```
1
2 automatic_mode:
3
4        cpi PARAMETER, '1'
5        breq auto_mode1
6
7        cpi PARAMETER, '2'
8        breq auto_mode2_jump
9
10       cpi PARAMETER, '3'
11       breq auto_mode3_jump
12
13       ldi IN_COMMAND, 0
14
15       jmp stand_by
16
17 auto_mode3_jump:
18       jmp auto_mode3
19
20 auto_mode2_jump:
21       jmp auto_mode2
22
23 auto_mode1: // Aca vario la velocidad efecto y ubicacion de la pelota para generar ejercicios  ↙
      preestablecidos
24       call start_mixer
25       call set_topspin
26
27       // BOLA 1
28       ldi PARAMETER, '5'
29       call set_ball_speed
30       ldi PARAMETER, '5'
31       call set_fire_angle
32
33       //  DELAY ANTES DE EMPEZAR
34       call delay_timer
35       call delay_timer
36       call delay_timer
37       call delay_timer
38       ///
39
40       call shoot
41
42       call delay_timer
43       call half_delay_timer
44
45       // BOLA 2
46       ldi PARAMETER, '3'
47       call set_fire_angle
48
49       call delay_timer
50
51       call shoot
52
53       call delay_timer
54       call half_delay_timer
55
56       // BOLA 3
57       ldi PARAMETER, '5'
58       call set_fire_angle
59
60       call delay_timer
61
62       call shoot
63
64       call delay_timer
65       call half_delay_timer
66
67
68       // BOLA 4
```

```asm
 69         ldi PARAMETER, '1'
 70         call set_fire_angle
 71
 72         call delay_timer
 73
 74         call shoot
 75
 76         cpi IN_COMMAND, 's'
 77         breq go_to_standby
 78
 79         jmp auto_mode1
 80
 81
 82 auto_mode2:
 83
 84         call start_mixer
 85
 86         call set_topspin
 87
 88         // PARA QUE ARRANQUE MAS RAPIDO
 89         ldi PARAMETER, '5'
 90         call set_ball_speed
 91         ///
 92
 93         call delay_timer
 94         call delay_timer
 95
 96         // BOLA 1
 97         ldi PARAMETER, '3'
 98         call set_ball_speed
 99         ldi PARAMETER, '5'
100         call set_fire_angle
101
102         //  DELAY ANTES DE EMPEZAR
103
104         call delay_timer
105         call delay_timer
106         call delay_timer
107         ///
108
109         call shoot
110
111         // BOLA 2
112         ldi PARAMETER, '5'
113         call set_ball_speed
114
115         call delay_timer
116         call shoot
117
118         // BOLA 3
119         ldi PARAMETER, '5'
120         call set_ball_speed
121
122         call delay_timer
123         call shoot
124
125         cpi IN_COMMAND, 's'
126         breq go_to_standby
127
128         jmp auto_mode2
129
130 go_to_standby:
131         jmp stand_by
132
133 auto_mode3:
134         call start_mixer
135
136         call set_topspin
137
```

```
138          // PARA QUE ARRANQUE MAS RAPIDO
139          ldi PARAMETER, '5'
140          call set_ball_speed
141          ///
142
143          call delay_timer
144          call delay_timer
145
146          // BOLA 1
147          ldi PARAMETER, '3'
148          call set_ball_speed
149          ldi PARAMETER, '1'
150          call set_fire_angle
151
152          //  DELAY ANTES DE EMPEZAR
153
154          call delay_timer
155          call delay_timer
156          call delay_timer
157          ///
158
159          call shoot
160
161          // BOLA 2
162          ldi PARAMETER, '5'
163          call set_ball_speed
164
165          call delay_timer
166          call shoot
167
168          // BOLA 3
169          ldi PARAMETER, '5'
170          call set_ball_speed
171
172          call delay_timer
173          call shoot
174
175          cpi IN_COMMAND, 's'
176          breq go_to_standby
177
178          jmp auto_mode3
179
180
```