<pre>#ifndefBALLBOTAUTONS #defineBALLBOTAUTONS</pre>		#define TURN_TO -26 #define INTAKE_FLIP -27	// Turn to face point // Run outer intake backwards
#include "main.h"		to flip cap	,,
#define NUMBER_AUTONS 5	// Number of programmed	#define SCRAPER -28	// Position seek for scraper
routines	,,abi o. piogiaou	#define FIRE_AIM_BOTH - 29	,, 1001110 000 101 001upo1
<pre>int autonSelect = 0;</pre>	// Routine to start on	,,do.,2	
// Selecting one of the back autons			
,, colociling one of the back added.		// Conditionals	
// #defines for auton drive modes		#define IF -42386	// If
#define DRIVEMODE_USER 0	// User mode	#define ELSE -41987	// Else
#define DRIVEMODE_TIME -1	// Drive for time	#define ENDIF -3298	// End if
#define DRIVEMODE_DIST -2	// Drive for distance	WOOTING ENDIT 0270	// Liid II
#define DRIVEMODE_DIST 2 #define DRIVEMODE CUSTOM -3	// Drive custom		
#define DRIVEMODE_SONAR -4	// Drive for sonar dist		
#define DRIVEMODE_TURN 1	// Turn	#define BLUE_FLAG 1	// Blue flag for aiming
#define TURNMODE_GYRO 1	// Do turns with gyro	#define RED_FLAG 2	// Red flag for aiming
#define TURNMODE_ENCODER 2	// Do turns with encoders	#define GREEN_FLAG 3	// Green flag for aiming
#deline lokimode_encoder 2	// DO CUITIS WICH encouers	#define CENTER 0	// Aim at center-most obj.
// #dofines for commands 0 condition			
<pre>// #defines for commands & condition #define END 0</pre>	// End of auton routine	#define LEFT 1	// Aim at left-most obj.
		#define RIGHT 2	<pre>// Aim at right-most obj.</pre>
#define DRIVE -1	<pre>// Drive (until some condition</pre>	#4-fine ODID	// Turn Damanton for drive
met)	//	#define CDIR -563	// Turn Parameter for drive
#define TURN −2	<pre>// Turn to some angle at some</pre>	facing current direction	// Prima andibian for
speed	// Town Commonwell of the comm	#define DISTANCE -1	<pre>// Drive condition for</pre>
#define TURN_REL -3	// Turn for some angle at some	distance based on encoders	// Private and thing for
speed	// -	#define LIDAR -2	<pre>// Drive condition for</pre>
#define TURN_ENC -4	<pre>// Turn for some angle using</pre>	distance based on lidar	
encoder ticks	// 61 67	#define SONAR -11	<pre>// Drive condition for</pre>
#define FIRE -5	<pre>// Shoot flywheel at preset</pre>	distance based on sonar	
speed			
#define FIRE_AIM -6	// Aim and fire ball	// Drive conditions for white lines	
#define INTAKE_ON -7	// Turn intake on	#define WHITE_E -3	// Either white
#define INTAKE_OFF -8	// Turn intake off	#define WHITE_B -4	// Both white
#define ARMSEEK -9	// Move arm to pos	#define WHITE_L -5	// Left white
#define WRISTSEEK -10	// Move wrist to pos	#define WHITE_R -6	// Right white
