

C head.h

G+ main.cpp

```
20 const float LIFT_MOVE_SPEED = 400;
21
22 const float WHEEL_RADIUS = 2.0;
23 const float WHEEL_CIRCUMFERENCE = 2.0 * M_PI * WHEEL_RADIUS;
24 const float WHEELBASE_WIDTH = 15.5;
25
26 const float TURNING_THRESHOLD = 1.0;
27
28 const float DRIVE_MODES[] = { 0.35, 0.65, 0.85};
29 const int DEFAULT_DRIVE_MODE = 1;
30
31 const float LIFT_MAX_DEGREES = 12573.6;
32
33 // PORTS
34
35 const uint8_t PORT_DRIVE_LEFT = 5;
36 const uint8_t PORT_DRIVE_RIGHT = 9;
37
38 const uint8_t PORT_LIFT_LEFT_BOTTOM = 12; // left from the front
39 const uint8_t PORT_LIFT_LEFT_TOP = 3; // left from the front, to
40 const uint8_t PORT_LIFT_RIGHT_BOTTOM = 20; // right from the front
41 const uint8_t PORT_LIFT_RIGHT_TOP = 10; // right from the front,
42
43 const uint8_t PORT_CLAMP_TOP = 2;
44 const uint8_t PORT_CLAMP_BOTTOM = 1;
45
46 // MOTORS
47
48 const pros::Motor* mtr_drive_left = new pros::Motor(PORT_DRIVE_LEFT);
49 const pros::Motor* mtr_drive_right = new pros::Motor(PORT_DRIVE_RIGHT);
50
51 const pros::Motor* mtr_lift_left_bottom = new pros::Motor(PORT_LIFT_LEFT_BOTTOM);
52 const pros::Motor* mtr_lift_left_top = new pros::Motor(PORT_LIFT_LEFT_TOP);
```