## File: C:\Users\grant\Documents\3946X\3946X-2018-19\3946x.c

```
#pragma config(Sensor, in1, leftLift, sensorPotentiometer)
#pragma config(Sensor, in2, rightLift, sensorPotentiometer)
#pragma config(Sensor, in3, rotatorPot, sensorPotentiometer)
#pragma config(Sensor, in4, clawPot, sensorPotentiometer)
#pragma config(Sensor, in5, gyro, sensorGyro)
#pragma config(Sensor, dgt19, leftDriveQuad, sensorQuadEncoder)
#pragma config(Sensor, dgt111, rightDriveQuad, sensorQuadEncoder)
                                                                  topLift, tmotorVex393_MC29, openLc slingshot, tmotorVex393_MC29, openLc
#pragma config(Motor, port2,
                                                           slingshot, tmotorVex393_MC29, openLc
frontRightDrive, tmotorVex393_MC29, open
frontLeftDrive, tmotorVex393_MC29, open
backRightDrive, tmotorVex393_MC29, openl
backLeftDrive, tmotorVex393_MC29, openLc
intake, tmotorVex393_MC29, openLc
claw, tmotorVex393_MC29, openLc
#pragma config(Motor, port3,
#pragma config(Motor, port4,
#pragma config(Motor, port5,
#pragma config(Motor, port6,
#pragma config(Motor, port7,
#pragma config(Motor, port8,
#pragma config(Motor, port9,
#pragma config(Motor, port10,
#pragma competitionControl(Competition)
//This file contains the basic structure of drive control and autonomous.
const int REDSIDE=1;
const int BLUESIDE=-1;
const int liftOutOfTheWayHeight=900;
const int fullPower=127;
const int driveThreshold=10;
const int liftLowPos=850;
const int clawOpenPos=1750;
const int clawClosePos=2300;
#include "Vex Competition Includes.c"
#include "functions.c"
#include "auton.c"
void pre auton()
   calibrateGyro()
   drivePID.pGain=0.2;
   drivePID.iGain=0;
   drivePID.dGain=0;
   liftPID.pGain=0.125;
   liftPID.iGain=0;
   liftPID.dGain=0;
   gyroPID.pGain=0.25;
   gyroPID.iGain=0.0;
```

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  gyroPID.dGain=0;
  clawPID.pGain=0.1;
 clawPID.iGain=0;
 clawPID.dGain=0;
 rotatorPID.pGain=0.2;
 rotatorPID.iGain=0;
 rotatorPID.dGain=0;
task autonomous()
 nearAuton(BLUESIDE)
//Moves the lift to a height to not block the lifte
void getLiftOutOfTheWay() {
  if(liftPID.target<=liftOutOfTheWayHeight) liftPID.target=liftOutOfTheWayHeight;</pre>
task usercontrol()
// Start subsystem tasks
  startTask(liftControl);
  startTask(rotatorTask);
 startTask(clawTask);
 startTask(driveLocker);
 rotatorPID.target=rotatorLowPos;
 clawPID.target=clawClosePos;
  while (true)
// Drive control
    if( abs(vexRT[Ch1]) > driveThreshold || abs(vexRT[Ch3]) > driveThreshold ) {
      lockDrive=false;
      runLeftDrive(vexRT[Ch3]);
      runRightDrive(vexRT[Ch2]);
    }else{
      lockDrive=true;
// Shooter control
    if(vexRT[Btn8U]) {
      motor[slingshot] = fullPower;
      getLiftOutOfTheWay()
    }else{
      motor[slingshot] = 0;
// Intake control
    if(vexRT[Btn7U]) {
      motor[intake] = fullPower;
      getLiftOutOfTheWay();
    }else if(vexRT[Btn7D]){
     motor[intake] = -fullPower;
    } else{
```

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      motor[intake] = 0;
// Rotator control
    if(vexRT[Btn8LXmtr2]){
        liftPID.target+=500;
        wait1Msec(500);
        if(rotatorPID.target==rotatorLowPos) rotatorPID.target=rotatorHighPos;
        else if(rotatorPID.target==rotatorHighPos)rotatorPID.target=rotatorLowPc
// Claw control
    if(vexRT[Btn7RXmtr2]) {clawPID.target=clawOpenPos;clawIdle=false;}
    else if(vexRT[Btn7LXmtr2]) {
      //open the claw less when the rotator is in the low position
      if(rotatorPID.target<200) clawPID.target=clawClosePos-200;</pre>
      else clawPID.target=clawClosePos;
      clawIdle=false;
    if(vexRT[Btn8UXmtr2]) rotatorPID.target=rotatorHighPos;
    else if(vexRT[Btn8DXmtr2]) rotatorPID.target=rotatorLowPos;
    if(vexRT[Btn7DXmtr2])clawIdle=true;
```