#define FLIPSEEK -11	// Move flipper to pos	#define BLACK_E -7	// Either black
#define FLIP -12	// Auto flip 180°	#define BLACK_B -8	// Both black
#define STACK_LOW -13	// Auto stack on low	#define BLACK_L -9	// Left black
#define STACK_HIGH -14	// Auto stack on high	#define BLACK_R -10	// Right black
#define STACK_LOW_FROM -15	<pre>// Auto stack from a step low</pre>		
#define STACK_HIGH_FROM -16	<pre>// Auto stack from a step high</pre>	#define FIRED −1	<pre>// Pause condition wait till</pre>
#define PAUSE -17	<pre>// Do nothing for some time</pre>	fired	
#define SET_GYRO -18	<pre>// Set gyro to some angle</pre>	#define GOTBALL −2	<pre>// Pause condition wait till</pre>
#define STOP_FLYWHEEL -19	<pre>// Stop Flywheel running</pre>	one ball	
#define FINISH_LOW_STACK -20	// Finish low stack	#define GOTBALLS -3	<pre>// Pause condition wait till</pre>
#define TURN_AIM -21	// Turn to aim at	two balls	
(target, location, time)		#define UNTIL −4	<pre>// Pause condition wait till</pre>
#define STOP_FIRE -22	// Cancel Fire	time (not for time)	
#define START_COAST -23	// Start flywheel coast	#define STACKED -5	<pre>// Pause condition wait till</pre>
#define STOP_COAST -24	// Stop flywheel coast	stacked	
#define DRIVE_TO -25	<pre>// Drive to point, (s,x,y,t)</pre>	#define AFTER -6	

```
#define BFFORF -7
// #define SCRAPER UP -8
// #defines for arm positions
#define FLIP POS1 1
                                         // 1:1 Ratio, 0°
#define FLIP POS2 180
                                         // 1:1 Ratio, 180°
#define WRIST_BACK_POS (200*3)
                                         // 1:3 Ratio, 200°
#define WRIST BACKWARD DROP POS (-70*3) // 1:3 Ratio, -70°
#define WRIST FORWARD POS (80*3)
                                         // 1:3 Ratio, 80°
                                         // 1:3 Ratio, 30°
#define WRIST FORWARD EXTRA (0*3)
#define WRIST FORWARD DROP POS (67*3)
                                        // 1:3 Ratio, 65°
#define WRIST VERTICAL POS 1
                                         // 1:3 Ratio, 0°
#define ARM POS HIGH (125*5)
                                         // 1:5 Ratio, 120°
#define ARM POS LOW (90*5)
                                         // 1:5 Ratio, 90°
#define ARM POS DOWN 1
                                         // 1:5 Ratio, 0°
#define ARM SKILLS POS 180*5
#define ARM HOLD POS 25*5
#define SCRAPER UP POS -10
#define SCRAPER FLIP POS 90
#define SCRAPER UP -10
#define SCRAPER_DOWN_POS 50
#define ARM KNOCK POS 200
#define WRIST KNOCK POS 160
#define FAR FLAG DIST 1.2
#define MIDDLE FLAG DIST 0.8
#define FIRE TRY TIME 2.5
#define TOP 2
                                         // Top Flag
