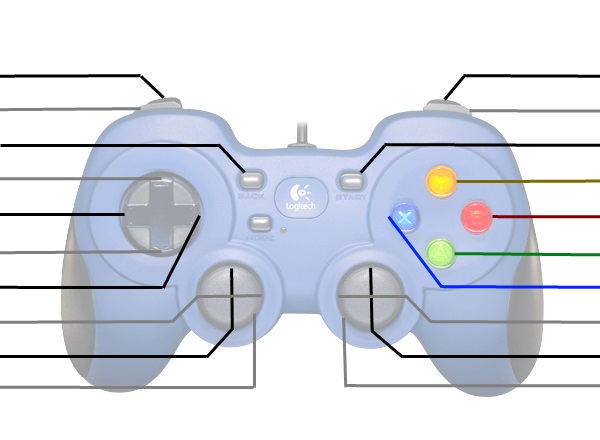
Operator Button Mapping (Mar 19, 2018)



Switch Height

Low Scale

Climb

Intake Out/In

Kill Everything

Middle Scale

High Scale

Arms Fold Up

Drop Box

Intake

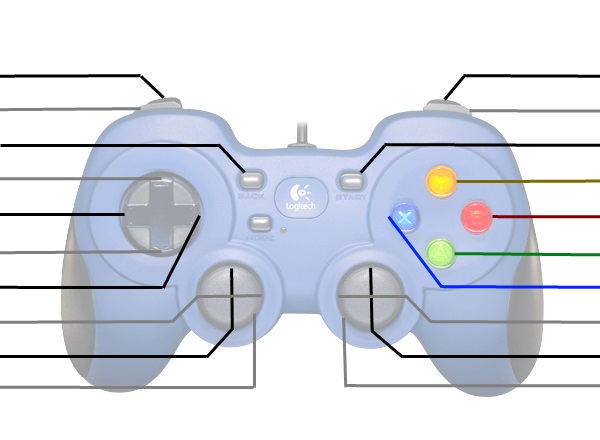
Ground Intake

Arms Fold Down

Elevator Up/Down

Kill Everything

Driver Button Mapping (Mar 3, 2018)



Arcade Fwd/Back

Kill Everything

Shift Gears

Extend to Climb

Arms Up to Climb

Arcade Turn

Kill Everything