Driver

B: Auto Aim in Current Position

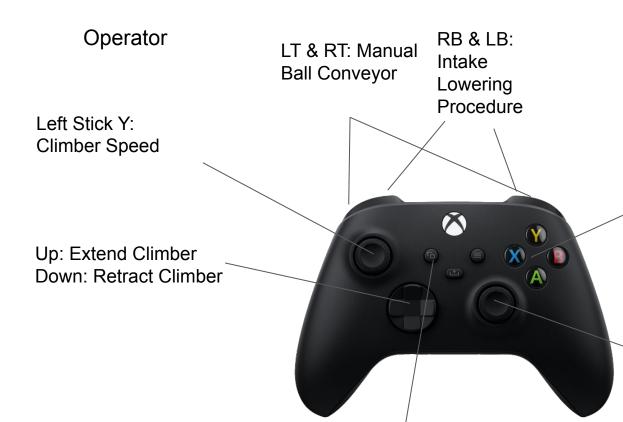
Left Stick Y: Forward and Backward

Left Stick X: Strafe



Boxes: Reset IMU

Key: Currently
Implemented in Repo
Future Implementations



A: Fender Shot B: Wall Shot

X: Shooter Mode:

Tarmack Shot

Climber Mode:

Release Hands

Y: Protected Shot

Right Stick Y: Change Intake Speed

Key: Currently Implemented in Repo Future Implementations

Boxes: Ball Systems Off