#define MIDDLE 1
                                         // Middle Flag
double defaultAuton[] = {
    0,
    END
};
double redAuton[] = {
    180,
                                         // ROBOT STARTS FACING 180°
    DRIVE, 50, 180, DISTANCE, 0.1, 1,
                                         // DRIVE WITHIN EXPANSION ZONE
    WRISTSEEK, -1000,
                                         // DEPLOY FLIPPER
    PAUSE, 1.5,
    FLIPSEEK, FLIP POS1,
    WRISTSEEK, WRIST FORWARD POS,
    PAUSE, 0.5,
                                         // DEPLOY DONE
    DRIVE, -70, 180, DISTANCE, 0.6, 1,
                                         // DRIVE TO LINE UP FOR CAP
                                         // AIM AT CAP
    TURN, 135, 1,
```

```
TURN, 135, 2,
                                      // AIM AT CAP
DRIVE, -50, 135, DISTANCE, 1, 2,
                                       // DRIVE TO CAP 1
WRISTSEEK, WRIST VERTICAL POS,
                                       // PICK IT UP
GRAB CAP 1
PAUSE, 1,
                                      // TIME TO PICK UP
DRIVE, 70, 135, WHITE R, 2,
                                       // DRIVE TILL RIGHT SENSOR IS
OVER START TILE
TURN, 180, 2,
                                      // TURN FOR NEXT DRIVE
                                      // DRIVE UNTIL OFF START TILE
DRIVE, 70, 180, BLACK_R, 2,
DRIVE, -90, 180, DISTANCE, 0.1, 1,
                                      // DRIVE TO LINE UP
                                       // TURN TO LINE UP
TURN, 90, 2,
DRIVE, -90, 90, 0.1,
                                      // DRIVE AWAY FROM POLE
TURN, 90, 2,
                                       // TURN TO LINE UP
DRIVE, 70, 90, 0.1,
                                      // DRIVE BACK TO WALL
DRIVE, 50, 90, DISTANCE, 0, 4, 2,
                                      // DRIVE TO WALL
STACK HIGH,
                                      // STACK CAP 1
 STACK CAP 1
PAUSE, STACKED, 10,
                                      // WAIT TILL STACKED
TURN, 90, 2,
                                       // TURN STRAIGHT
DRIVE, -90, 90, DISTANCE, 0, 5, 1,
                                       // DRIVE AWAY FROM POLE
TURN, 0, 2,
                                       // TURN TO FACE FLAGS
DRIVE, 90, 0, WHITE_L, 2,
                                       // DRIVE ONTO TILE
DRIVE, 90, 0, 0.1,
                                       // MAKE SURE ON TILE
                                       // DRIVE OFF TILE
DRIVE, 90, 0, BLACK B, 2,
DRIVE, -90, 0, 0.1,
                                      // DRIVE TO BREAK
                                       // DRIVE TO LINE UP
