CLIMBING ARM PROCEDURE
CHART for PERIODIC TASK LOOP

NOTES

LOCK?, LOCKED and VBus% are all set by other routines (see TeleOP for game controllers)

travel limits enforced by SPark MAX hard-limit switches

use 2 instances for identical LEFT/RIGHT control

LOOP START

LOCK? / LOCKED

LOCK? = LOCKED

— FALSE → LOCK? = TRUE

— FALSE → UNLOCK ARM

TRUE → LOCK ARM

TRUE ↓ (from LOCK? = LOCKED)

LOCKED = TRUE

— TRUE →

FALSE ↓

VBus% → RUN ARM MOTOR

GET ARM STATUS & UPDATE STACK