntilDone();
23 }
24 void Autons::Testers::boomerang_24_24_90 () {
25     calibrate();
26     Robot::chassis.moveToPose(24, 24, 90, 1250, {.lead=0.81});
27     Robot::chassis.waitUntilDone();
28 }
29 void Autons::Testers::swing90() {
30     calibrate();
31     Robot::chassis.swingToHeading(90, lemlib::DriveSide::RIGHT, 500);
32     Robot::chassis.waitUntilDone();
33 }
34 void Autons::Testers::circle() {
35     calibrate();
36     Robot::chassis.moveToPose(0, 24, 270, 4000, {.lead=0.6});
37     Robot::master.rumble(".");
38     Robot::chassis.moveToPose(-24, 0, 180, 1000, {.lead=0.81});
39     Robot::chassis.moveToPose(0, -24, 90, 1000, {.lead=0.81});
40     Robot::chassis.moveToPose(24, 24, 0, 1000, {.lead=0.81});
41     Robot::chassis.moveToPose(0, 24, 90, 1000, {.lead=0.81});
42     Robot::chassis.waitUntilDone();
43 }
44 lemlib::Chassis* chassis = &Robot::chassis;
45 /* Game autons
46 void Autons::support() {
47     chassis->setPose({-50, 41, 305});
48     chassis->moveToPoint(-32, 28, 1000, {.forwards=false, .maxSpeed=110, .minSpeed=40});
49     chassis->waitUntilDone();
50     Robot::Pneumatics::mogoMech.set_value(true);
51     delay(40);
52     chassis->turnToPoint(-24, 48, 500);
53     Robot::Actions::setIntake(1, Types::BOTH);
54     chassis->moveToPoint(-26, 42, 1000, {.maxSpeed=80});
55     chassis->waitUntilDone();
```



```
56     delay(100);
57     chassis->turnToPoint(-3, 50.5, 400);
58     chassis->moveToPose(-3, 52, 90, 1000, {.lead=0.9, .maxSpeed=80});
59     chassis->waitUntilDone();
60     delay(100);
61     chassis->moveToPose(-12, 55, 135, 800, {.forwards=false, .lead=0.5, .maxSpeed=70});
62     chassis->moveToPoint(-7, 48, 1000, {.maxSpeed=90});
63 }
```

## Robot Actions

### robotActions.cpp:

```
1 #include "lemlib/pose.hpp"
2 #include "main.h"
3 #include "lemlib/api.hpp"
4 #include "pros/rtos.hpp"
5 #include "usr/robot.h"
6
7 using namespace pros;
8 using namespace lemlib;
9
10 void Robot::Actions::setMogoFor(bool extended, float time, bool async) {
11     if (async) {
12         Task task ([=] {setMogoFor(extended, time, false);});
13         delay(10);
14         return;
15     }
16     Pneumatics::mogoMech.set_value(extended);
17     delay(time);
18     Pneumatics::mogoMech.toggle();
19 }
20 void Robot::Actions::setIntake(int direction, IntakeActionType stage) {
21     int volts = 12000 * direction;
22     if (stage == IntakeActionType::FIRST || stage == IntakeActionType::BOTH) {
23         Motors::Intake1st.move_voltage(volts);
24     }
25     if (stage == IntakeActionType::SECOND || stage == IntakeActionType::BOTH) {
26         Motors::Intake2nd.move_voltage(volts);
27     }
28 }
29 void Robot::Actions::runIntakeFor(int direction, IntakeActionType stage, float time, bool async) {
30     if (async) {
31         Task t ([=] {runIntakeFor(direction, stage, time, false);});
```

cpp



```
32     delay(10);
33     return;
34 }
35 setIntake(direction, stage);
36 delay(time);
37 setIntake(0, stage);
38 }
39 void Robot::Actions::setIntakeLifterFor(bool extended, float time, bool async){
40     if (async) {
41         Task t [=] {setIntakeLifterFor(extended, time, false);};
42         delay(10);
43         return;
44     }
45     Pneumatics::intakeLifter.set_value(extended);
46     delay(time);
47     Pneumatics::intakeLifter.toggle();
48 }
49 void Robot::Actions::jiggle(float time) {
50     float start = millis();
51     while (millis()-start < time) {
52         Pose jigglePoint1 = Pose {chassis.getPose().x-(float)cos(chassis.getPose(true).theta)*2, chassis.getPose().y-
53             (float)sin(chassis.getPose(true).theta)*2};
54         Pose jigglePoint2 = Pose {chassis.getPose().x+(float)cos(chassis.getPose(true).theta)*2,
55             chassis.getPose().y+(float)sin(chassis.getPose(true).theta)*2};
56         Pose start = chassis.getPose();
57         Robot::chassis.moveToPoint(jigglePoint1.x, jigglePoint1.y, 50, {.minSpeed=100});
58         Robot::chassis.moveToPoint(jigglePoint2.x, jigglePoint2.y, 50, {.minSpeed=100});
59         Robot::chassis.moveToPoint(start.x, start.y, 50, {.minSpeed=100});
60         Robot::chassis.waitUntilDone();
61         delay(200);
62     }
63 }
```

## Tuning

### tuning.cpp

```
1 #include "lemlib/chassis/chassis.hpp"
2 #include "pros/imu.hpp"
3 #include "pros/misc.h"
4 #include "pros/misc.hpp"
5 #include "pros/motor_group.hpp"
6 #include "robodash/views/console.hpp"
7 #include "robodash/views/selector.hpp"
8 #include "usr/robot.h"
9 #include <cstdio>
10 #include <cstring>
11 #include <string>
12 #include "usr/utils.h"
13 using namespace utils;
14
```

cpp