DRIVE, -90, 0, DISTANCE, 1, 2,
TURN, 270, 2,
                                       // TURN TO FACE CAP
INTAKE ON,
                                       // START INTAKE
WRISTSEEK, WRIST VERTICAL POS,
                                      // STOP DEPLOY
DRIVE, 80, 270, BLACK_B, 1,
                                      // DRIVE OFF TILE
DRIVE, 80, 270, DISTANCE, 1.4, 2,
                                      // DRIVE TO GET BALL
DRIVE, -80, 270, DISTANCE, 0.125, 2,
                                       // DRIVE BACK FROM CAP
KNOCK CAP 2
TURN, 345, 2,
                                       // TURN TO FACE FLAGS
DRIVE, 90, 345, DISTANCE, 0.65, 2,
                                       // DRIVE TO FLAG DISTANCE
TURN, 330, 2,
                                      // TURN TO FACE FLAGS
TURN_AIM, BLUE_FLAG, CENTER, 2,
                                       // AIM AT CENTRE-MOST BLUE
FLAG
PAUSE, 2,
                                       // PAUSE AFTER TURN
PAUSE, UNTIL, 35,
                                       // WAIT AS LATE AS POSSIBLE
START_COAST,
                                       // SPINUP FLYWHEEL
```

<pre>TURN_AIM,BLUE_FLAG,CENTER,2, FLAG</pre>	// AIM AT CENTRE-MOST BLUE	DRIVE, 70, 225, WHITE_L, 2,	// DRIVE TILL LEFT SENSOR IS
	// PAUSE AFTER TURNING	OVER START TILE TURN,180,2, FLIP, DRIVE,70,180,BLACK_L,2, DRIVE,-70,180,0.05, DRIVE,-70,180,DISTANCE,0.05,1,	// TURN FOR NEXT DRIVE
PAUSE,2, PAUSE,UNTIL,41.25,	// // ***	FLID	// FLIP CAP BACK
17000101111141.201	// WAIT AS LATE AS POSSIBLE // SHOOT TOP FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // CONTINUED ON NEXT LINE // DRIVE TO MIDDLE FLAG DIST	DRIVE 70 180 BLACK I 2	// DRIVE UNTIL OFF START TILE
FIRE_AIM,TOP,	// SHOOT TOP FLAG	DRIVE -70 180 0 05	// DRIVE TO BREAK
TOP MIDDLE FLAG	77 311331 131 12713	DRIVE70.180.DISTANCE.0.05.1.	// DRIVE TO LINE UP
PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT	TURN, 270, 2,	// TURN TO LINE UP
PAUSE, 0.1,	// SHORT PAUSE	101111/270/21	
STOP_FIRE,	// STORT FAUSE	DDTVE _00 270 0 1	// DRIVE AWAY FROM POLE
STOP_ITAL,	// STOP TETWILLE	TIDN 265 2	// TURN TO LINE UP
DDIVE 127 CDID DISTANCE	// CONTINUED ON NEXT LINE	DRIVE,-90,270,0.1, TURN,265,2, DRIVE,70,270,0.1,	// DRIVE BACK TO WALL
<pre>DRIVE,127,CDIR,DISTANCE, MIDDLE_FLAG_DIST,2,</pre>	// DRIVE TO MIDDLE FLAG DIST	DRIVE, 70, 270, 0.1,	// DRIVE BACK TO WALL
FIRE AIM, TOP,	// SHOOT MIDDLE FLAG	DRIVE, 50, 270, DISTANCE, 0.4, 2,	// DRIVE TO WALL
MIDDLE MIDDLE FLAG	// SHOUT MIDDLE FLAG	DRIVE, 50, 270, DISTANCE, 0.4, 2,	// DRIVE TO WALL
PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL CHOT	CTACK HIGH	// CTACK CAD 1
	// WAIT TILL SHOT // SHORT PAUSE	STACK_HIGH,	// STACK CAP 1
