

TYPES OF AUTO ROUTINES

- [ONE CONE](#)
- [ONE CONE, ONE PICKUP CONE](#)

AUTO ROUTINE PRIORITY LEVEL

1. ONE CONE, ONE PICKUP CONE: [TURN LEFT/RIGHT place, pickup, balance](#)
2. ONE CONE, ONE PICKUP CONE: [PLACE CENTRE, drive centre, pickup centre, balance](#)
3. ONE CONE: [TURN LEFT/RIGHT place and balance](#)
4. ONE CONE: [PLACE SIDE and leave community, no balance](#)
5. ONE CONE: [PLACE CENTRE, turn LEFT/RIGHT and leave community, no balance](#) (untested)

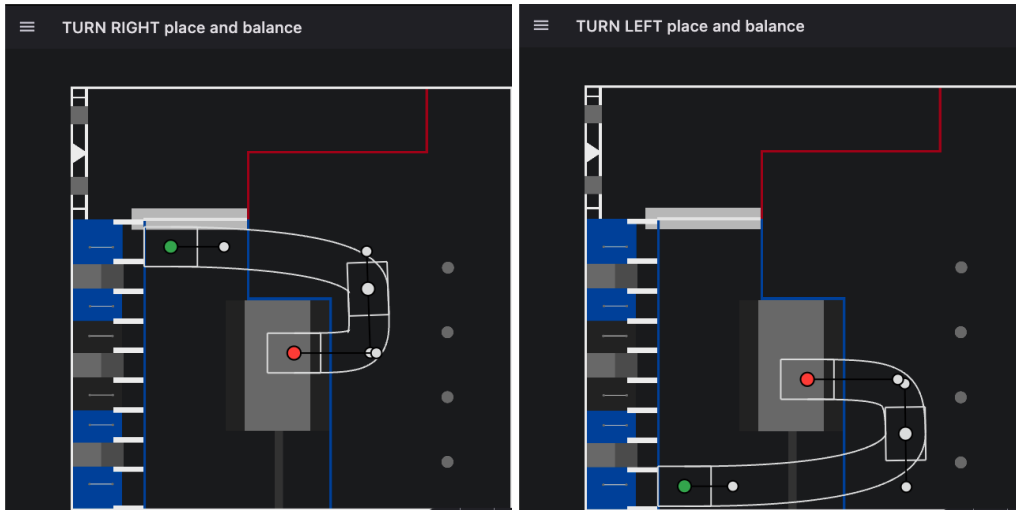
When selecting the auto routine, make sure you read the name closely. **Some auto routines have similar names.**

Click or scroll down for diagrams and descriptions.

