**Functions intake\_commands.h**

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| **Syntax** | void stopIntake() |
| **Purpose** | stops all motor activity from the intake |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //engage the intake  intake();  //wait 1 second  wait1Msec(1000);  //stop the intake  stopIntake |

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| **Syntax** | void intake() |
| **Purpose** | allow the intake to “suck in” objects |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //engage the intake  intake();  //wait 1 second  wait1Msec(1000);  //stop the intake  stopIntake |

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| **Syntax** | void intakeFor(int time) |
| **Purpose** | allow the intake to “suck in” object for a desired amount of milliseconds |
| **Entry Conditions** | * *time* - the desired amount of time for the intake to be active |
| **Code**  **Example** | //intake objects for 1 second  intakeFor(1000); |

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| **Syntax** | void eject() |
| **Purpose** | allow the intake to “spit out” objects |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //engage the intake  eject();  //wait 1 second  wait1Msec(1000);  //stop the intake  stopIntake |

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| **Syntax** | void ejectFor(int time) |
| **Purpose** | allow the intake to “spit out” object for a desired amount of milliseconds |
| **Entry Conditions** | * *time* - the desired amount of time for the intake to be active |
| **Code**  **Example** | //eject objects for 1 second  ejectFor(1000); |