PAUSE, 0.1,		STACK CAP 1	// //ATT TTLL OTACKED
STOP_FIRE,			// WAIT TILL STACKED
<pre>INTAKE_OFF, DRIVE,127,CDIR,0.5,</pre>	// TURN INTAKE OFF // DRIVE TO TOGGLE BOTTOM FLAG	TURN,270,2, DRIVE,-90,270,DISTANCE,0.5,1,	// TURN STRAIGHT
DRIVE, 127, CDIR, 0.5,	// DRIVE TO TOGGLE BOTTOM FLAG	DRIVE, -90, 270, DISTANCE, 0.5, 1,	// DRIVE AWAY FROM POLE
BOTTOM MIDDLE FLAG		TURN, 0, 2,	// TURN TO FACE FLAGS
DRIVE,127,CDIR,0.5, BOTTOM MIDDLE FLAG DRIVE,-127,0,0.5, INTAKE_ON,	// DRIVE AWAY FROM FLAG	DRIVE,90,0,WHITE R,2,	// DRIVE ONTO TILE
INTAKE ON,	// TURN INTAKE BACK ON	DRIVE,90,0,1,	// MAKE SURE ON TILE
= - ,		DRIVE,90,0,BLACK B.2.	// DRIVE OFF TILE
END	// END OF ROUTINE	DRIVE, -90,0,0.1,	// DRIVE TO BREAK
};	// DRIVE AWAY FROM FLAG // TURN INTAKE BACK ON // END OF ROUTINE	TURN,0,2, DRIVE,90,0,WHITE_R,2, DRIVE,90,0,0.1, DRIVE,90,0,BLACK_B,2, DRIVE,-90,0,0.1, DRIVE,-90,0,0.1,	// DRIVE TO LINE UP
<pre>double blueAuton[] = {</pre>			
180,	// ROBOT STARTS FACING 180°	TURN,90,2, INTAKE_ON, WRISTSEEK,WRIST_VERTICAL_POS, DRIVE,80,90,BLACK_B,1, DRIVE,80,90,DISTANCE,1.4,2, DRIVE,-80,90,DISTANCE,0.25,2,	// CTADT THITAKE
100,	// ROBOT STARTS FACING 100	INTAKE_ON,	// START INTARE
DRIVE EQ 100 DISTANCE Q 1 1	// DDIVE WITHIN EVDANCION ZONE	WRISISEEK, WRISI_VERIICAL_POS,	// DDIVE OFF TILE
DRIVE,50,180,DISTANCE,0.1,1,	// DRIVE WITHIN EXPANSION ZONE	DRIVE, 80, 90, BLACK_B, 1,	// DRIVE OFF FALL
WIDTOTOFFIX 1000	// DEDLOY ELIDDED	DRIVE, 80, 90, DISTANCE, 1.4, 2,	// DRIVE DOOK FROM CAR
WRISTSEEK,-1000,	// DEPLOY FLIPPER	DRIVE, -80, 90, DISTANCE, 0.25, 2,	// DRIVE BACK FROM CAP
PAUSE, 1.5,		KNOCK CAP 2	
FLIPSEEK, FLIP_POS1,		TURN 5 0	// TURN TO 5405 51400
WRISTSEEK, WRIST_FORWARD_POS,	// DEDLOV DOVE	TURN,5,2, DRIVE,90,5,DISTANCE,0.6,2,	// TURN TO FACE FLAGS
PAUSE, 0.5,	// DEPLOY DONE		// DRIVE TO FLAG DISTANCE
	//	TURN, 15, 2,	// TURN TO FACE FLAGS
	// DRIVE TO LINE UP FOR CAP	TURN_AIM, RED_FLAG, CENTER, 2,	// AIM AT CENTRE-MOST BLUE
TURN,225,1, TURN,225,2,	// AIM AT CAP	FLAG	
TURN, 225, 2,	// AIM AT CAP		
		PAUSE, 2,	// PAUSE AFTER TURN
		PAUSE,2, PAUSE,UNTIL,35, START_COAST, TURN_AIM,RED_FLAG,CENTER,2,	// WAIT AS LATE AS POSSIBLE
<pre>DRIVE,-50,225,DISTANCE,1,2, WRISTSEEK,WRIST_VERTICAL_POS,</pre>	// DRIVE TO CAP 1	START_COAST,	// SPINUP FLYWHEEL
WRISTSEEK,WRIST_VERTICAL_POS, GRAB CAP 1	// DRIVE TO CAP 1 // PICK IT UP	TURN_AIM,RED_FLAG,CENTER,2, FLAG	// AIM AT CENTRE-MOST BLUE
PAUSE, 0.25,	// TIME TO PICK UP	PAUSE, 2,	// PAUSE AFTER TURNING
FLIP,	// FLIP SO BALLS ROLL OFF	PAUSE, UNTIL, 41.25,	// WAIT AS LATE AS POSSIBLE
PAUSE, 0.75,	// LET FLIP HAPPEN	1 AUSE JUNITE J 41.20 J	// WAIT AS LATE AS FUSSIBLE
