```
1 'Jonathan Duke
2 'Project #6
3 ' ($STAMP BSZ)
4 ' ($PERSIC 2.5)
5 counter VAR Word
6 counter! VAR Word
7 rright VAR Nib
9 Green PIN 15
10 Yellow PIN 14
11 Red PIN 13
12 Right PIN 10
13 Left PIN 9
14
15 16 LOW Red
17 LOW Yellow
18 LOW Green
19
20 Right = 0
21 Left = 0
20 COUTL = %10000000
23 DIRL = %1111111
24
25 DO
26 GOSUB Main
27 LOOP
28
29 Main:
30 DO
31 IF OUTL=%0000000 THEN
32 FOR COUNTER = 0 TO 65535
33 IF IN11=1 THEN
34 PAUSE 250
35 OUTL = %10000000
36 GOSUB Main
37 ENDIF
38 NEXT
39 ENDIF
40 FOR COUNTER = 0 TO 700
41 GOSUB LEFO
42 GOSUB REFO
43 IF IN12=1 THEN
44 PAUSE 250
45 FOR COUNTER = 0 TO 62
46 GOSUB LEFO
47 GOSUB REFO
48 NEXT
49 GOSUB START
49 GOSUB START
50 ENDIF
51 NEXT
52 OUTL = %00000000
53 LOOP
54
57 FOR COUNTER = 0 TO 62
58 IF counter = 61 THEN
59 rright=right=1
60 IF rright = 10 THEN rright=0
61 ENDIF
62 IF IN12=1 THEN
63 FAUSE 200
64 GOSUB paws
65 ENDIF
```

```
Ge GOSUB Leftcycle
G7 GOSUB Rightcycle
G8 NEXT
G9 IF rright = 9 THEN
70 lleft=lleft+1
71 IF lleft = 6 THEN
72 lleft = 0
73 counter1 = counter1 + 1
74 IF counter1 = 4 THEN
75 counter1=0
76 GOSUB LEDCONTROL
76 GOSUB LEDCONTROL
77 GOSUB Main
minutes then it resets
78 ENDIF
79 GOSUB LEDCONTROL
80 ENDIF
81 ENDIF
81 ENDIF
82 LOOP
83
84 Leftcycle:
85 IF lleft = 0 THEN GOSUB Lzero
86 IF lleft = 1 THEN GOSUB Ltwo
87 IF lleft = 2 THEN GOSUB Ltwo
88 IF lleft = 2 THEN GOSUB Ltwo
89 IF 1 left = 5 THEN GOSUB Ltwo
90 IF lleft = 5 THEN GOSUB Ltwo
91 IF rright = 5 THEN GOSUB Lfour
91 F Tright = 1 THEN GOSUB Lfour
92 IF rright = 1 THEN GOSUB Rone
95 IF rright = 1 THEN GOSUB Rone
96 IF rright = 1 THEN GOSUB Rone
97 IF rright = 1 THEN GOSUB Rone
98 IF rright = 3 THEN GOSUB Rone
99 IF rright = 7 THEN GOSUB RRIVE
100 IF rright = 5 THEN GOSUB RRIVE
101 IF rright = 6 THEN GOSUB RRIVE
102 IF rright = 6 THEN GOSUB RRIVE
103 IF rright = 6 THEN GOSUB RRIVE
104 IF rright = 7 THEN GOSUB RRIVE
105 RETURN
106
107 LEDCONTROL
108 IF COUNTER1=0 THEN
109 LOW Red
110 LOW Yellow
111 LOW Green
112 ENDIF
113 IF COUNTER1=1 THEN
114 LOW Red
115 LOW Yellow
116 HIGH Green
117 ENDIF
118 IF COUNTER1=2 THEN
119 LOW Red
120 HIGH Yellow
111 HIGH Green
121 ENDIF
123 IF COUNTER1=3 THEN
124 HIGH Red
125 HIGH GREEN
127 ENDIF
128 ETURN
129
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ' take out if wanting to run continuously, this limits it to 4
```

```
130 wesset:
131 LOW Red
132 LOW Yellow
