

```

/**
 * @file autoMeat.c
 * @brief The autonomous for placing an animal in the carnivore bin
 * Copyright (C) 2017 Ethan Wells
 *
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 */

#include "../include/auto.h"

void autoMeat(Direction d);

void autoMeatLeft() {
    autoMeat(dLeft);
} /* autoMeatLeft */

void autoMeatRight() {
    autoMeat(dRight);
} /* autoMeatRight */

void autoMeat(Direction d) {
    for (size_t i = 0; i < 2; i++) {
        driveSettings[i].max = -(driveSettings[i].min = -30);
        gyroSettings[i].max = -(gyroSettings[i].min = -35);
    }

    turnTo(20 * d, 1500);
    resetDrive();

    driveToPosition(-1500, -1500, 3500);
    turnTo(-1, 1500);
    resetDrive();

    driveToPosition(-2625, -2625, 7950);

```

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    for (int i = drive[0].power, j = drive[1].power; i < 0 && j < 0; ++i + j++) {
        driveSet(i, j);
        update();
        delay(75);
    }

    driveSet(-20 * d, 20 * d);
    delay(300);

    turnTo(-90 * d, 2300);
    resetDrive();

    for (size_t i = 0; i < 2; i++) {
        driveSettings[i].max = -(driveSettings[i].min = -127);
        gyroSettings[i].max = -(gyroSettings[i].min = -127);
    }

    driveSet(-127, -127);
    delay(275);
    driveToPosition(-520, -520, 1850);
}

```