ONE CONE

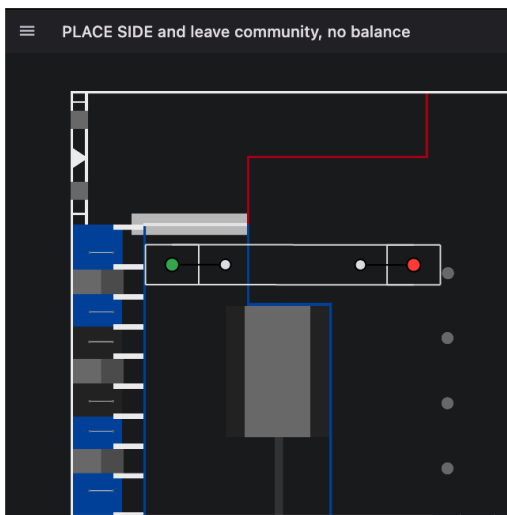
TURN LEFT/RIGHT place and balance

Score one cone on the mid grid on *specified side*, turn and balance



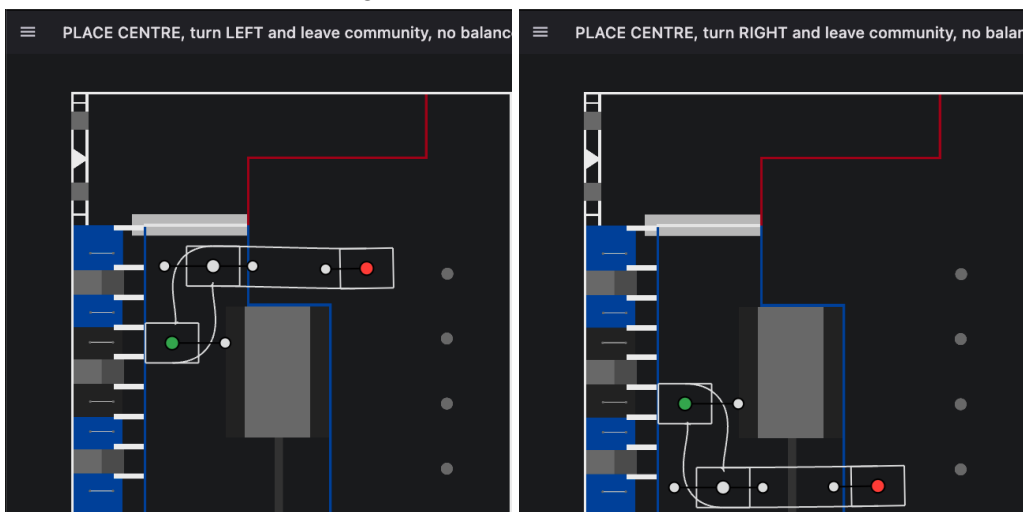
PLACE SIDE and leave community, no balance

Score one cone on the mid grid on *any side*, leave community zone (no balance, no turning)



PLACE CENTRE, turn LEFT/RIGHT and leave community, no balance

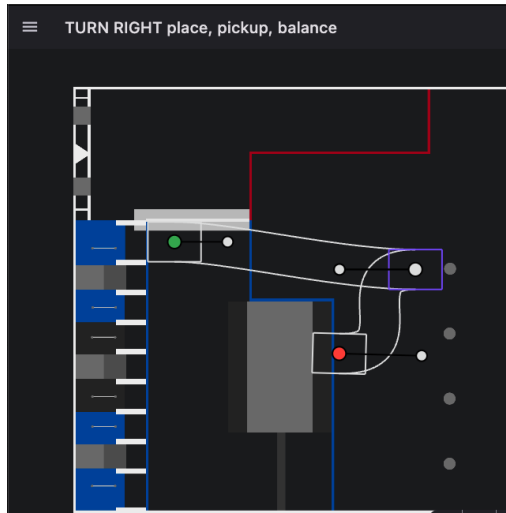
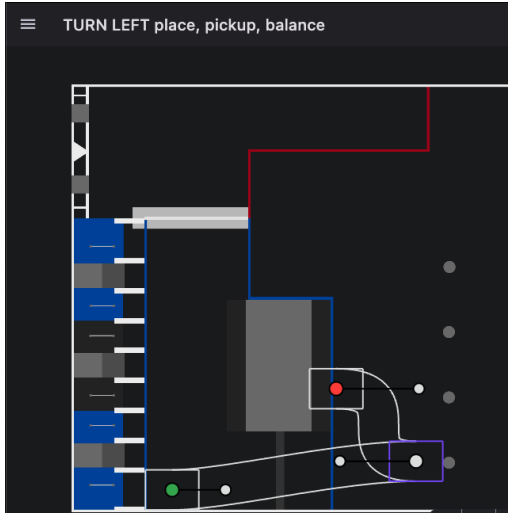
Score one cone on the mid grid in *middle*, turn on *specified side*, leave community zone (no balance)



ONE CONE, ONE PICKUP CONE

TURN LEFT/right place, pickup, balance

Score one cone on the mid grid on *specified side*, pickup a cone and balance



PLACE CENTRE, drive centre, pickup centre, balance

Score one cone on the mid grid on either centre node, drive over charge station, pickup a cone and balance

