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// opcontrol.cpp: Handles the interaction and procedure of opcontrol mode
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#include "../include/main.h"
bool tank      = true;
bool wpressed  = false;

void operatorControl() {
    sensors::reset();

    while (isEnabled()) {
        debug::debug();
        if (tank) {
            drive::tank();
        } else {
            drive::accel::drive();
        }
        if (!wpressed && joystick::digital(7, joystick::Down)) {
            tank = !tank;
        } else {
            wpressed = joystick::digital(7, joystick::Down);
        }
        lift::control();
        delay(50);
    }
}

```