		DRIVE, 127, 180, DISTANCE, 1, 1,	// DRIVE TO WALL
<pre>// AUTONOMOUS ROUTINE FOR BLUE-BOT, RED TEAM double redBackAuton[] = { 270,</pre>		DRIVE, 127, 180, 0.5,	// ENSURE AGAINST WALL
		DRIVE,127,180,0.5, SET_GYRO,180,	// RESET GYRO TO 180
270,	// ROBOT STARTS FACING 270°		
•		DRIVE,-127,180,DISTANCE,0.2,1,	// DRIVE AWAY FROM WALL
WRISTSEFK1000.	// DEPLOY ELTPPER	TURN . 90 . 2 .	// TURN TO FACE NEXT CAP
FLIPSEEK FLIP POST	// MAKE SURE ELIPPER STRATGHT	WRISTSEEK WRIST EORWARD POS	// LOWER ELTPPER
TNITAKE ON	// STADT INTAKE	DAIISE 0 5	// DAILSE TO LET ELIDDED DOWN
DDIVE 127 270 DIACK D 0 E	// DDIVE OFF TILE	DDIVE 90 00 DISTANCE 1 F 2	// DDIVE TO NEVT CAD
DRIVE 00 070 DICTANCE 1 2 2	// DRIVE OFF TILE	WDICTOFF WDICT VEDITON DOC	// LIFT CAD
DRIVE, 80, 2/0, DISTANCE, 1.3, 2,	// DRIVE TO FLIP CAP	WRISISEEK, WRISI_VERIICAL_POS,	// DAUGE CO CAD LIETC
PAUSE, 0.5,	// SHURT PAUSE	PAUSE, 0.5,	// PAUSE SU CAP LIFTS
WRISISEEK, WRISI_VERIICAL_POS,	// STOP DEPLOY	DRIVE, 127, 90, DISTANCE, 0.25, 1,	// DRIVE TO LINE UP
		TURN, 45, 1,	// TURN READY TO DRIVE
DRIVE, -127, 270, DISTANCE, 1, 2,	// DRIVE AWAY FROM CAP	DRIVE, 127, 45, DISTANCE, 0.8, 1,	// DRIVE TO LINE UP
TURN,0,0.125,	// SHORT TURN TO CONTROL	TURN, 0, 2,	// TURN TO FACE POLE
DIRECTION		ARMSEEK,ARM_POS_LOW,	// RAISE ARM
TURN, 90, 2,	// TURN TO FACE CAP	FLIP,	// FLIP CAP
WRISTSEEK, WRIST_FORWARD_POS,	// LOWER FLIPPER	DRIVE, -127, 180, DISTANCE, 0.2, 1, TURN, 90, 2, WRISTSEEK, WRIST_FORWARD_POS, PAUSE, 0.5, DRIVE, -80, 90, DISTANCE, 1.5, 2, WRISTSEEK, WRIST_VERTICAL_POS, PAUSE, 0.5, DRIVE, 127, 90, DISTANCE, 0.25, 1, TURN, 45, 1, DRIVE, 127, 45, DISTANCE, 0.8, 1, TURN, 0, 2, ARMSEEK, ARM_POS_LOW, FLIP, PAUSE, 2,	// WAIT FOR ARM TO RAIS
PAUSE, 0.5,	// PAUSE TO LET FLIPPER DOWN		
DRIVE, -70,90, DISTANCE, 1,2,	// DRIVE TO GET CAP	DRIVE, -90,0,WHITE_E,1,	// DRIVE TO LINE
WRISTSEEK, WRIST VERTICAL POS,	// LIFT CAP UP	DRIVE, -90, 0, DISTANCE, 0.5, 2,	// DRIVE TO POLE
,		PAUSE, 0.5.	// PAUSE TO STOP MOMENTUM
PAUSE . 0.5.	// WATT FOR CAP TO LIFT	WRISTSEEK1.	// DROP CAPHIGH SCORE CAP 2
DRIVE.90.90.WHITE R.3.	// DRIVE TO START TILE	PAUSE . 1 .	// LET CAP SCORE
DRIVE -90 90 0 05	// DRIVE TO START TIEE	DRIVE 90 0 WHITE P 2	// DRIVE AWAY
DALISE 1	// DALISE TO STOP TIP	APMSEEK 1	// LOWER ARM
DDIVE _00 00 DISTANCE 0 125 1	// DDIVE AWAY A LITTLE	WDISTSEEV WDIST VEDITON DOS	// DATCE WOTCT
DATICE 0 25	// CHODT DAILCE	DRIVE, -90,0, WHITE_E,1, DRIVE, -90,0, DISTANCE,0.5,2, PAUSE,0.5, WRISTSEEK,-1, PAUSE,1, DRIVE,90,0,WHITE_R,2, ARMSEEK,1, WRISTSEEK,WRIST_VERTICAL_POS,	// RAISE WRIST
