```java
package org.firstinspires.ftc.teamcode;
import com.qualcomm.robotcore.eventloop.opmode.LinearOpMode;
import com.qualcomm.robotcore.eventloop.opmode.TeleOp;
import com.qualcomm.robotcore.hardware.DcMotor;
import com.shprobotics.pestocore.drivebases.MecanumController;
import com.shprobotics.pestocore.drivebases.MecanumTracker;
import com.shprobotics.pestocore.drivebases.TeleOpController;
import com.shprobotics.pestocore.geometries.Vector2D;

@TeleOp
public class test extends LinearOpMode {

    @Override
    public void runOpMode() {
        MecanumController mecanumController = PestoFTCConfig.getMecanumController(hardwareMap);
        MecanumTracker mecanumTracker = PestoFTCConfig.getTracker(hardwareMap);
        TeleOpController teleOpController = PestoFTCConfig.getTeleOpController(mecanumController, mecanumTracker, hardwareMap);

        DcMotor viperslide = hardwareMap.get(DcMotor.class, "ViperSlide");
        DcMotor wormgear = hardwareMap.get(DcMotor.class, "WormGear");


        waitForStart();

        while (opModeIsActive()) {
            mecanumTracker.updateOdometry();
            Vector2D currentPosition = mecanumTracker.getCurrentPosition();
            double heading = mecanumTracker.getCurrentHeading();

            teleOpController.updateSpeed(gamepad1);

            teleOpController.driveFieldCentric(-gamepad1.left_stick_y, gamepad1.left_stick_x, gamepad1.right_stick_x
```

```java
);


            telemetry.addData("x", currentPosition.getX());
            telemetry.addData("y", currentPosition.getY());
            telemetry.addData("rotation", heading);
            telemetry.update();


            if (gamepad1.b) {
                mecanumTracker.reset();
                teleOpController.resetIMU();
            }

            viperslide.setPower(gamepad1.right_stick_y);
            wormgear.setPower(gamepad1.right_trigger);

            //arm speed constraints
            if (gamepad1.right_stick_y > 0.5); {
                viperslide.setPower(0.5);

            }
            //if gamepad1.right_stick_y is between 10% and 50%)
            if (gamepad1.right_stick_y > 0.1 && gamepad1.right_stick_y < 0.5); {
                viperslide.setPower(0.3);

            }
            if (gamepad1.right_stick_y < -0.1 && gamepad1.right_stick_y > -0.5); {
                viperslide.setPower(-0.3);
            }
        }
    }
}
```