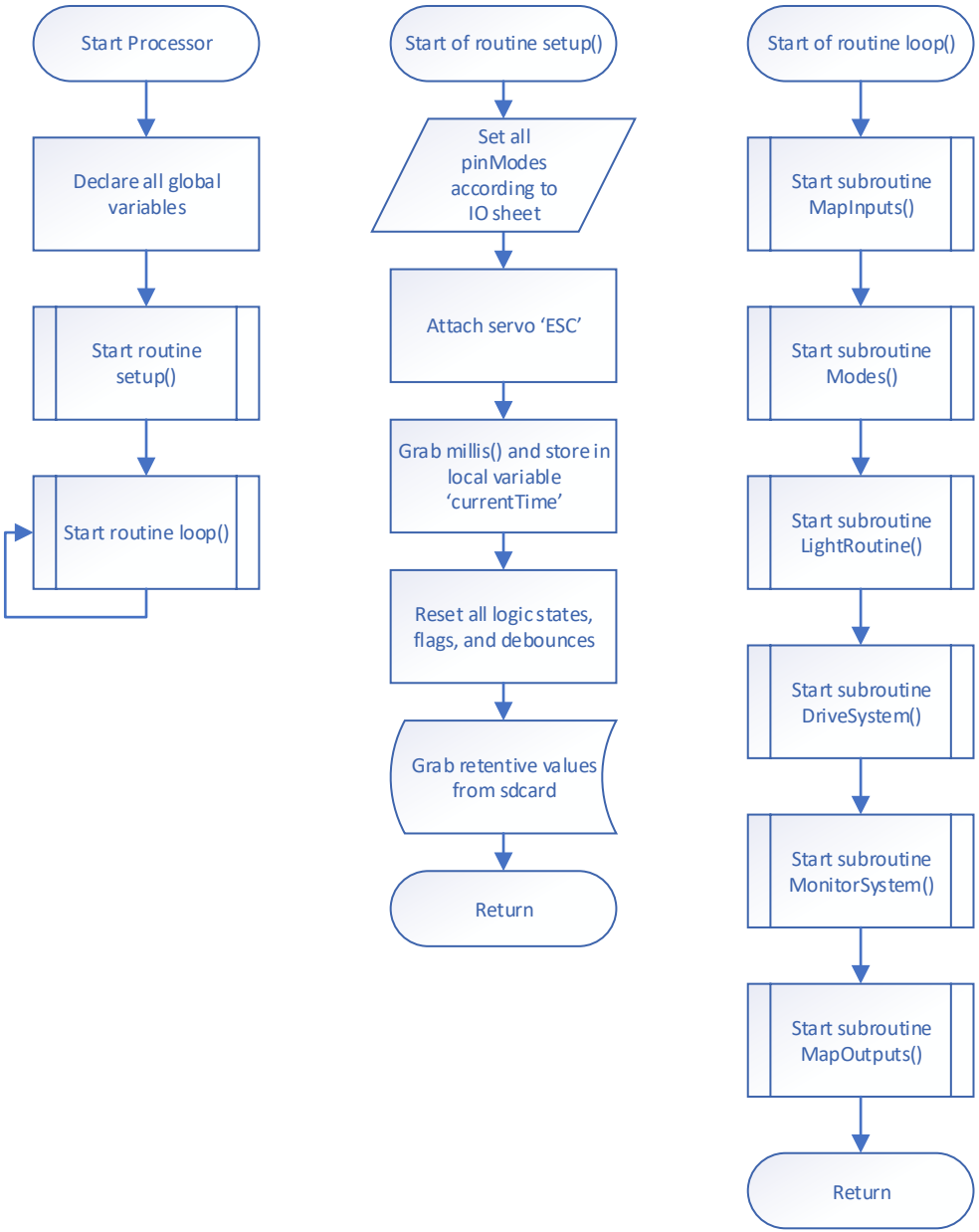
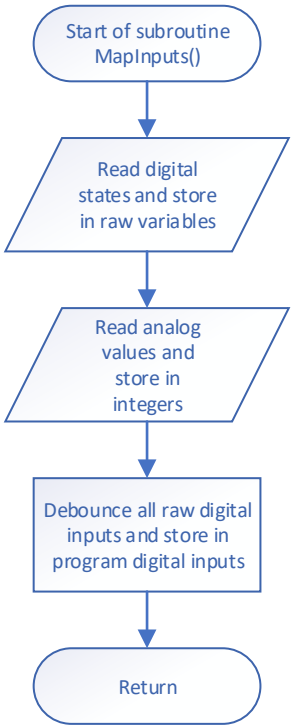


