Auto State Machine.vi			**SHORT NAMES**								
Far to Line1.vi	0.5	0.5	Far--L	X	100.5	next					b = move backward
Line 1 to End Switch 1.vi	1	1	L--end Sw	X	48	R90+lift	place cube switch	next			Rxx = turn right to absolute xx-degrees
		2	end Sw--sq C1	X	b48	L0	67.25	next			Lyy = turn left to absolute yy-degrees
End Switch to Corridor.vi	3	3	end Sw--d C1*	X	b14	R171	b69	L0	next		caution re inverses: left/right were used here before we made generic blocks
			C1*--eCube		L??	??	grab	next			d = diagonal
		4	d end cube--C2.180		R180	b6.75	next				
Corridor to Diag. Scale.vi	5	5	*C1--d Hi*	X	*55*	*R38+lift*	*18*	*place cube hi scale,*	*back off*	*next*	*This is not a defined position for another block*
Corridor 1 to Corridor 3.vi	6	6	C1--C3	X	R90	185	next				
C3 to C4.vi	7	7	C3--C4	X	45.31	L0	next				
Diag. Scale to Corridor.vi	8	8	d Hi--C1		b18	L0+down	b55	next	combine last 2 steps with cube placement, in other words, C1--d Hi--C1		
C3 to End Switch.vi	9	9	C3-end Sw	X	45.31	R180	67.25+lift	R-90~~+lift~~	19.31	place cube switch	next	is it far enough out arms won't hit Sw?
		10	*C4--d Hi*		*55*	*L-38+lift*	*18*	*place cube hi scale, back off*	*next*	*This is just the mirror of C1--d Hi*	
C3 to Cube and Switch.vi	*11*	*11*	*C3--cube Sw*		*R180*	*not enough room, pick up the C2 end cube & bring it down the corridor with you*					
		12	M--front RSw	X	100.5	place cube switch	next				
M straight front S1.vi	13	13	M--front LSw	*	14	L-51.5	141	R0	19.5	place cube switch	next
		14	front Sw--L		b14	L-90	58.31	R0	next		
		15			~~b14~~	~~R+90~~	~~58.31~~	~~L0~~	~~next~~	~~L1 and L2 are the same generic L~~	
		16	end Sw--d end cube		b14	R171	b69	L124	17	grab cube	next
		17	L--C1	*	115.25	next					
		18	C2.180--C1		R-90	42	R0	next			