FAUSE, U. / U,	// LET TETE HAFFEIN		

	FIRE AIM, TOP,	// SHOOT TOP FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // CONTINUED ON NEXT LINE // DRIVE TO MIDDLE FLAG DIST // SHOOT MIDDLE FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // TURN TO 0° // TURN INTAKE OFF // DRIVE TO TOGGLE BOTTOM FLAG // DRIVE AWAY FROM FLAG // TURN INTAKE BACK ON // END OF ROUTINE // ROBOT STARTS FACING 270° // START DEPLOY FLIPPER // MAKE SURE FLIPPER STRAIGHT // START INTAKE // DRIVE OFF TILE	DRIVE, -90, 90, DISTANCE, 0.125, 1,	// DRIVE AWAY A LITTLE
	TOP MIDDLE FLAG	,,	PAUSE, 0.25,	// SHORT PAUSE
	PAUSE, FIRED, FIRE TRY TIME,	// WAIT TILL SHOT	TURN, 180, 2,	// TURN TO LINE UP
	PAUSE.0.1.	// SHORT PAUSE	PAUSE, 0.25, TURN, 180, 2, PAUSE, 0.5, DRIVE, 90, 180, WHITE_L, 2, DRIVE, -90, 180, 0.1, DRIVE, -60, 180, DISTANCE, 0.125, 1,	// SHORT PAUSE
	STOP FIRE.	// STOP FLYWHEFI	DRIVE.90.180.WHITE 1.2.	// DRIVE TO WHITE LINE
	5.5. <u>_</u> . <u></u> . <u></u>	,, 0.0	DRIVE90.180.0.1.	// DRIVE TO BREAK
	DRIVE.127.CDIR.DISTANCE.	// CONTINUED ON NEXT LINE	DRIVE60.180.DISTANCE.0.125.1.	// DRIVE BACK A LITTLE
	MIDDLE FLAG DIST-0.2.2.	// DRIVE TO MIDDLE FLAG DIST	PAUSE.0.5.	// SHORT PAUSE
	FIRE AIM.TOP.	// SHOOT MIDDLE FLAG	TURN . 270 . 2 .	// TURN TO FACE POLE
	MIDDLE MIDDLE FLAG	,,	PAUSE . 0 . 25 .	// SHORT PAUSE
	PAUSE FIRED FIRE TRY TIME.	// WAIT TILL SHOT	PAUSE, 0.5, TURN, 270, 2, PAUSE, 0.25, ARMSEEK, ARM_POS_LOW, PAUSE, 2,	// RAISE ARM
	PAUSE . 0 . 1 .	// SHORT PAUSE	PAUSE . 2 .	// WAIT FOR ARM TO RAISE
	STOP FIRE	// STOP FLYWHEEL	171002/2/	
	0101_111127	// OTOL TERMILLE	DRIVE, -90,270, WHITE_L,2, DRIVE, -90,270, DISTANCE,0.5,2, PAUSE.0.5.	// DRIVE ONTO TILE
	TURN 0 0 5	// TURN TO 0°	DRIVE -90 270 DISTANCE 0 5 2	// DRIVE TO POLE
	TNTAKE OFF	// TURN INTAKE OFF	DAIISE 0 5	// PAUSE TO STOP MOMENTUM
	DRIVE 127 CDIR 0 5	// DRIVE TO TOGGLE BOTTOM FLAG	WRISTSEEK _1	// DROP CAP
	ROTTOM MIDDLE ELAG	// BRIVE TO TOUGEE BOTTOM TEAG	PAUSE, 0.5, WRISTSEEK, -1, HIGH SCORE CAP 1 PAUSE, 1, DRIVE, 90, 270, DISTANCE, 0.5, 2,	// BROI GAI
	DDTVE _127 0 0 5	// DDIVE AWAY EDOM ELAG	DAUSE 1	// LET CAP SCORE
	TNITAKE ON	// TUDN TNITAKE DACK ON	DDIVE OR 270 DISTANCE & 5.2	// DRIVE AWAY
	INTAKE_ON,	// TORN INTAKE BACK ON	ADMOSER 1	// DRIVE AWAT
	END	// END OF DOLLTINE	ARMSEEK,1, WRISTSEEK,WRIST_FORWARD_POS,	// DATCE WRITET
};	END	// END OF ROUTINE	WRISISEEN, WRISI_FORWARD_POS,	// SHORT PAUSE
5 1			WRISTSEEK,WRIST_VERTICAL_POS,	
do	uble redBackAuton[] = {		WRISISEEN, WRISI_VERIICAL_POS,	// RAISE WRIST
uoi	270	// ROBOT STARTS FACING 270° // START DEPLOY FLIPPER // MAKE SURE FLIPPER STRAIGHT // START INTAKE // DRIVE OFF TILE // DRIVE TO FLIP CAP // FINISH DEPLOY FLIPPER // SHORT PAUSE // STOP DEPLOY // DRIVE AWAY FROM CAP // SHORT TURN TO CONTROL	TUDN 190 2	// TURN TO FACE WALL
