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// #defines for commands & conditions
#define END 0 // End of auton routine
#define DRIVE -1 // Drive (until some condition met)
#define TURN -2 // Turn to some angle at some speed
#define TURN_REL -3 // Turn for some angle at some speed
#define TURN_ENC -4 // Turn for some angle using encoder
    ticks
#define FIRE_PRESET -5 // Shoot flywheel at preset speed
#define FIRE_AIM -6 // Aim and fire ball
#define FIRE -6 // Aim and fire ball
#define INTAKE_ON -7 // Turn intake on
#define INTAKE_OFF -8 // Turn intake off
#define ARMSEEK -9 // Move arm to pos
#define WRISTSEEK -10 // Move wrist to pos
#define FLIPPERSEEK -11 // Move flipper to pos
#define FLIP -12 // Auto flip 180°
#define STACK_LOW -13 // Auto stack on low
#define STACK_HIGH -14 // Auto stack on high
#define STACK_LOW_FROM -15 // Auto stack from a step low
#define STACK_HIGH_FROM -16 // Auto stack from a step high
#define PAUSE -17 // Do nothing for some time
#define SET_GYRO -18 // Set gyro to some angle
#define STOP_FLYWHEEL -19 // Stop Flywheel running

#define DISTANCE -1 // Drive condition for distance based
    on encoders
#define LIDAR -2 // Drive condition for distance based
    on lidar

#define FIRED -1 // Pause condition wait till fired
#define GOTBALL -2 // Pause condition wait till one ball
#define GOTBALLS -3 // Pause condition wait till two balls

```