133 LOW Green
134 counter1=0
135 DO
136 FOR counter = 0 TO 2000
137 IF OUTL = %00000000 THEN
138 DO
139 FOR counter=0 TO 65535
140 IF IN11=1 THEN
141 PAUSE 200
142 GOSUB Lzero
143 GOSUB RZERO
144 GOSUB RZERO
145 ENDIF
146 NEXT
147 LOOP
148 ENDIF
149 GOSUB LZERO
150 GOSUB RZERO
151 IF IN12=1 THEN
152 PAUSE 250
153 FIGHT=0
154 11eft=0
155 FOR counter = 0 TO 62
156 GOSUB RZERO
157 GOSUB RZERO
158 NEXT
159 GOSUB STAT
160 ENDIF
161 NEXT
162 OUTL = %00000000
163 LOOP
164
165 PAUSE 250
173 RETURN
171 IF IN12=1 THEN
165 PAUSE 250
173 RETURN
174 ENDIF
175 IF right = 0 THEN GOSUB RONE
176 ENDIF
177 IF right = 1 THEN GOSUB RRIVE
178 IF FIGHT = 1 THEN GOSUB RRIVE
179 IF right = 7 THEN GOSUB RRIVE
170 IF IF right = 7 THEN GOSUB RRIVE
171 IF right = 7 THEN GOSUB RRIVE
172 IF right = 7 THEN GOSUB RRIVE
173 IF right = 7 THEN GOSUB RRIVE
174 IF IF ITHEN GOSUB RRIVE
175 IF right = 7 THEN GOSUB RRIVE
176 IF right = 7 THEN GOSUB RRIVE
177 IF right = 7 THEN GOSUB RRIVE
178 IF right = 7 THEN GOSUB RRIVE
179 IF ITHEN GOSUB LEVO
179 IF ILIGHT = 7 THEN GOSUB LEVO
```

```
195 LOW Yellow
196 LOW Green
197 LOOP
198
199 Lzero:
200 OUTL = %11111100
201 LOW Left
202 HIGH Left
203 RETURN
204
205 Lone:
206 OUTL = %01100000
207 LOW Left
208 HIGH Left
209 RETURN
210
211 Ltwo:
212 OUTL = %1101101
213 LOW Left
214 HIGH Left
215 RETURN
216
217 Lthree:
218 OUTL = %11011010
219 LOW Left
220 HIGH Left
221 RETURN
222
222 LIGURI = %11110010
213 LOW Left
224 OUTL = %11110010
219 LOW Left
226 HIGH Left
227 RETURN
228
229 Lfure:
223 Lfour:
224 OUTL = %01100110
225 LOW Left
226 HIGH Left
227 RETURN
228
229 Lfive:
230 OUTL = %10110110
231 LOW Left
233 RETURN
240
241 Rome:
242 OUTL = %1111100
243 LOW Right
246 RETURN
247 RETURN
248
249 LOW Right
249 LOW Right
249 LOW Right
249 LOW Right
250 HIGH Right
251 RETURN
252
253 Rhree:
254 OUTL = %11111010
255 LOW Right
256 HIGH Right
257 RETURN
258
259 Rfour:
```

```
260 OUTL = %01100110
261 LOW Right
262 HIGH Right
263 RETURN
264
265 Rfive:
266 OUTL = %1011010
267 LOW Right
268 HIGH Right
268 HIGH Right
270
271 Rsix:
272 OUTL = %0011110
273 LOW Right
274 HIGH Right
275 RETURN
276
277 Rseven:
278 OUTL = %11100000
279 LOW Right
278 HIGH Right
279 LOW Right
281 RETURN
282
283 Reight:
284 OUTL = %1111110
285 LOW Right
286 HIGH Right
287 RETURN
288
287 RETURN
288
288 Rnine:
290 OUTL = %11100110
291 LOW Right
291 HIGH Right
292 HIGH Right
293 RETURN
```