

	Char	Hex
forward x 1	1	31
x 2	2	32
x 3	3	33
x .	4	
:	5	
x 9	9	39

reverse x 1	!	21
x 2	@ "	22
x 3	#	23
x 4	\$	24
x 5	%	25
x 6	&	26
x 7	'	27
x 8	(28
x 9)	29
	;	

90 - left	a	180 - left	A
90 - right	d	180 - right	D

tiny left	k	tiny left-2	K
tiny right	l	tiny left right-2	L

very tiny left	o	very tiny left-2	O
very tiny right	p	very tiny right-2	P

Stop <space>

continuous forward	w
continuous reverse	s

	<u>char</u>	<u>Hex</u>
storage → ground	b	
ground → storage	V	
pickup	z	
keep	x	
close jaws	m	6D
open jaws	n	6E
horizontal ++	=	
vertical ++	+	
vertical --	-	
horizontal --	-	
horizontal += 10]	
" -= 10	[
vertical += 10	}	
" -= 10	{	
storage ground to deep storage	V	
deep storage to storage	B	
ground to deep storage	c	
deep-storage to ground	C	

T.x commands / signals

<u>signal</u>	<u>Char</u>	<u>Hex</u>
pickup & store done	:	
pickup done	;	
drop done	'	
get drops via storage done	"	
Done	~	
done - linear		
<hr/>		
buzzer-on	,	
buzzer-off	.	
slow-left	<	
slow-right	>	
forward correct	+	
" " "	q	
small f correct	y	
" R	h	

Signal Transduction

Storage for back storage \rightarrow Y

back storage for storage \rightarrow Z

pickup & keep

m

~~pick~~ keep from storage \rightarrow n

slow forward

:

slow backward

: