File: C:\Users\M4rc05\Documents\Vex\Starstruck\2223-G\4-5-2017\Autonomous Recording\AutonomousRecording.c

```
#pragma config(Sensor, dgtl1, leftEncoder,
                                                                                                                                                                          sensorQuadEncoder)
 #pragma config(Sensor, dgtl3, rightEncoder, sensorQuadEncoder)
#pragma config(Motor, port1,
                                                                                                                                                 RightMotor,
                                                                                                                                                                                                      tmotorVex393 HBridge, PIDControl, driveRight, encoderPort, dgt13)
#pragma config(Motor, port10,
                                                                                                                                                 LeftMotor,
                                                                                                                                                                                                        tmotorVex393 HBridge, PIDControl, reversed, driveLeft, encoderPort, dgtl1)
//*!!Code automatically generated by 'ROBOTC' configuration wizard
                                                                                                                                                                                                                                                                                                       !!*//
short baseLeft[1000], baseRight[1000];
int threshold = 15, buttonToggleState = 0, buttonPressed = 0;
task main() {
       for(int c = 0; true;){
              if( vexRT[Btn8R]) {
                      if(!buttonPressed) {
                            buttonToggleState = 1 - buttonToggleState;
                             buttonPressed = 1;
              else buttonPressed = 0;
              motor[LeftMotor] = (vexRT[Ch2] > threshold || vexRT[Ch2] < - (threshold) || vexRT[Ch1] > threshold || vexRT[Ch1] < - (threshold))? (vexRT[Ch2] - vexRT
              motor[RightMotor] = (vexRT[Ch2] > threshold || vexRT[Ch2] < - (threshold) || vexRT[Ch1] > threshold || vexRT[Ch1] < - (threshold)) ? (vexRT[Ch2] + vex</pre>
              if (buttonToggleState) {
                      c++;
                     baseLeft[c] = (vexRT[Ch2] > threshold || vexRT[Ch2] < - (threshold) || vexRT[Ch1] > threshold || vexRT[Ch1] < - (threshold) | vexRT[Ch2] > threshold || vexRT[Ch2] > threshold
                      baseRight[c] = (vexRT[Ch2]>threshold || vexRT[Ch2] < - (threshold) || vexRT[Ch1]>threshold || vexRT[Ch1] < - (threshold)) ? (vexRT[Ch2] + vexRT[Ch2]>threshold || vexRT[Ch2]>threshold || vexRT[Ch2] < - (threshold) || vexRT[Ch2]>threshold || vexRT[
               if(vexRT[Btn7L] == 1) {
                      for(int d = 0; d < sizeof(baseLeft)/sizeof(short); d++) {</pre>
                             motor[LeftMotor] = baseLeft[d];
                            motor[RightMotor] = baseRight[d];
                            wait1Msec(20);
              wait1Msec(20);
```