```
15
16 const void Robot::Auton::Tuning::TuningLogicLoop() {
17     AutonTuning.focus();
18     std::cout << "here";
19     float AngularP = angularController.kP;
20     float AngularI = angularController.kI;
21     float AngularD = angularController.kD;
22     float LatP = latController.kP;
23     float LatI = latController.kI;
24     float LatD = latController.kD;
25     float step = 0.1;
26     int index = 0;
27     int minIndex = 0;
28     int maxIndex = 6;
29     while (!master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_R2)) {
30         pros::delay(20);
31         AutonTuning.clear();
32
33         latController.kP = LatP;
34         latController.kI = LatI;
35         latController.kD = LatD;
36
37         angularController.kP = AngularP;
38         angularController.kI = AngularI;
39         angularController.kD = AngularD;
40
41         chassis.changeAngularP(AngularP);
42         chassis.changeAngularI(AngularI);
43         chassis.changeAngularD(AngularD);
44
45         chassis.changeLatP(LatP);
46         chassis.changeLatI(LatI);
47         chassis.changeLatD(LatD);
48
49         AutonTuning.println("AUTON TUNING");
50         AutonTuning.println("Press B to run Auton, R2 to quit, Arrows to navigate/change values, X to save values");
51
52         AutonTuning.printf("Angular P: %f %s\n", AngularP, index==0 ? "<<" : " ");
53         AutonTuning.printf("Angular I: %f %s\n", AngularI, index==1 ? "<<" : " ");
54         AutonTuning.printf("Angular D: %f %s\n", AngularD, index==2 ? "<<" : " ");
55         AutonTuning.printf("Lateral P: %f %s\n", LatP, index==3 ? "<<" : " ");
56         AutonTuning.printf("Lateral I: %f %s\n", LatI, index==4 ? "<<" : " ");
57         AutonTuning.printf("Lateral D: %f %s\n", LatD, index==5 ? "<<" : " ");
58         AutonTuning.printf("Change step: %f %s\n", step, index==6 ? "<<" : " ");
59
60         if (master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_DOWN)) index += 1;
61         if (master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_UP)) index -= 1;
62         if (index > maxIndex) index = minIndex;
63         if (index < minIndex) index = maxIndex;
64
65         if (master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_LEFT)) {
66             switch (index) {
```



```
68     case 0:
69         AngularP = ((int)(AngularP*100))-((int)(step*100))/100;
70         break;
71     case 1:
72         Angularl = ((int)(Angularl*100))-((int)(step*100))/100;
73         break;
74     case 2:
75         AngularD = ((int)(AngularD*100))-((int)(step*100))/100;
76         break;
77     case 3:
78         LatP = ((int)(LatP*100))-((int)(step*100))/100;
79         break;
80     case 4:
81         Latl = ((int)(Latl*100))-((int)(step*100))/100;
82         break;
83     case 5:
84         LatD = ((int)(LatD*100))-((int)(step*100))/100;
85         break;
86     case 6:
87         step = (((int)(step*100))-1)/100;
88         break;
89     }
90 } else if (master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_RIGHT)) {
91     switch (index) {
92     case 0:
93         AngularP = ((int)(AngularP*100))+((int)(step*100))/100;
94         break;
95     case 1:
96         Angularl = ((int)(Angularl*100))+((int)(step*100))/100;
97         break;
98     case 2:
99         AngularD = ((int)(AngularD*100))+((int)(step*100))/100;
100        break;
101    case 3:
102        LatP = ((int)(LatP*100))+((int)(step*100))/100;
103        break;
104    case 4:
105        Latl = ((int)(Latl*100))+((int)(step*100))/100;
106        break;
107    case 5:
108        LatD = ((int)(LatD*100))+((int)(step*100))/100;
109        break;
110    case 6:
111        step = (((int)(step*100))+1)/100;
112        break;
113    }
114 }
115 chassis.changeAngularP(AngularP);
116 chassis.changeAngularl(Angularl);
117 chassis.changeAngularD(AngularD);
118 chassis.changeLatP(LatP);
119 chassis.changeLatl(Latl);
120 chassis.changeLatD(LatD);
```



```
121
122     if (master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_B)){
123         master.clear_line(1);
124         AutonTuning.printf("Running auton...");
125         master.print(1, 1, "Running auton");
126         Tuningselector.run_auton();
127     }else {
128         AutonTuning.printf("\n");
129         master.clear_line(1);
130         master.print(1, 1, "Done");
131     }
132
133     if (master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_X)) {
134         AutonTuning.println("Saving");
135         save_value("angP", AngularP);
136         save_value("angl", Angularl);
137         save_value("angD", AngularD);
138         save_value("latP", LatP);
139         save_value("latl", Latl);
140         save_value("latD", LatD);
141     }
142 }
143 Tuningselector.focus();
}
```

## Implementing the Primary Code

With all the complimentary functions built into the robot class, I can now implement the main functions in the main.cpp file – this will include calling the selected autonomous routine and collecting and using user inputs during operator control.

### Initialization

We had the foresight to declare initialize functions globally in *inits.cpp*, therefore we can just call ‘*initAll()*’ from the primary code:

```
1 void initialize() {
2     Robot::Inits::initAll(); // runs initialization function
3 }
```

cpp

### Operator Control

#### Note

Most functionality within opcontrol is contained in a while loop, this allows the program to constantly update values and assess states.

### Moving the drive



## ⌚ Final Decision

For driver control, I (driver and programmer) have decided to use a control scheme called **single stick curvature drive**, it is very similar to single stick arcade, but the turning inputs are scaled differently depending on throttle input (essentially creating an arc with the turning) – I chose this because arcade is typically limited in terms of precise control, and tank, while it technically is easier to provide ultra precise turn circles, is not very intuitive and would be very difficult to learn in such a short timeframe. (We will evaluate this decision as the season progresses.)

Fortunately, LemLib condenses the somewhat long mathematical function into 1 function call:

```
1 void opcontrol() {  
2     while (true){  
3         pros::delay(20) // 20ms delay so brain doesn't crash  
4         int leftX = Robot::master.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_X);  
5         int leftY = Robot::master.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_Y);  
6         Robot::chassis.curvature(leftY, leftX); // lemllib's chassis contains curvature function  
7         // ...  
8     }  
9 }
```

cpp

## Actuating Subsystems

To actuate the other subsystems, if statements can be used to access the state of buttons on the controller:

```
1 void opcontrol() {  
2     while (true){  
3         // ...  
4         if (Robot::master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_B)) {  
5             Robot::Pneumatics::mogoMech.toggle(); // toggles mogo on B press  
6         }  
7         if (Robot::master.get_digital(pros::E_CONTROLLER_DIGITAL_L2)) {  
8             Robot::Actions::setIntake(-1, Types::BOTH); // sets intake backwards while L2 is pressed  
9         } else if (Robot::master.get_digital(pros::E_CONTROLLER_DIGITAL_R2)) {  
10            Robot::Actions::setIntake(1, Types::BOTH); // sets intake forwards while R2 is pressed  
11        } else Robot::Actions::setIntake(0, Types::BOTH); // stops intake  
12    }  
13 }
```

cpp

## Extra features

With plenty of buttons spare, extra features can be added – for example, we plan on having an arm/sweeper that can be added with another button press.

We can also use button presses to actuate autonomous for testing (we should of course avoid during competition). Instead of a single button press, however, it should be a sequence, so we avoid running it during driver practice.



## Example

An example button sequence would be:

Down arrow held down **AND** up arrow new press

Adding to code:

```
1 void opcontrol() {                                     cpp
2     while (true) {
3         // ...
4         if (
5             !pros::competition::is_connected() && // if field control (at a competition) is NOT connected
6             Robot::master.get_digital(pros::E_CONTROLLER_DIGITAL_DOWN) && // if down arrow is held down
7             Robot::master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_UP) // if up arrow is newly pressed
8         ) autonomous() // starts autonomous
9     }
10 }
```

## Starting Autonomous

Robodash fortunately handles picking autonomous via a GUI, so the autonomous function must just run the selected auton like so:

