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case LOW_STACK_START + 2:
    // Wait until user presses button to continue
    if (controller.get_digital(BTN_ARM_LOW)) {
        stackStep++;
    }
    break;

case LOW_STACK_START + 3:
    // Slowly drop the wrist to place cap
    slowSeek = true;
    wristSeek = WRIST_FORWARD_DROP_POS;
    // Wait until wrist down to continue
    if (wristPos > WRIST_FORWARD_DROP_POS - 15 + ( armPos * 3 /
        5 )) {
        stackStep++;
    }
    break;

case LOW_STACK_START + 4:
    // If wrist button pressed, then go back (user missed pole)
    if (controller.get_digital(BTN_WRIST)) {
        stackStep = LOW_STACK_START + 1;
    }
    // Otherwise, if button pressed again, continue
    if (controller.get_digital(BTN_ARM_LOW)) {
        stackStep++;
    }
    break;

case LOW_STACK_START + 5:
    // Move arm down
    armSeek = 1;
    // Wait until almost down to continue
    if (armPos < ARM_POS_HIGH / 2) {
        stackStep++;
    }
    break;

case LOW_STACK_START + 6:
    // Clear auto-seek flags
    armSeek = -1;
    wristSeek = WRIST_VERTICAL_POS;
    stackStep = -1;
    break;

default:
    // If stackStep has messed up, correct it to -1
    stackStep = -1;
    break;
}

```