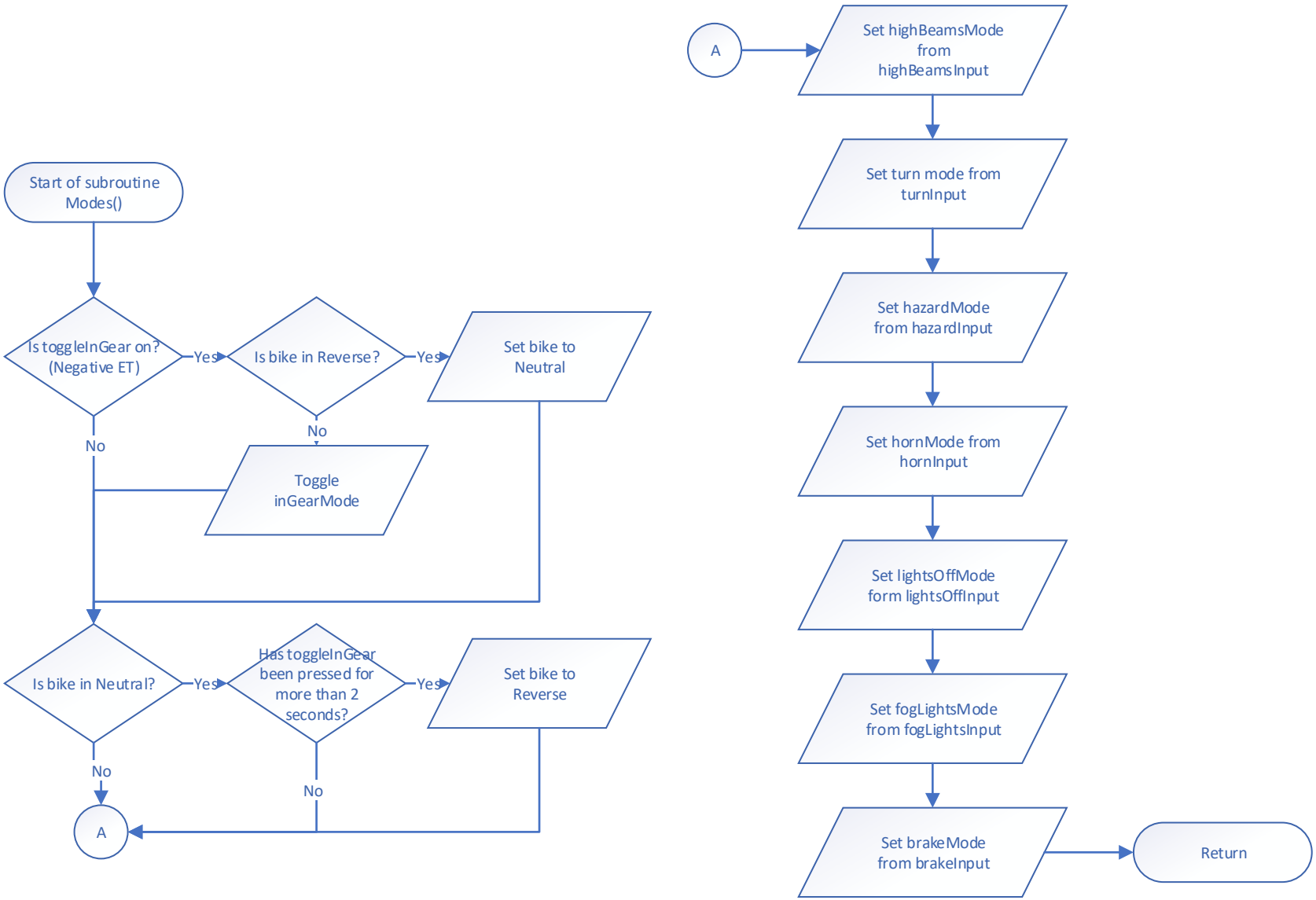
Initialize all variables and states, then loop through program subroutines.