```
1 void autonomous() {                               cpp
2     Robot::Auton::autonSelectorMain.run_auton(); // runs selected auton
3 }
```

## Note On Testing & Iteration

Normally after implementing a large feature, such as this code – we would implement a testing campaign to verify the results of the code. However, we managed to very quickly verify that the code worked by simply running it and verifying all features worked.

Throughout the season, we will continue to update the code with autons, subsystems and additional features as we see fit.

## 99 Quote

Every great developer you know got there by solving problems that they were unqualified to solve until they actually did it.

— Patrick McKenzie, Software Engineer



## Goals for Autonomous

While we have considered in depth the sensors we want to use for autonomous – knowing where the robot is is only half the battle. Planning and implementing autonomous can be an extremely difficult task, even with perfect sensor usage.

The first step to an effective auton is establishing clear and understandable goals, these can be split into 2 main parts: securing ABP<sup>1</sup>, and securing AWPs<sup>2</sup>.

### ABP

#### Overview

To secure the ABP, an alliance must score more points during the 15s autonomous period than the other team, while not breaking any rules [1]. This is a particularly difficult challenge as there are so many ways to score in VEX; fortunately, our design narrows our possibilities to the (relatively) simple task of scoring rings on mogos.

#### Our ABP Goals

Ideally, to ensure the ABP, we should attempt to **score at least 3 rings** on mogos, securing a total of 6 points (3 for rings, 2 for top ring). This is especially achievable as there are at least 3 rings within (relatively) easy reach of the starting line.

### AWP

#### Overview & Our AWP Goals

AWP is a more defined goal, although considerably harder to achieve; this is because the manual specifies the goals to achieve – for AWP (at regionals) we need to:

1. At least 3 rings scored
2. A minimum of 2 stakes with at least 1 ring scored on them
3. Neither alliance contacting/breaking the plane of the starting line
4. At least 1 robot contacting the ladder (at the end)

[1]

## Planning Route

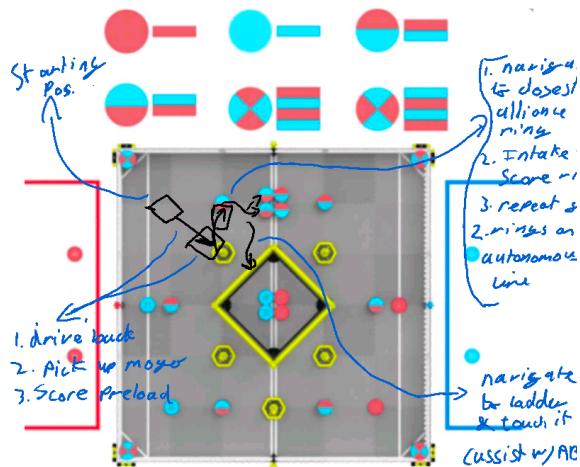
I chose to first draw out a plan for what we would like our autonomous routine to achieve and how; they are heavily inspired by the any spectacular autons that already exist and have been showcased at MOA or Lobstah Bowl.

<sup>1</sup>Autonomous Bonus Point

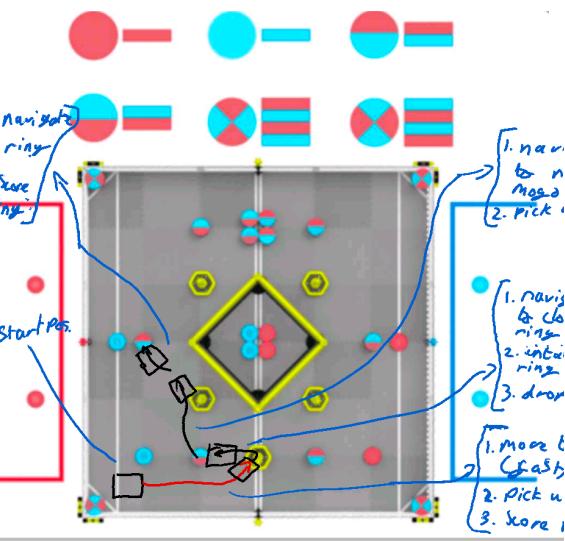
<sup>2</sup>Autonomous Win Point(s)



## Support Auton V1



The sketched plan for a 'support' (ABP Securing) auton



The sketched plan for the AWP 'rush' (grabs far mogo) auton

Using these plans, I can get a sense of what sort of movements will be required.



## Coding Support Auton

The ‘support’ auton is an auton that is used to support an alliance in securing the ABP, this effectively takes shape as scoring as many rings as possible, from the side where the negative corners are placed.

### The Code

The code can be seen as followed:

```
void Autons::support() {
    Robot::Pneumatics::mogoMech.retract(); // make sure mogo is not clamped.
    Robot::Pneumatics::intakeLifter.retract(); // make sure intake lifter is not lifted.
    Robot::Pneumatics::doinker.retract(); // make sure doinker is not out.
    if (!pros::competition::is_autonomous()) calibrate(); // calibrate if testing (not comp)

    chassis->setPose({-50, 41, 305}); // set initial pose
    // move to mogo and pick up
    chassis->moveToPoint(-32, 28, 1000, {.forwards=false, .maxSpeed=110, .minSpeed=40});
    chassis->waitUntilDone();
    Robot::Pneumatics::mogoMech.set_value(true);
    delay(200);
    // move towards ring while intaking
    chassis->turnToPoint(-24, 48, 500);
    Robot::Actions::setIntake(1, Types::BOTH);
    chassis->moveToPoint(-24.5, 46, 1000, {.maxSpeed=90, .minSpeed=40});
    // move back slightly to help with intaking
    chassis->moveToPoint(-23, 44, 750, {.forwards=false});
    chassis->waitUntilDone();
    delay(500);
    // turn to, and navigate towards rings on auton line
    chassis->turnToPoint(-3, 46.5, 800);
    delay(500);
    chassis->moveToPose(-2, 47.5, 117, 1000, {.lead=0.5, .maxSpeed=80});
    chassis->waitUntilDone();
    // wait to suck up first ring
    delay(500);
    // suck up second ring
    chassis->moveToPose(-24, 48, 140, 2000, {.forwards=false, .minSpeed=40});
    chassis->turnToPoint(0, 40, 750);
    chassis->moveToPoint(-9, 39, 1000, {.maxSpeed=65, .minSpeed=30});
    chassis->waitUntilDone();
    // wait to suck up
    delay(500);
    // move away
    chassis->moveToPose(-10, 48, 180, 1000, {.forwards=false});
    // move towards ladder (helps w/ AWP)
    chassis->moveToPose(-24, 24, 170, 3000);
    Robot::Actions::runIntakeFor(1, BOTH, 2500, true);
    chassis->waitUntilDone();
    return;
}
```

cpp



*Commented code that performs support auton route*

## Coding Rush Auton

The ‘rush’ auton is an auton that is used attempt to secure AWP without relying on the alliance partner<sup>1</sup>, it would envolve scoring 3 rings on 2 stakes and touching the ladder.

### The Code

The code can be seen as followed:

<sup>1</sup>They would still have to move off autonomous line.



