int e1[]= {1460,1460}; //topsin-left **right-left backspin long**

int e2[]= {1590,1590}; //backspin

int e3[]= {1460,1460}; //topspin-right

int p[] = {50,50}; //pitch up(+) down(-) (0=middle)

int r[] = {-10,-40}; //roll right(+) left(-) (0=middle) range(-40 - 0)

int t[] = {1500,1500};

int e1[]= {1450,1520,1450,1520}; //topsin-left  **left-short, long-short, right-short, right-long backspin**

int e2[]= {1565,1565,1565,1565}; //backspin

int e3[]= {1500,1520,1500,1520}; //topspin-right

int p[] = {50,50,50,50}; //pitch up(+) down(-) (0=middle)

int r[] = {-40,-40,-10,0}; //roll right(+) left(-) (0=middle) range(-40 - 0)

int t[] = {2000,1200,2000,1200};

int e1[]= {1600,1600}; //topsin-left **right-left topspin long**

int e2[]= {1500,1500}; //backspin

int e3[]= {1600,1600}; //topspin-right

int p[] = {20,20}; //pitch up(+) down(-) (0=middle)

int r[] = {0,-40}; //roll right(+) left(-) (0=middle) range(-40 - 0)

int t[] = {1300,1300};

int e1[]= {1570,1500,1570}; //topsin-left  **right-left topspin long short backspin**

int e2[]= {1500,1560,1500}; //backspin

int e3[]= {1570,1500,1570}; //topspin-right

int p[] = {50,50,50}; //pitch up(+) down(-) (0=middle)

int r[] = {-40,-20,0}; //roll right(+) left(-) (0=middle) range(-40 - 0)

int t[] = {1000,1000,1200};

int e1[]= {1570,1500,1570}; //topsin-left right-left topspin long short backspin

int e2[]= {1500,1560,1500}; //backspin

int e3[]= {1570,1500,1570}; //topspin-right

int p[] = {50,50,50}; //pitch up(+) down(-) (0=middle)

int r[] = {-40,-20,0}; //roll right(+) left(-) (0=middle) range(-40 - 0)

int t[] = {1600,1600,1600};