TITLE	DRAWN BY	DATE	PAGE
Main Program Flow	COLE FUERTH	11/16/2019	1 OF 7



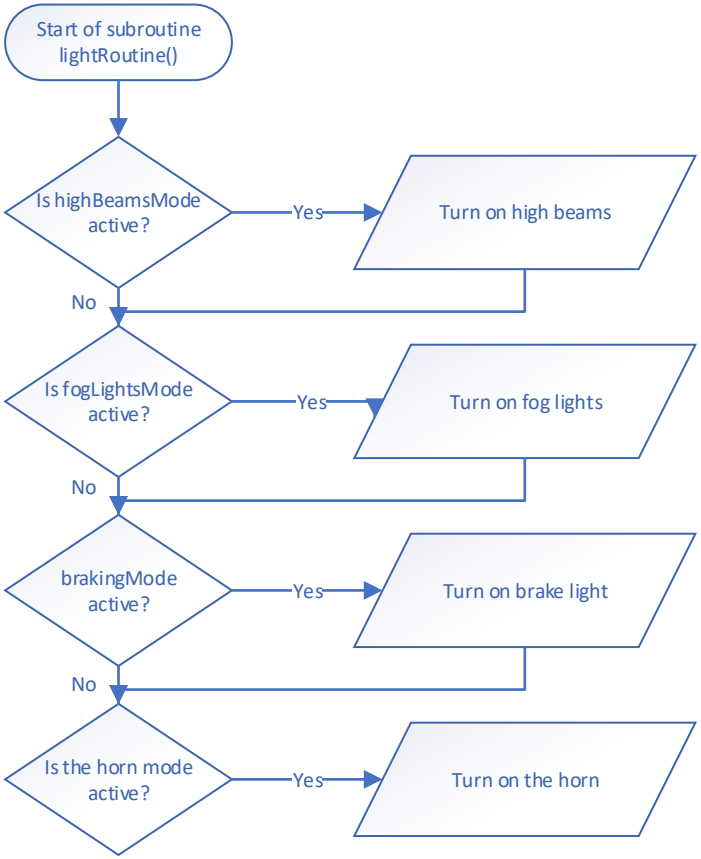
Map & Input signals and states from pins and store inputs in their raw variables, then debounce.

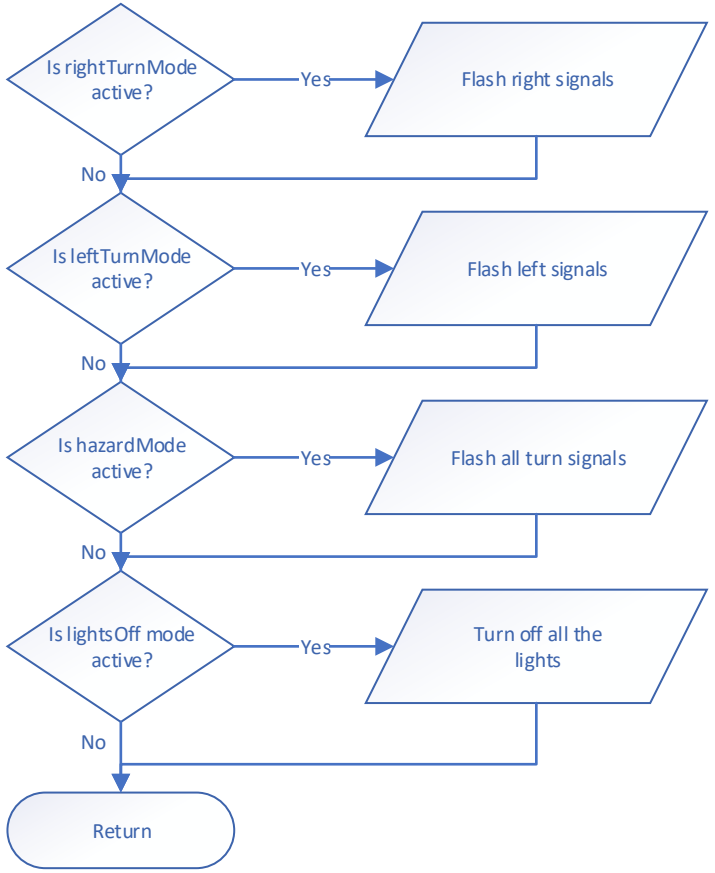
TITLE	DRAWN BY	DATE	PAGE
Subroutine MapInputs()	COLE FUERTH	11/16/2019	2 OF 7



Any lighting or drive mode states that are user-controlled, along with their conditions and safeties, are handled in this routine.