```
void Autons::support() {
    Robot::Pneumatics::mogoMech.retract(); // make sure mogo is not clamped.
    Robot::Pneumatics::intakeLifter.retract(); // make sure intake lifter is not lifted.
    Robot::Pneumatics::doinker.retract(); // make sure doinker is not out.
    if (!pros::competition::is_autonomous()) calibrate(); // calibrate if testing (not comp)

    chassis->setPose({-50, 41, 305}); // set initial pose
    // move to mogo and pick up
    chassis->moveToPoint(-32, 28, 1000, {.forwards=false, .maxSpeed=110, .minSpeed=40});
    chassis->waitUntilDone();
    Robot::Pneumatics::mogoMech.set_value(true);
    delay(200);
    // move towards ring while intaking
    chassis->turnToPoint(-24, 48, 500);
    Robot::Actions::setIntake(1, Types::BOTH);
    chassis->moveToPoint(-24.5, 46, 1000, {.maxSpeed=90, .minSpeed=40});
    // move back slightly to help with intaking
    chassis->moveToPoint(-23, 44, 750, {.forwards=false});
    chassis->waitUntilDone();
    delay(500);
    // turn to, and navigate towards rings on auton line
    chassis->turnToPoint(-3, 46.5, 800);
    delay(500);
    chassis->moveToPose(-2, 47.5, 117, 1000, {.lead=0.5, .maxSpeed=80});
    chassis->waitUntilDone();
    // wait to suck up first ring
    delay(500);
    // suck up second ring
    chassis->moveToPose(-24, 48, 140, 2000, {.forwards=false, .minSpeed=40});
    chassis->turnToPoint(0, 40, 750);
    chassis->moveToPoint(-9, 39, 1000, {.maxSpeed=65, .minSpeed=30});
    chassis->waitUntilDone();
    // wait to suck up
    delay(500);
    // move away
    chassis->moveToPose(-10, 48, 180, 1000, {.forwards=false});
    // move towards ladder (helps w/ AWP)
    chassis->moveToPose(-24, 24, 170, 3000);
    Robot::Actions::runIntakeFor(1, BOTH, 2500, true);
    chassis->waitUntilDone();
    return;
}
```

cpp

Commented code that performs support auton route



On the 28th of September we are attending the regional competition at The John Warner School in Hoddeston, as with any competition we cannot take the whole workshop with us, we must travel light and pack efficiently.

## Packing for JWS

Before the competition begins, we must ensure that we bring everything we need to compete, while also keeping spare parts for the sake of redundancy. Shown below is the list of things we must bring with us:

- Robot (obviously)
- Battery X2 (with charger)
- Screws
- Nuts
- Long C Channel (for quick replacements)
- All pistons (in case we have an unexpected malfunction)
- Pit decorations
- Saw (quick replacements/adherences, that require cuts)
- Rubber bands
- Laptop (last minute code adjustments)
- Licence plates (red and blue)
- Fan (for cooling overheated motors)
- Zipties
- Controller
- Pneumatic pump (with charger)
- Safety Glasses (per S1 [1])
- Drill

### 99 Quote

“If you need one, you bring two “

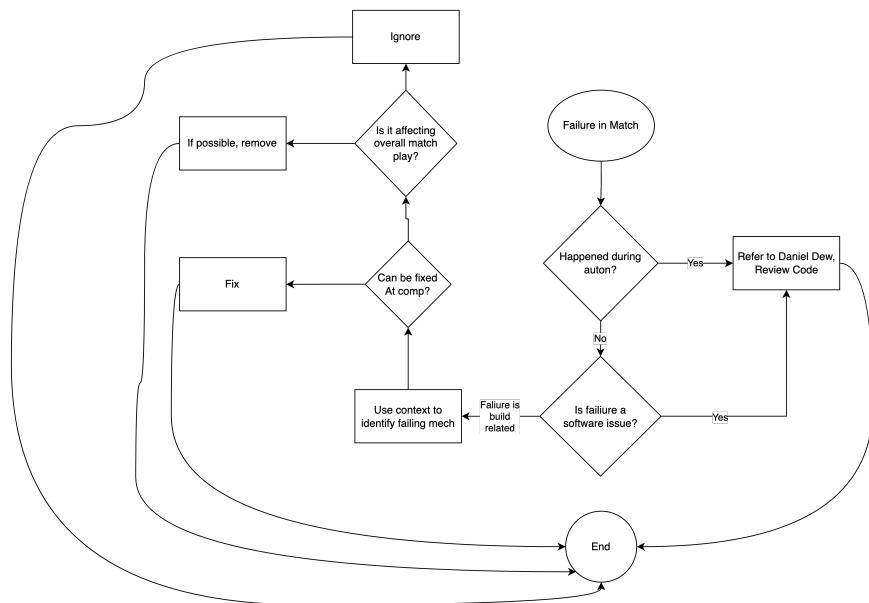


## Crisis Management at JWS

While this seems like a dramatic caption, we need to define clear and easy to follow guidelines for if something goes wrong.

### Failure During Match

Handling a failure (non-driving) during a match can be handled like this:



A flowchart depicting how failures during a match can be handled

## Reconnaissance at JWS

Usually, before a competition we like to refer to our notes and social media to see not only which teams and robots would be possible threats, but also which teams we would want on our alliance. Unfortunately, because this is the first competition of the season, we have very limited information (if any!) about the other teams, so we have to go into the competition “blind” and rely solely on our scouting at the beginning, and throughout the competition.

As head of strategy, it is my role to go round to all the other teams at the start of the competition and make notes on a variety of things, such as, but not limited to:

- **Autonomous**

- Do they have solo AWP Autonomous?
- Can they do an Autonomous from both sides or just the one?
- Do they have multiple Autonomous and if so which one works best with our robot?
- Is the Autonomous reliable?
- Do they even have an Autonomous??

- **Robot limitations**

- Can they score on Neutral Wall Stakes?
- What level can the robot climb to? (if it can climb at all)



- Can the Robot descore?
- Can it even possess rings / MOGOS?
- **General build quality**
  - Is it a fast robot?
  - Does it break / fall apart easily?
  - Is the intake reliable?
- **Does it work well with our robot?**
  - Does the Autonomous interfere with ours?
  - Can they score on the neutral stakes if we can't?

All these factors play a massive part in helping us formulate a strategy for a game to game basis, for example, if we know that both opponents have an auton that only works on one side, we can confidently do a slightly riskier autonomous on the other side, as we know there is less chance of an entanglement / interaction at the Autonomous line, and less chance of getting a violation in rules such as G11 and G12. Controversially, these facts also help us in choosing an Alliance partner (if we get there), as we can decide on a robot that works nicely with our robot, for example having a support Autonomous on the other side, and are a team, who we believe, will help us in (hopefully!) becoming Tournament Champions.

## At the pit checklist

1. Motors are plugged In
2. Sensors are plugged In
3. All breaks are repaired from the last Match
4. All screws must be tight
5. Pneumatic pump is locatable
6. Check length of skills queue
7. Colour of next Alliance

## At the field checklist

1. Safety Glasses
2. Pneumatic pumped
3. Battery
4. Controller
5. Drive-team members
6. Robot drive is working
7. Robot intake is working
8. Plates are on and correct



## Introduction

After discussing the results of the JWS Regional Competition in person, we have decided to compile our thoughts into a chapter as an evaluative exercise and in order to keep us on track with the goals we outlined at the start of the season in the chapter: Managing the Team. We believe that doing a review in this way will help us improve and become better for next time.

