

```

1  from threading import Thread
2
3
4  class windmillRun(Thread):
5      def __init__(self, config):
6          self.config = config
7          self.drive = config.drive
8          self.flipper = config.RMmotor
9          self.wait = config.timer.wait
10
11     def run(self):
12         self.drive.setHead()
13
14         self.drive.moveDist(590, heading=0) # Hits the TV
15         self.drive.moveDist(-80, heading=0, turn=False)
16         self.drive.spinTo(-45)
17         self.drive.moveLight(self.config.Rlight, [0, 10], heading=-40)
18         self.drive.moveDist(140, heading=-40)
19         self.drive.spinTo(45)
20
21         # Push the windmill three times
22         self.drive.moveDist(80)
23         self.wait(500)
24         self.drive.moveDist(-50)
25         self.wait(800)
26         self.drive.moveDist(80)
27         self.wait(500)
28         self.drive.moveDist(-50)
29         self.wait(800)
30         self.drive.moveDist(80)
31         self.wait(500)
32         self.drive.setHead(45)
33
34         self.drive.moveDist(-230, heading=45)
35         self.drive.spinTo(-45)
36
37         # In place for the car
38         self.drive.moveDist(293, heading=-45)
39         self.flipper.run_angle(900, 450)
40         self.flipper.stop()
41         # self.flipper.run_angle(-900, 450)
42         self.flipper.stop()
43
44         # Grabs the rechargeable battery and goes home
45         self.drive.moveDist(-1100, heading=-45)
46
47         self.config.state.setState(1)
48

```