THOM 100 2	// TUDN TO LINE UD	CTART COACT	
DALLCE A F	// CHORT DALICE	START_COAST, TURN,90,2, DRIVE,127,90,WHITE_R,2, DRIVE,127,90,DISTANCE,0.125,1,	// LET PLIMHEEL SPIN UP
PRUSE, 0.5,	// DDIVE TO WHITE LINE	DDIVE 107 00 WHITE D 0	// TORN TO FACE START TILE
DRIVE, 90, 180, WHITE_L, Z,	// DRIVE TO DREAK	DRIVE,127,90,WHITE_K,Z,	// DRIVE A LITTLE MODE
DRIVE, -90,180,0.1,	// DRIVE TO BREAK	DRIVE, 127, 90, DISTANCE, 0.125, 1,	// DRIVE A LITTLE MORE
DRIVE, -60, 180, DISTANCE, 0.125, 1,	// DRIVE BACK A LITTLE	TURN 0 0	// TUDY TO FACE FLACE
PAUSE, 0.5,	// SHURT PAUSE	TURN, 2, 2,	// TURN TO FACE FLAGS
TURN, 270, 2,	// TURN TO FACE POLE		
PAUSE, 0.25,	// SHORT PAUSE	DRIVE, 127, 2, WHITE_L, 2, DRIVE, 127, 2, 0.1,	// DRIVE TO TILE
ARMSEEK,ARM_POS_LOW,	// RAISE ARM	DRIVE,127,2,0.1,	// DRIVE TO ENSURE FULLY ON
PAUSE, 2,	// WAIT FOR ARM TO RAISE	TILE	
		DRIVE, 127, 2, BLACK_L, 2,	// DRIVE OFF START TILE
DRIVE,-90,270,WHITE_L,2,	// DRIVE ONTO TILE	TILE DRIVE, 127, 2, BLACK_L, 2, DRIVE, 127, 2, 0.1,	// DRIVE TO ENSURE FULLY ON
DRIVE,-90,270,DISTANCE,0.5,2,	// DRIVE TO POLE	TILE	
PAUSE, 0.5,	// PAUSE TO STOP MOMENTUM	DRIVE, 127, 2, WHITE_L, 2,	// DRIVE TO NEXT TILE
WRISTSEEK,-1,	// DROP CAP	<pre>DRIVE,127,2,WHITE_L,2, DRIVE,127,2,DISTANCE,0.8,1,</pre>	// LINE UP FOR SHOT
PAUSE, 1,	// LET CAP SCORE		
DRIVE, 90, 270, DISTANCE, 0.5, 2,	// DRIVE AWAY	TURN AIM, BLUE FLAG, LEFT, 2,	// AIM AT RIGHT-MOST BLUE FLAG // WAIT AS LATE AS POSSIBLE
ARMSEEK.1.	// LOWER ARM	PAUSE, UNTIL, 41, 25,	// WAIT AS LATE AS POSSIBLE
WRISTSEEK, WRIST FORWARD POS	// DRIVE AWAY A LITTLE // SHORT PAUSE // TURN TO LINE UP // SHORT PAUSE // DRIVE TO WHITE LINE // DRIVE TO BREAK // DRIVE BACK A LITTLE // SHORT PAUSE // TURN TO FACE POLE // SHORT PAUSE // RAISE ARM // WAIT FOR ARM TO RAISE // DRIVE ONTO TILE // DRIVE TO POLE // PAUSE TO STOP MOMENTUM // DROP CAP // LET CAP SCORE // DRIVE AWAY // LOWER ARM // RAISE WRIST // SHORT PAUSE	, , , , , , , , , , , , , , , , , , , ,	
PAUSE, 0.5,	// SHORT PAUSE	FIRE AIM, TOP,	// SHOOT TOP FLAG
WRISTSEEK,WRIST_VERTICAL_POS,	// RATSE WRIST	PAUSE FIRED FIRE TRY TIME	// WAIT TILL SHOT
23732217137721137.2_137.2	// DROP CAP // LET CAP SCORE // DRIVE AWAY // LOWER ARM // RAISE WRIST // SHORT PAUSE // RAISE WRIST // TURN TO FACE WALL	<pre>FIRE_AIM,TOP, PAUSE,FIRED,FIRE_TRY_TIME, PAUSE,0.1, STOP_FIRE,</pre>	// SHORT PAUSE
TURN, 180, 2,	// TURN TO FACE WALL	STOP FIRE.	// STOP FLYWHEEL
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DRIVE, 127, 180, DISTANCE, 1, 1, // DRIVE TO WALL