

```

/**
 * @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(0, 1500);
    resetDrive();

    driveToPosition(-2500, -2500, 6750);

```

```
turnTo(-86 * 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(-300, -300, 1250);
}
```