Negative powers over shoot turns positive powers are not problem children no clue why? Figured out logic for spin /pivot turn right /left forwards/backwards. Fixed cm per rotation so move distance works.

11/4/16 finished accurate turn my block, need to add comments. Has been tested, lives up to name. ☺

11/11/16 fixed accurate turn bug just had to reset timer is done variable. Bug was first accurate turn worked second skipped through turn part because the timer is done variable automatically ended loop. Now it truly lives up to name. ☺