

File: C:\Users\M4rc05\Documents\Vex\Starstruck\2223-G\4-4-2017\Button toggle to change robot's direction\driverFunctions.h

```
#ifndef driverFunctions.h
#define driverFunctions.h

#pragma systemFile

int threshold = 20;

void normalBase(){
    if(vexRT[Ch2]>threshold || vexRT[Ch2]< -threshold || vexRT[Ch1]>threshold || vexRT[Ch1]< -threshold){
        //make sure small movements of the joystick do not move the robot
        motor[LeftMotor] = vexRT[Ch2] - vexRT[Ch1];
        motor[RightMotor] = vexRT[Ch2] + vexRT[Ch1];
    }
    else{
        //if joystick values less than the threshold and greater than -threshold then stop the base's motors
        motor[LeftMotor] = 0;
        motor[RightMotor] = 0;
    }
}

void oppositeBase(){
    if(vexRT[Ch2]>threshold || vexRT[Ch2]< -threshold || vexRT[Ch1]>threshold || vexRT[Ch1]< -threshold){
        //make sure small movements of the joystick do not move the robot
        motor[LeftMotor] = -vexRT[Ch2] - vexRT[Ch1];
        motor[RightMotor] = -vexRT[Ch2] + vexRT[Ch1];
    }
    else{
        //if joystick values less than the threshold and greater than -threshold then stop the base's motors
        motor[LeftMotor] = 0;
        motor[RightMotor] = 0;
    }
}

#endif
```

