Driver RT: Shoot

Left Stick Y: Forward

and Backward Left Stick X: Strafe B: Auto Aim in Current Position Right Stick X: Turn A: Auto Aim to **Fixed Position**

Boxes: Reset IMU

Key: Currently
Implemented in Repo
Future Implementations



A: Shooter Mode: Fender Shot

Climber Mode: Auto

Climber

B: Shooter Mode:

Wall Shot

Climber Mode: Auto

Climber

X: Shooter Mode:

Tarmack Shot

Climber Mode:

Release Hands

Y: Protected Shot

Key: Currently Implemented in Repo Future Implementations

Boxes: Ball Systems Off