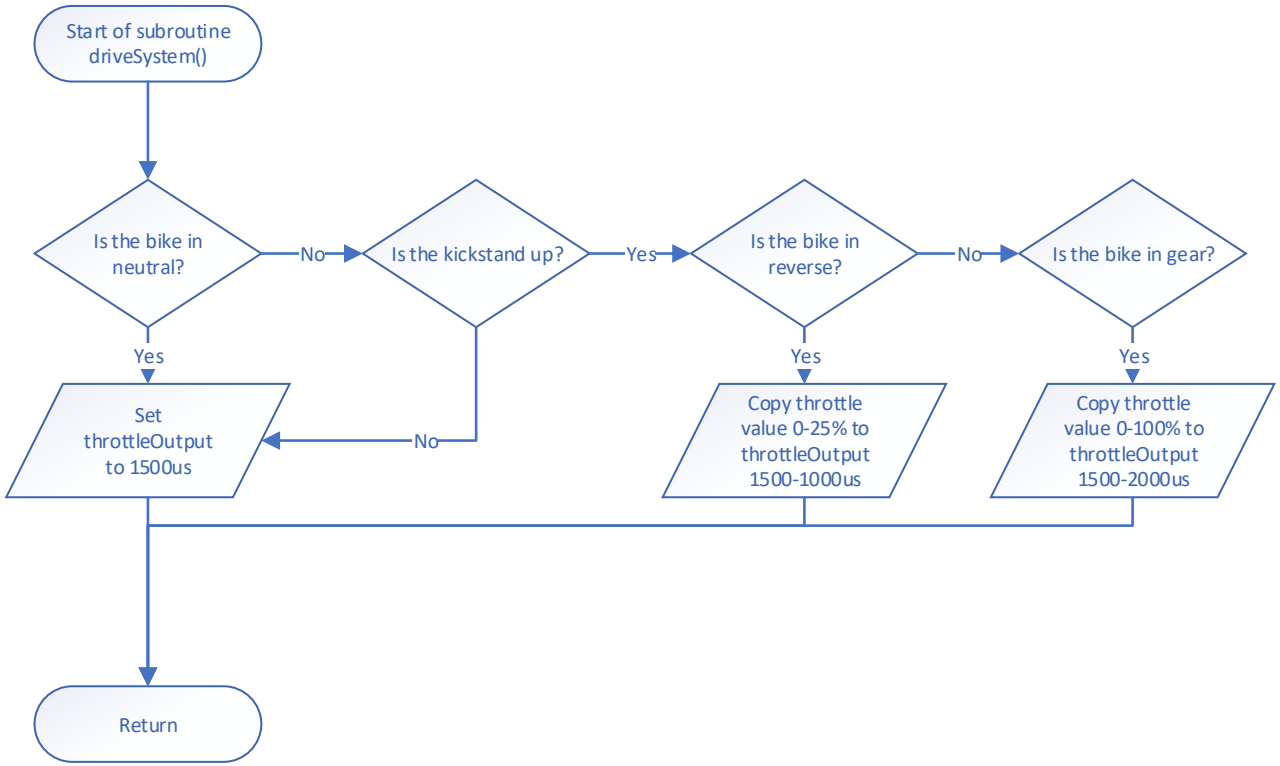
TITLE	DRAWN BY	DATE	PAGE
Subroutine Modes()	COLE FUERTH	11/16/2019	3 OF 7





