

Robot X Games

Tele Op for Driver-Controlled Period

FIRST robot controller console | Blocks | OnBotJava | Manage

Save Op Mode | Download Op Mode

Op Mode Name: TeleOp Relic Recovery | TeleOp | Group:

- LinearOpMode
- Gamepad
 - Actuators
 - Sensors
 - Other Devices
 - Android
 - Utilities
- Logic
- Loops
- Math
- Text
- Lists
- Variables
- Functions
- Miscellaneous

```
to runOpMode
  Put initialization blocks here.
  call color sensor . enableLed
  enable false
  set left_drive . Direction to Direction REVERSE
  set right_drive . Direction to Direction FORWARD
  set slider . Direction to Direction REVERSE
  set slider . Mode to RunMode RUN_WITHOUT_ENCODER
  call TeleOp Relic Recovery . waitForStart
  set Jewel Color . Position to 0.36
  set Gripper . Position to 0.2
  Put Autonomous blocks here.
  repeat while . call TeleOp Relic Recovery . opModelsActive
  do Put loop blocks here.
    call Gripper . scaleRange
    min 0.1
    max 0.7
    call Telemetry . addData
    key "Time Passed"
    number . call TeleOp Relic Recovery . getRuntime
    The division blocks are for adjusting the
    power. Enter a lower number for less power.
    Original power was left drive was 1.2
    right drive was 1.3
    set Power
    left_drive to gamepad1 . RightStickY * 2.4
    right_drive to gamepad1 . LeftStickY * 2.4
    if gamepad1 . X
    do set Gripper . Position to 0.25
    else if gamepad1 . B
    do set Gripper . Position to 0.6
    else if gamepad2 . B
    do set Gripper . Position to 0.6
    else if gamepad2 . X
    do set Gripper . Position to 0.25
    if gamepad1 . RightBumper
    do set slider . Direction to Direction FORWARD
    set slider . Power to 1
    else if gamepad1 . LeftBumper
    do set slider . Direction to Direction REVERSE
    set slider . Power to 1
    else if gamepad2 . RightBumper
    do set slider . Direction to Direction FORWARD
    set slider . Power to 1
    else if gamepad2 . LeftBumper
    do set slider . Direction to Direction REVERSE
    set slider . Power to 1
    else if gamepad2 . RightBumper
    do set slider . Direction to Direction FORWARD
    set slider . Power to 1
    else if gamepad2 . LeftBumper
    do set slider . Direction to Direction REVERSE
    set slider . Power to 1
    else set slider . Power to 0
    if gamepad1 . DpadDown
    do set Jewel Color . Position to 0.5
    else if gamepad2 . DpadDown
    do set Jewel Color . Position to 0.5
    else set Jewel Color . Position to 0.36
  call Telemetry . update
```