## The Competition

### Qualification

In the JWS Regional, they cancelled our practice match because they were running behind schedule, which lead to our first ever draw in a VEX match as for Q2 we forgot to fill our pneumatics, which meant that we couldn't possess mogos or score rings onto it. From this we can takeaway that VEX competitions are chaotic and its difficult to predict what is going to happen therefore its important we are as careful as possible to avoid making minor mistakes as they can have match affecting results. For the rest of the competition, we were extremely cautious about our tanks and made sure they were always filled every match. By accounting for everything that we can control, we will in future greatly reduce our chance of failure.

Our second qualifying match - Q11, we played against 10478S Gearers and 13765MTS\_Bubblegum, whilst being allied to 10478B SubZeroRobotics. We lost this match 19-3 because we let them take positive corner first, which gave them a sizable point advantage. However, we managed to win our 5 other matches, winning AWP for 1 of them. In a later chapter our head strategist, Thomas Robb, will provide an indepth analysis of strategy and plays made during qualification and elimination. This meant that we qualified 4th out of 24 teams. Looking at our objectives, this means that we have definitely succeeded with our first objective "A Force to Be Reckoned With".

### Alliance Selection and Elimination

For Alliance Selection, 17711E Entropy were our alliance partner, meaning we made No. 1 Seed for elimination. We picked each other because we were both consistent bots, both with the ability to carry the match if needed to. We won our QF match against 1875N Noodle and 13765T MTS\_Bubblegum by securing positive corners.

For the SF we were up against 15650C Memento Mori and 10478S Gearers, in this match both Red and Blue alliances were disqualified because of major violations, that were both match affecting, we were called up on ploughing a mogo whilst possessing one already. This meant that our match had to be replayed. However this time both 15650C and 10478S were able to secure positive corners and auton bonus additionally, which meant that we lost 13-28. In future, our drive team are looking to ways to avoid this as much as possible as match replays cause shaken confidence and can lead to losing critical matches, which in this case it unfortunately did.



## Skills

Since we didn't have enough time to perfect our autonomous skills before this competition, we didn't submit any autonomous skills runs, which disqualifies us from receiving the Excellence award. We ended doing one drivers skills run, where we obtained 17 points, which placed us 8th out of 16 on the skills leaderboard.

## Interview

Overall, we believe that the interview went fairly well. We discussed practically every aspect of our robots design with the judges and also everyone contributed the conversation at several places throughout the interview.

## Notes From Team

It is sometimes very useful to note down what each person initially thinks, as often the 'face value' notes are the most useful to keep in mind.

### Daniel Dew

Personally, I think the competition was a success, not only because we brought home the Judges Award, but also because of the key practice and experience we gained. As the programmer and driver, High Stakes brings several complex problems that seem huge and rather difficult, JWS helped to solve some of those issues and put the game into perspective – a much needed boost of confidence.

### Jonah

### Daniel da Silva

In my opinion, I'm very happy with our debut to this season. After a slightly rocky start, we were able to recover and not lose a match until the Semi-Finals, despite this I think the drive team did excellent in the face of difficult opposition. I'm very excited to see how much we improve from here.

### Thomas

In such an unpredictable game like high stakes, coming 4th was a success for us, and we were delighted to alliance with Entropy, which is in my opinion, one of the most powerful teams out there. Despite losing the semi-finals through a very close replayed match, we were thrilled to have not only come away with a judges award, but also a (hopefully!) strengthened bond with Entropy, as, despite losing, our teams worked well together with not only great robots, but great drivers too. Looking back, we have definitely noticed flaws and mistakes in both the robot, and also our game strategy, which will both be duly implemented in time for our next competition. We enjoyed being back competing, and teams will definitely be seeing us again.



## Aubert

As a builder, I thought this was a very important competition, it allowed us to get a strong grip on the nuances of this competition in terms of strategy, programming and building. It also allowed us to gain more insight onto what building for this season will entail – for example, the stress requirements of the drivetrain and surrounding subsystems that can't necessarily be discovered during practice alone.

## Results and Reflection

Overall for our opening competition of the season, we are on the whole quite proud of what we achieved in this competition. We learnt valuable strategic information such as the importance of having an organised pit team and having the robot fully ready before a match. In addition, we played generally quite well winning most of our qualifiers, ranking 4th and getting picked by 1st seed. Additionally, we were awarded the Judges Award as special recognition for our ability and our interview performance.

In terms of how this competition puts us in relation to our goals, we are still on track for “A Force to be Reckoned With” making first seed this competition but we did not win an award that qualifies us to nationals at this competition. Winning a worlds qualifying award is not possible at this stage, because there aren’t any Signature Events in the UK and none are reasonably close enough to fit into our budget or school routines given we are Year 12 team (equivalent to Junior Year in US). This means that Nationals is a much more important goal to work towards than Worlds currently.

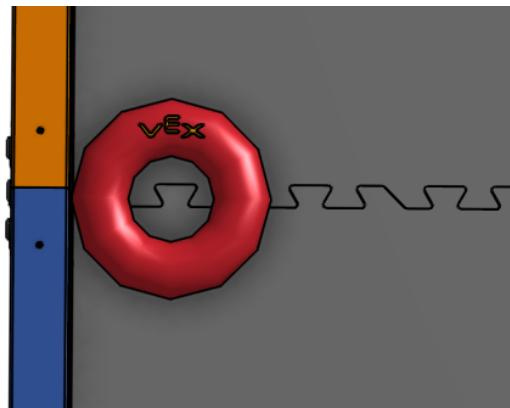
After a successful competition at the JWS regional there is much to reflect on about the performance of our robot, as we now have true match data showing how we can perform in a competition environment,

