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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 (true) {
        if (tank) {
            drive::tank();
        } else {
            drive::accel::drive();
        }
        if (!wpressed && joystickGetDigital(1, 7, JOY_DOWN)) {
            tank = !tank;
        } else {
            wpressed = joystickGetDigital(1, 7, JOY_DOWN);
        }
        debug::debug();
        delay(50);
    }
}

```