	270,	// RUBUI STARTS FACING 2/0	DDIVE 107 100 DICTANCE 1 1	// DRIVE TO WALL
	WDICTCELV WDICT CODWADD DOC	// CTART REDIOV FLIRRER	TURN,180,2, DRIVE,127,180,DISTANCE,1,1, DRIVE,127,180,0.5, SET_GYRO,180,	// ENSURE AGAINST WALL
	WKISISEEK,WKISI_FUKWAKU_PUS,	// MAKE CUDE ELIDDED CIDATOUT	DRIVE,127,180,0.5,	// RESET GYRO TO 180
	FLIPSEEK, FLIP_PUSI,	// MAKE SURE FLIPPER STRAIGHT	SEI_GYRU, 180,	// RESET GYRU TO 180
	INTAKE_UN,	// DRIVE OFF THE	DDIVE 407 400 DIOTANOE 0 0 4	// DRIVE AMAY FROM MALL
	DRIVE 00 070 DICTANCE 1 2 2	// DRIVE TO FLID OAD	DRIVE,-127,180,DISTANCE,0.2,1,	// TUDA TO FACE NEVT CAR
	DRIVE, 80, 2/0, DISTANCE, 1.3, 2,	// DRIVE TO FLIP CAP	TURN, 90, 2,	// TURN TO FACE NEXT CAP
	KNUCK CAP 1	// EINIOU DEDLOY ELIDDED	WRISTSEK, WRIST_FORWARD_POS,	// LOWER FLIPPER
	WRISISEEK, WRISI_VERIICAL_POS,	// PINISH DEPLOY FLIPPER	PAUSE, 0.5,	// PAUSE TO LET FLIPPER DOWN
	PAUSE, U.S.	// SHURT PAUSE	DRIVE, -80, 90, DISTANCE, 1.5, 2,	// DRIVE TO NEXT CAP
	WRISISEEK, WRISI_VERIICAL_POS,	// STOP DEPLOY	PAUSE, 0.5, DRIVE, -80,90, DISTANCE, 1.5,2, WRISTSEEK, WRIST_VERTICAL_POS,	// LIFT CAP
	DDTV5 407 070 DT0T4V05 4 0	// DDTV5 41/41/ 5D01/ 04D	COLLECT CAP 2	
	DRIVE, -127, 270, DISTANCE, 1, 2,	// DRIVE AWAY FROM CAP	PAUSE, 0.5, DRIVE, 127, 90, DISTANCE, 0.25, 1, TURN, 45, 1.	// PAUSE SO CAP LIFTS
	TURN,0,0.125, DIRECTION TURN,90,2, WRISTSEEK,WRIST_FORWARD_POS,	// SHORT TURN TO CONTROL	DRIVE, 127, 90, DISTANCE, 0.25, 1,	// DRIVE TO LINE UP
	DIRECTION	// =::=:: == =:== =:=	TURN, 45, 1,	// TURN READY TO DRIVE
	TURN, 90, 2,	// TURN TO FACE CAP	DRIVE, 127, 45, DISTANCE, 0.8, 1,	// DRIVE TO LINE UP
	WRISISEEK, WRISI_FORWARD_POS,	// LOWER FLIPPER	TURN, 0, 2,	// TURN TO FACE POLE
	PAUSE, V.S,	// PAUSE TO LET FLIPPER DOWN	ARMSEEK, ARM_POS_LOW,	// RAISE ARM
	DRIVE, -70,90, DISTANCE, 1,2,	// DRIVE TO GET CAP	TURN,0,2, ARMSEEK,ARM_POS_LOW, FLIP, PAUSE,2,	// FLIP CAP
	WRISTSEEK, WRIST_VERTICAL_POS,	// LIFT CAP UP	PAUSE, 2,	// WAIT FOR ARM TO RAIS
	COLLECT CAP 1			
		// SHORT TURN TO CONTROL // TURN TO FACE CAP // LOWER FLIPPER // PAUSE TO LET FLIPPER DOWN // DRIVE TO GET CAP // LIFT CAP UP	DRIVE, -90,0,WHITE_E,1,	// DRIVE TO LINE
	PAUSE, 0.5,	// WAII FOR CAP IO LIFT	DRIVE, -90, 0, DISTANCE, 0.5, 2,	// DRIVE TO POLE
	DRIVE, 90, 90, WHITE_R, 3,	// DRIVE TO START TILE	PAUSE, 0.5,	// PAUSE TO STOP MOMENTUM
	DRIVE, -90, 90, 0.05,	// WAIT FOR CAP TO LIFT // DRIVE TO START TILE // DRIVE TO BREAK // PAUSE TO STOP TIP	DRIVE,-90,0,WHITE_E,1, DRIVE,-90,0,DISTANCE,0.5,2, PAUSE,0.5, WRISTSEEK,-1, HIGH SCORE CAP 2	// DROP CAPHIGH SCORE CAP 2