## What needs improving?

Although we were among the top contenders in terms of competition at JWS, forming the first seeded alliance, and making it to semifinals through some arduous matches, it is clear that we need to improve in some of the aspects of our robot.

### The intake:

In the first iteration of our robot, we used a flex wheel intake with three separate flex wheels driven by a direct 600 RPM motor cartridge at 11W. Due to the limited number of flex wheels available, this intake mechanism did not provide a strong enough grip on the ring to achieve the desired intake performance. During matches, we noticed that the intake often struggled to pick up rings unless they were pressed against the wall, as shown below:



*Ring pressed against the field barrier, allowing smooth transition due to force applied against the intake rollers*

Our goal is to intake rings without needing to drive over them, which will improve the consistency of autonomous routines and provide smoother gameplay by eliminating the pauses caused by the inconsistencies of the first iteration.

### Scoring mechanism:

For JWS, we used a 'hook' design to transport rings up a chain pathway and pivot them at high speed onto the mobile goal, effectively addressing the challenge posed by the flange at the top of the goal. However, this design had limitations in speed. To maintain scoring consistency, we had to run the chain relatively slowly, which led to long cycle times. The downside is that spending extended time on each mobile goal and ring gives our opponents the opportunity to secure the positive corner. One lesson we took from JWS is that once both corners are lost, recovery becomes very difficult.

## Mogo Mech:

In iteration 1 of our robot, we used a simple diagonal clamp to secure mobile goals. While this approach was lightweight and straightforward, it wasn't very secure and added unwanted compression to certain parts of the drive, particularly the braces. When the mobile goal mechanism was activated, it caused a squeezing effect between the drivetrain's two piston contact points, which negatively impacted bracing; ideally, we want all components to maintain right angles, with no bends in the C-channels. We also experienced one instance where the mechanism was stolen, which was less than ideal and ultimately cost us a match.

## Drivetrain:

Iteration 1 featured a 450 RPM, 2.75-inch, 8-wheeled drivetrain that performed reliably throughout the competition, leaving no areas for improvement. The hot-swappable motors enabled us to cool the drivetrain quickly and efficiently, while the 450 RPM allowed us to be the fastest on the field most of the time. Our bracing ensured the drive remained stable and frictionless, even under intense stress. We plan to continue with this drivetrain in future iterations.

## In conclusion:

The elements of our robot with serious flaws / needing improvement are:

- Intake (grip on ring is weak and exterior forces are required for consistency)
- Scoring mechanism (slow and inconsistent leading to slow cycle times and mis-scoring)
- Mogo Mech (easy to steal from, flimsy and bent parts of the drivetrain)

## Decision to rebuild:

After analysing each part of our robot that required improvement it is obvious what the next step for our robot's development is, a rebuild of all mechanisms apart from the drivetrain. This will allow us to move forward into competitions with a higher chance of winning and moving forward to nationals. Our rebuild will involve improved versions of all of the above.

## Managing the Team for Rebuilding – Daniel Dew

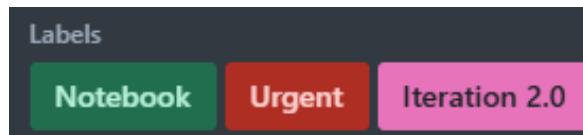
With such a tight timeline, as we must be ready for the Coventry Regionals, it is extremely important that we maintain high standards, therefore team management must be used effectively to achieve maximum results.

## Keeping On Top of Tasks

With a rebuild, comes many different aspects to keep on top of including:

- CADing the new iteration
- Building the new iteration
- Logging/notebooking on changes
- Programming – suitable code, auton routines etc
- Driver Practice – including skills

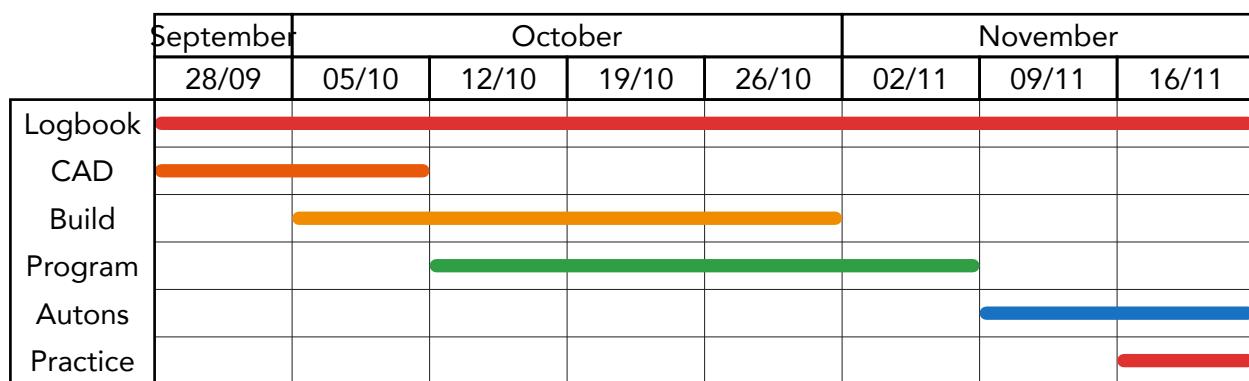
To manage this huge new influx, we will be heavily using Trello, the task management software mentioned before: we can label each new task with a new label, indicating the new iteration, urgent tasks can also be labeled – and as always the type of task is indicated (example below).



A notebook task labeled as urgent and a part of 'Iteration 2.0'

## Planning the Rebuild – Time

Another huge aspect of managing the team through a rebuild is time management, below I have outlined (in a Gantt Chart) the timeline of this new design cycle.



### Note

#### Notes on Gantt Chart

- Logbook
  - Logbook is done throughout, and kept up to date based on developments
- CAD
  - CAD for base features aimed to be finished by 05/10
  - Complex system CAD aimed to be finished by 12/10
  - Building of core features can overlap with CADing of complex features
- Build
  - Marked timings is for newer or more complex features, therefore simple changes (< 2hrs work) can be done whenever
  - Overlap with CAD as mentioned above
- Programming:
  - Programming can be developed as building requires (e.g. new feature built, feature is then implemented in program)
  - Supplementary features can be developed whenever
- Autons
  - Tuning of control system parameters must not take place until robot is >90% finished, to avoid weight changes affecting control systems.
  - We must aim for at least 2 match autons (different sides) and a programming skills route.
- Practice
  - Drills, friendly matches, and familiarisation.



## The interest of time

In order to compete as effectively as we can we want to improve our overall performance as much as possible. The three constituent parts that affect this broadly fall under one or more of these 3 categories:

- robot design
- autonomous routines
- driver skill.

Ultimately, effective time management of these three aspects is vital for robotic success within the world of VEX. It is also important to note that we can not overcommit ourselves to VEX or work inconsistently on this project in order not to overburden the team and cause social and academic burnout.

