

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(){
    //make sure small movements of the joystick do not move the robot
    motor[LeftMotor] = (vexRT[Ch2]>threshold || vexRT[Ch2]< -threshold || vexRT[Ch1]>threshold || vexRT[Ch1]< -threshold) ? vexRT[Ch2] - vexRT[Ch1]
    motor[RightMotor] = (vexRT[Ch2]>threshold || vexRT[Ch2]< -threshold || vexRT[Ch1]>threshold || vexRT[Ch1]< -threshold) ? vexRT[Ch2] + vexRT[Ch1]
}

void oppositeBase(){
    //make sure small movements of the joystick do not move the robot
    motor[LeftMotor] = (vexRT[Ch2]>threshold || vexRT[Ch2]< -threshold || vexRT[Ch1]>threshold || vexRT[Ch1]< -threshold) ? -vexRT[Ch2] - vexRT[Ch1]
    motor[RightMotor] = (vexRT[Ch2]>threshold || vexRT[Ch2]< -threshold || vexRT[Ch1]>threshold || vexRT[Ch1]< -threshold) ? -vexRT[Ch2] + vexRT[Ch1]
}

#endif
```

