Wiimote Scouting Data Entry Instructions
for the FIRST 2009 Robotics Competition Lunacy
Rev. 1.0 March 9, 2009

Mode 1: SETUP MODE
Enter team number, robot start position, and human start position.

Highlight order: 1) team number, 2) robot position, 3) human player position
A advances you to Autonomous mode. *A + trigger* does nothing.
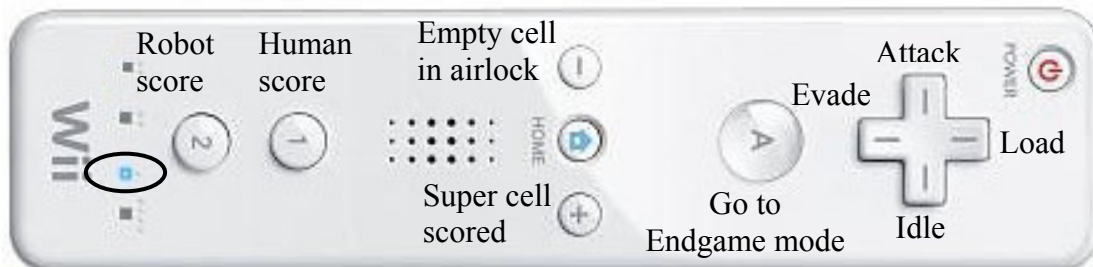
Mode 2: AUTONOMOUS MODE
Count robot and human balls in trailer. Toggle Evade, Attack, Score, and Idle LEDs in response to autonomous robot actions. Press button to increment robot and human scores. Press *button + trigger* to decrement robot and human scores;

A advances you to Teleop mode. *A+ Trigger* returns your cell to Setup mode

Mode 3: TELEOP MODE
Count balls scored by robots and human players, empty cells placed in the airlock, and super cells scored. *Button + trigger* decrements robot, human, empty cell, and super cell scores. Do not expect to count *all* balls scored, but count as many as you can. Track robot actions of Idle, Evade, Load, and Attack with right game pad every 1 – 5 sec. Each button press registers a time-stamped entry in the Timeline database table.

A advances you to Endgame mode. *A + Trigger* returns your cell to Autonomous mode

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Mode 4: ENDGAME MODE
Estimate the number of balls in your robot's trailer at the end of the match.

A does nothing. Press *trigger* and *give the controller a firm shake* to advance to the Confirm Save screen. *A + Trigger* returns your cell to Teleop mode.

Mode 5: CONFIRM SAVE MODE

A does nothing. Press *trigger* and *give the controller a firm shake* to save the data and begin data entry for the next match. *A + Trigger* returns your cell to Endgame mode.

NOTES:
After the *trigger + firm shake* on the Save screen, there is no going back.
The first scout to advance to the next match rumbles the other five scouts (Watch out!)