Additionally, we must consider the order in which we implement changes noting that rebuilding tasks can generally not be done in parallel with driver practice or autonomous. Also building should be done before programming because its important that for as much time as possible we have a functional robot within the scope of the game's meta because that allows for more practice time and also more time to tune auton and secondly it is taken as a given that any changes in terms of drivers practice or autonomous routine will be rendered useless because of the many micro adjustments in a rebuild.

That all being said we are most likely to approach the time before the upcoming competition by firstly recadding/building then improving autonomous and getting in drivers practice simultaneously. Below we shall discuss what we have planned to change in terms of our robot's design based on performance in the most recent competition (as of time of writing), which was the JWS regional.

## Robot Analysis

Before we can make any changes we need to decide what needs to be changed. We have concluded that there's nothing wrong with our drive base since we took a lot of care into getting that right the first time and we found that our drive worked well for us in matches. However, in order to make room for the changes, which we want to do to the bot we will almost certainly need to redo the drive bracing.

One of the things which is being reworked is the mogo mech: we are going for the same dual piston design architecture but with a vertical layout rather than a pivot based design. This will **drastically** change the angle at which the mogo is clamped.

However, this ties into the changes we are planning to make to our intake and ring mech. We are planning to retain our current first stage design but we want to lower the profile of the mech. We are also considering implementing a wall stakes mechanism in our second iteration. Below are the changes that we have considered and reevaluated in terms of existing systems.



## Differential vs Holonomic

	Manoeuvrability	Stability	Complexity	Wheel Size	Gear ratio achievable	Total
Differential	3	5	5	4	5	22
Holonomic	4	4	2	4	2	16

## Looking again at the number of wheel's used

	Manoeuvrability	Traction	Complexity	Gear ratio achievable	Total
4 Wheels	5	2	5	3	15
6 Wheels	4	3	4	3	14
8 Wheels	3	5	3	5	16



## Reconsidering the types of wheels which we use.

	Manoeuvrability	Traction	Total
	1	4	5
<b>All Traction Wheels</b>			
	3	3	6
<b>Mixture</b>			
	4	1	5
<b>All Omniwheel</b>			

## Reconsidering the type of mogo mech used.

Grip	Actuation amount	Build ease	Handling	Activation speed	Mogo clamping ability	Weight	Total
5	3	4	5	4	4	4	29
<b>Piston</b>							
3	4	3	4	3	3	3	23
<b>Motor</b>							



1	5	5	1	5	0	5	22
<b>Plough</b>							

### Reconsidering our second stage intake

Consistency	Speed	Weight	Wall Stakes Ability	Total
4	3	3	3	13
<b>Hood Mech</b>				
4	4	4	5	17
<b>Hook Mech</b>				



### Final Decision

Our current plans in terms of rebuilding is to:

- Keep the drivebase the same
- Keep mogo mech mechanism but change lever class from 1 to 3 and tune clamping angle
- Keep first stage intake but lower profile
- Redo ring mech angle
- Add a wall stakes mech (time permitting)
- Get colour sorting working (time permitting)

At JWS some of the top teams had wall stakes mechanism, which gave them extra leeway in matches and could act as a handy tie breaker in situations where they haven't secured AB. We believe that ignoring this aspect of design for the next contest will be detrimental to our performance. Our criteria for this system are that they must:

- **Reliably** score rings onto wall stakes
- Have a faster cycle time to allow placement of several rings in quick succession



## Passive Redirect

One potential solution is to have a trapdoor mechanism mounted on the hook, which is tensioned to allow rings to be intake upwards, but when the intake is reversed it slides backwards down onto a plastic sheet and transitions into a claw or bucket mechanism, which can be used to score rings.

Here is an example of such a passive redirect by 3131V [@DrumrollPlease](#)

Pros and cons for a passive redirect:

Pros	Cons
<ul style="list-style-type: none"><li>• No PSI or motors required</li><li>• Fairly fast</li></ul>	<ul style="list-style-type: none"><li>• Can't intake whilst redirecting</li></ul>

## Piston Redirect

Another option we have is a redirect solution, which uses a piston for sorting rather than reversing the intake, before transitioning to a scoring mechanism. The main advantage of this is that it doesn't require the intake to be stopped whilst trying to score rings on a wall stake.

8889A have a solid example of what a piston mech could be. [@vex8889A](#)

Pros and cons for a piston redirect:

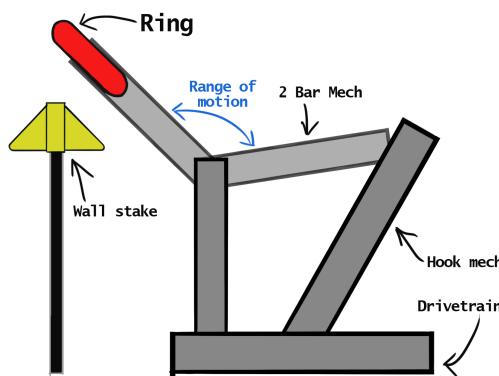
Pros	Cons
<ul style="list-style-type: none"><li>• Can intake while redirecting</li><li>• Pistons make redirecting quick</li></ul>	<ul style="list-style-type: none"><li>• Limited actuations</li><li>• Requires hood based intake</li></ul>

## Lady Brown

One of the more recent wall stakes design initially pioneered by [18522R](#) utilises a two bar mechanism with a pivot at the base and a scoring mechanism at the top. Whilst a ring is on the hook mech the scoring mech clamps around it and it pivots directly off the hooks to score onto wall stakes. The placement of the two bar helps retain a low centre of mass and allows for clean and consistent scoring. This mech works well with a piston based ring sorter positioned at the apex of the hook mech as it doesn't clog up the intake and render it briefly unusable whilst a ring is being rejected unlike other sorter designs.



18522R Piston based ring sorter: When the wrong colour is detected a piston pops up, which alters the trajectory of the ring causing it to not be scored.



Example of what that mech could look like

Pros and cons for lady brown:

Pros	Cons
<ul style="list-style-type: none"><li>• Very fast</li><li>• No redirect required</li><li>• Reliable ring sorting potential</li></ul>	<ul style="list-style-type: none"><li>• Extra motor required</li></ul>

