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#   Project: VEXcode Project

#   Author: VEX

#   Created:

#   Description: VEXcode VR Python Project

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# Library imports

from vexcode import \*

# Add project code in "main"

def main():

brain.clear()

drivetrain.set\_drive\_velocity(25, PERCENT)

global control

control=1

drivetrain.drive(FORWARD)

while 1<2:

while control<=3 and not left\_bumper.pressed():

while not down\_eye.near\_object():

wait(5, MSEC)

drivetrain.stop()

magnet.energize(BOOST)

drivetrain.turn\_to\_rotation(180, DEGREES)

drivetrain.drive(FORWARD)

while not left\_bumper.pressed():

wait(5, MSEC)

drivetrain.drive\_for(REVERSE, 200, MM)

magnet.energize(DROP)

drivetrain.drive\_for(REVERSE,100,MM)

drivetrain.turn\_for(RIGHT, 180, DEGREES)

drivetrain.drive(FORWARD)

control=control+1

wait(5, MSEC)

drivetrain.turn\_for(RIGHT, 90, DEGREES)

drivetrain.drive(FORWARD)

while not (down\_eye.detect(RED) or down\_eye.detect(GREEN)):

wait(5, MSEC)

control=1

if down\_eye.detect(RED):

drivetrain.stop()

drivetrain.drive\_for(FORWARD, 200, MM)

drivetrain.turn\_for(LEFT, 90, DEGREES)

pass

elif down\_eye.detect(GREEN):

drivetrain.stop()

drivetrain.drive\_for(FORWARD, 200, MM)

drivetrain.turn\_for(LEFT, 90, DEGREES)

wait(5, MSEC)

stop\_project()

# VR threads — Do not delete

vr\_thread(main())