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/**
 * Ofile autoMeat.c
 * Obrief The autonomous for placing an animal in the carnivore bin
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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();
        driveSettings[0].max = -(driveSettings[0].min = -25);
        driveSettings[1].max = -(driveSettings[1].min = -25);
```

```
driveToPosition(-2850, -2850, 7950);
        driveSet(-15, -15);
        delay(150);
        //for (int i = drive[0].power, j = drive[1].power; i < 0 \& j < 0; ++i + j++) {
        //
                  driveSet(i, j);
        //
                  update();
        //
                  delay(75);
        //}
        driveSet(0, 0);
        delay(300);
        driveSet(-15 * d, 15 * 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);
}
```