

```
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(610, speed=300, heading=0) # Hits the TV
15         self.drive.moveDist(-100, heading=0, turn=False)
16         self.drive.spinTo(-43)
17         self.drive.moveLight(self.config.Rlight, [0, 10], heading=-43)
18         self.drive.moveDist(140, heading=-40)
19         self.drive.spinTo(45)
20
21         # Push the windmill three times
22         self.drive.moveDist(100)
23         self.drive.moveDist(-50)
24         self.drive.moveDist(100)
25         self.drive.moveDist(-50)
26         self.drive.moveDist(100)
27         self.drive.setHead(45)
28
29         self.drive.moveDist(-230, heading=45)
30         self.drive.spinTo(-45)
31
32         # In place for the car
33         # self.drive.moveDist(293, heading=-45)
34         self.drive.moveDist(270, heading=-45)
35         # self.flipper.run_angle(800, 450)
36         self.flipper.run_time(500, 900)
37         # self.flipper.run_angle(-900, 450)
38         Thread(target=self.flipper.run_time, args=[-300, 1400]).start()
39
40         # Grabs the rechargeable battery and goes home
41         self.drive.moveDist(-1100, down=False, heading=-50)
42         self.flipper.stop()
43
44         self.config.state.setState(1)
45
```