## Fish Mech

A very recent mech has entered the meta, that is very similar to a lady brown mech in terms of design. It also uses a two bar mechanism but the pivot is positioned so that it picks the rings up during their ascent instead of at the apex. Fish mech typically uses a claw to grapple the rings. However, our analysis has led us to conclude that it is much easier to defend against because it's quite slow and the angle has to be perfect.

Pros and cons for fish:



Pros	Cons
<ul style="list-style-type: none"><li>• No redirect required</li></ul>	<ul style="list-style-type: none"><li>• Eclipsed by lady brown</li></ul>



## The most consistent wins

Overall we want the mechanism that has the most reliable scoring ability in a variety of circumstances but also we want a mechanism that is fast overall. However, other factors may drastically affect the viability of a solution. We will compare each of these qualities:

- Complexity
- Speed
- Actuation potential
- Intake interference

	Complexity	Speed	Actuation potential	Intake interference	Total
	2	3	4	1	10
<b>Passive Redirect</b>					
	0	4	3	4	11
<b>Piston Redirect</b>					
	4	5	5	5	19
<b>Lady Brown</b>					
	5	3	5	4	17
<b>Fish</b>					

## Final decision

We decided to go with a Lady Brown(LB) style mechanism, because we believe that it is the most consistent solution across the board for our robot. Unlike redirects, there is much less need to tune to get it functional, which is valuable time saved. In addition, LB doesn't clog up the hook and stop you from intaking whilst the ring redirects to a scoring mech. A piston redirect, doesn't suffer from that issue but it has limited actuations, which may become a



problem in match scenarios and secondly isn't compatible with a hook based ring mech, which would require us to **completely scrap** that entire mechanism and tune for that instead, which is something we as a team given the viability of other solutions. Whilst, fish mech is probably the simplest to implement, our analysis from watching matches, which we have watched has shown that it is many ways inferior to LB since it is much slower, requires more precision from the driver and also much easier to defend against. Furthermore, LB pairs best with the piston based ring sorting tech pioneered by 18522R, which we are also looking to implement since it is much more consistent than velocity control base solutions.

# Glossary

## **'Auton(s)'**

An abbreviation for ‘Autonomous’ or ‘Autonomous Routines’; used to abbreviate either general autonomous functions or specific routines e.g. ‘we need to code autons’

## **'Mogo'**

An abbreviation for ‘mobile goal’; sometimes used to abbreviate a mobile goal clamp

## **'OU'**

Abbreviation for ‘Over Under’, the 2023-4 V5RC season.

# Bibliography

## Bibliography

- [1] V. Robotics, "High Stakes Manual." 2024.
- [2] V. F. / 'Littletimmy479', "Gearing on a six motor drive." [Online]. Available: <https://www.vexforum.com/t/gearing-on-a-six-motor-drive/109357>
- [3] in\_ithica | 3818, "X Drive Posting with caption: 'x drive? (wall stake mech coming soon)'." [Online]. Available: <https://imgur.com/a/y8n1rAr>
- [4] BRLS, "Purdue SIGBots Wiki — wiki.purduesigbots.com." [Online]. Available: <https://wiki.purduesigbots.com/>
- [5] S. Magazine, "A LOOK AT HOLONOMIC LOCOMOTION." [Online]. Available: <https://www.servomagazine.com/magazine/article/a-look-at-holonomic-locomotion>
- [6] F. R. Network, "Pits & Parts | 9364H Iron Eagles - HailStorm | Over Under Robot." [Online]. Available: <https://www.youtube.com/watch?v=EMaQuOrPwew>
- [7] Wikipedia contributors, "Gear train — Wikipedia, The Free Encyclopedia." [Online]. Available: [https://en.wikipedia.org/w/index.php?title=Gear\\_train&oldid=1219685098](https://en.wikipedia.org/w/index.php?title=Gear_train&oldid=1219685098)
- [8] V. F. / 'Xenon27', "Creating a Basic Drive." [Online]. Available: <https://www.vexforum.com/t/creating-a-basic-drive/106873>
- [9] S. Robotics, "How we CAD VEX Robots in Fusion 360 | Part 2 - A Simple Drivetrain." [Online]. Available: <https://www.youtube.com/watch?v=gaJeJkWVefg>
- [10] V. Robotics, "Understanding Robot Features in V5RC Over Under." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/15540683424788-Understanding-Robot-Features-in-V5RC-Over-Under>
- [11] V. Robotics, "V5 Motor Overview." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/360035591332-V5-Motor-Overview>
- [12] V. Robotics, "Using the V5 GPS Sensor." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/360035591332-V5-Motor-Overview>
- [13] 6210K, "Comment on post: Is GPS a great tool for autonomous?." [Online]. Available: <https://www.vexforum.com/t/is-gps-a-great-tool-for-autonomous/120533/3>
- [14] Mentor\_335U, "Comment on post: Is GPS a great tool for autonomous?." [Online]. Available: <https://www.vexforum.com/t/is-gps-a-great-tool-for-autonomous/120533/6>
- [15] V. Robotics, "Using the V5 3-Wire Optical Shaft Encoder." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/360039512851-Using-the-V5-3-Wire-Optical-Shaft-Encoder>
- [16] V. Robotics, "VEX Robotics Store." [Online]. Available: <https://www.vexrobotics.com/>
- [17] V. Robotics, "Using the V5 3-Wire Bumper Switch v2 & Limit Switch." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/360038026831-Using-the-V5-3-Wire-Bumper-Switch-v2-Limit-Switch>

# Bibliography

- [18] V. Robotics, "Using the V5 Optical Sensor." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/360051005291-Using-the-V5-Optical-Sensor>
- [19] V. Robotics, "Using the AI Vision Sensor with VEX V5." [Online]. Available: <https://kb.vex.com/hc/en-us/articles/24062385752212-Using-the-AI-Vision-Sensor-with-VEX-V5>
- [20] V. 98807B, "Finals Match #1, Mall of America signature | Vex High Stakes." [Online]. Available: [https://www.youtube.com/watch?v=ixRf\\_hRArEQ](https://www.youtube.com/watch?v=ixRf_hRArEQ)
- [21] F. R. Network, "11101B Barcbots Getting There | Pits & Parts | High Stakes." [Online]. Available: <https://www.youtube.com/watch?v=DbVMsuxRuag&t=396s>
- [22] 6. 0470S Semicolon, "60470S 2 Piston Mogo Clamp (VEX Robotics Tipping Point)." [Online]. Available: <https://www.youtube.com/watch?v=VgsfGvBJ9-M>
- [23] 2. Lucas Whiteaker, "Vex High Stakes Mobile Goal Clamp Prototype (Robot Prototype V1) | Team 23851A." [Online]. Available: <https://www.youtube.com/watch?v=YkzFfF5XOf0>
- [24] 2. 2204V Vangaurd, "22204V 1 Motor Mogo Mech (VEX Robotics Tipping Point)." [Online]. Available: <https://www.youtube.com/watch?v=lv8quYM1e0I>