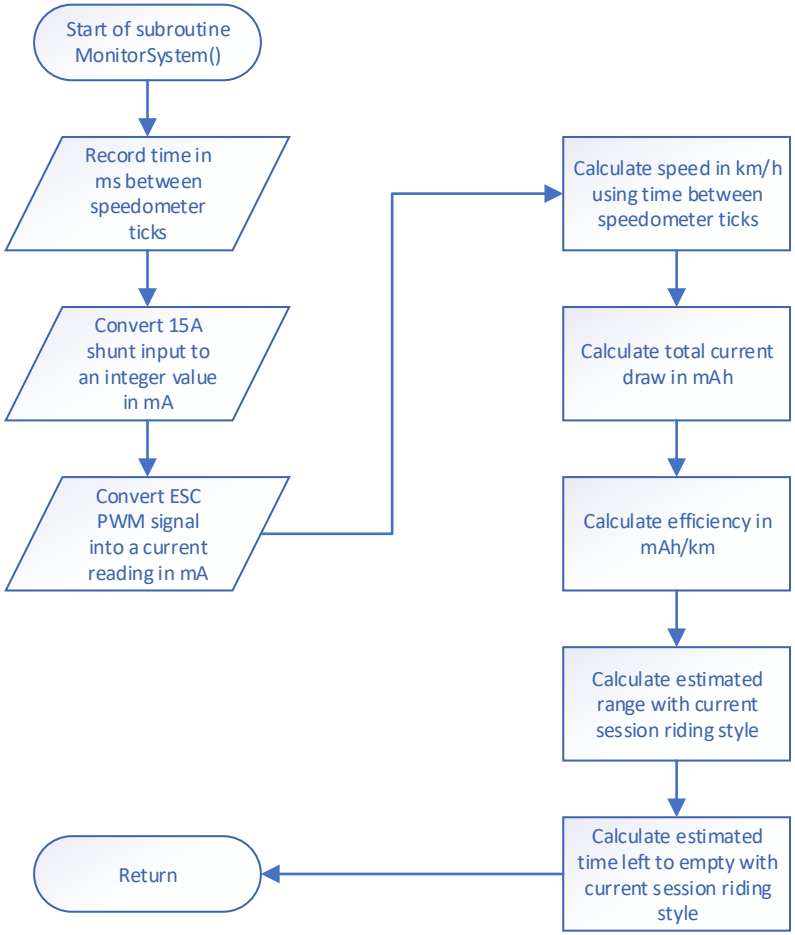
All bits used to control individual light relays are conditioned in here, based off of modes conditioned in Modes()

TITLE	DRAWN BY	DATE	PAGE
Subroutine LightRoutine()	COLE FUERTH	11/16/2019	4 OF 7



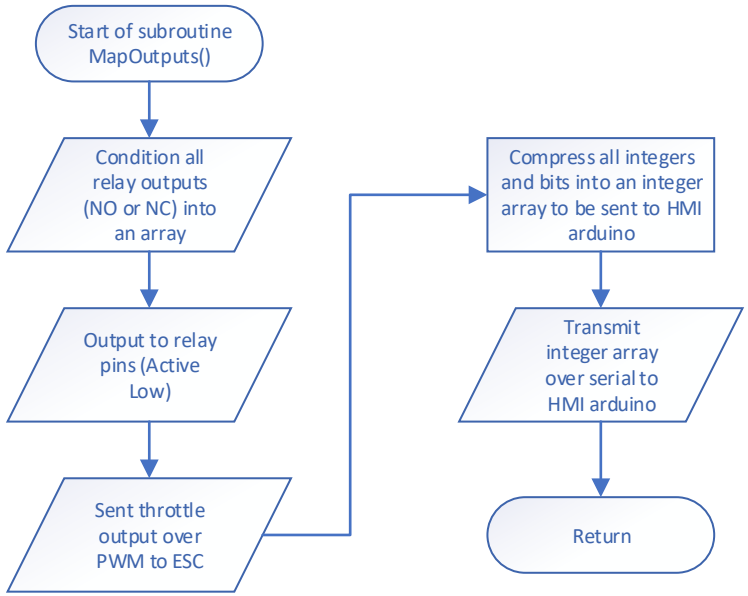
User throttle input and states from Modes() are used to generate a PWM signal for the ESC

TITLE	DRAWN BY	DATE	PAGE
Subroutine DriveSystem()	COLE FUERTH	11/16/2019	5 OF 7



Use inputs from analog sensors to read and record telemetry from the system, including Vbat, current draw, and efficiency.

TITLE	DRAWN BY	DATE	PAGE
Subroutine MonitorSystem()	COLE FUERTH	11/16/2019	6 OF 7



Use bits and integers generated in other routines to determine states of output pins and signals

TITLE	DRAWN BY	DATE	PAGE
Subroutine Modes()	COLE FUERTH	11/16/2019	7 OF 7