	PAUSE, 1,	// PAUSE TO STOP TIP	HIGH SCORE CAP 2	

PAUSE, 1,	// LET CAP SCORE		
DRIVE,90,0,WHITE_R,2,	<pre>// LET CAP SCORE // DRIVE AWAY // LOWER ARM // RAISE WRIST // LET FLYWHEEL SPIN UP // TURN TO FACE START TILE // DRIVE TO START TILE // DRIVE A LITTLE MORE</pre>	WRISTSEEK, WRIST_FORWARD_POS,	// START DEPLOY FLIPPER
ARMSEEK 1	// LOWER ARM	FLIPSEEK,FLIP_POS1,	// MAKE SURE FLIPPER STRAIGHT
WRISTSEEK, WRIST_VERTICAL_POS,	// RAISE WRIST	INTAKE ON,	// START INTAKE
· ·		INTAKE_UN, DRIVE,127,90,BLACK_B,0.5, DRIVE 80 90 DISTANCE 1 3 2	// DRIVE OFF TILE
START_COAST,	// LET FLYWHEEL SPIN UP	DRIVE, 80, 90, DISTANCE, 1.3, 2,	// DRIVE TO FLIP CAP
TURN, 90, 2,	// TURN TO FACE START TILE	KNOCK CAP 1	
DRIVE, 127, 90, WHITE_R, 2,	// DRIVE TO START TILE	WRISTSEEK, WRIST_VERTICAL_POS,	// FINISH DEPLOY FLIPPER
DRIVE, 127, 90, DISTANCE, 0.125, 1,	// DRIVE A LITTLE MORE	PAUSE, 0.5,	// SHORT PAUSE
			// STOP DEPLOY
TURN, 1, 2,	<pre>// TURN TO FACE FLAGS // DRIVE TO TILE // DRIVE TO ENSURE FULLY ON // DRIVE OFF START TILE // DRIVE TO ENSURE FULLY ON</pre>		
		DRIVE,-127,90,DISTANCE,1,2,	// DRIVE AWAY FROM CAP
DRIVE, 127, 1, WHITE_L, 2,	// DRIVE TO TILE	TURN,0,0.25,	// SHORT TURN TO CONTROL
DRIVE,127,1,WHITE_L,2, DRIVE,127,1,0.1,	// DRIVE TO ENSURE FULLY ON	DIRECTION	
		TURN, 270, 2,	// TURN TO FACE CAP
DRIVE,127,1,BLACK_L,2, DRIVE,127,1,0.1,	// DRIVE OFF START TILE	WRISTSEEK,WRIST_FORWARD_POS,	// LOWER FLIPPER
DRIVE,127,1,0.1,	// DRIVE TO ENSURE FULLY ON	PAUSE, 0.5,	// DALICE TO LET ELIDDED DOMN
TILE		DRIVE, -70, 270, DISTANCE, 1, 2,	// DRIVE TO GET CAP
<pre>DRIVE,127,1,WHITE_L,2, DRIVE,127,1,DISTANCE,0.8,1,</pre>	// DRIVE TO NEXT TILE	WRISTSEEK, WRIST_VERTICAL_POS,	// LIFT CAP UP
DRIVE, 127, 1, DISTANCE, 0.8, 1,	// LINE UP FOR SHOT	COLLECT CAP 1	
		PAUSE, 0.5,	// WAIT FOR CAP TO LIFT
PAUSE, UNTIL, 41.25,	// WAIT AS LATE AS POSSIBLE	PAUSE,0.5, DRIVE,90,270,WHITE_L,3, DRIVE,-90,270,0.05, PAUSE,1,	// DRIVE TO START TILE
	//	DRIVE, -90, 270, 0.05,	// DRIVE TO BREAK
FIRE_AIM, TOP,	// SHOOT TOP FLAG	PAUSE,1,	// PAUSE TO STOP TIP
TOP LEFT FLAG	//	DRIVE, -90, 270, DISTANCE, 0.125,1,	// DRIVE AWAY A LITTLE
PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT	PAUSE, 0.25,	// SHORT PAUSE
PAUSE,0.1, STOP_FIRE,	// SHORT PAUSE	PAUSE,0.25, TURN,180,2, PAUSE,0.5, DRIVE,90,180,WHITE_R,2, DRIVE,-90,180,0.1, DRIVE,-60,180,DISTANCE,0.125,1,	// TURN TO LINE UP
STOP_FIRE,	// STOP FLYWHEEL	PAUSE, 0.5,	// SHORT PAUSE
	//	DRIVE, 90, 180, WHITE_R, 2,	// DRIVE TO WHITE LINE
<pre>DRIVE,127,CDIR,DISTANCE, MIDDLE_FLAG_DIST+0.1,2, FIRE_AIM,TOP,</pre>	// CONTINUED ON NEXT LINE	DRIVE, -90,180,0.1,	// DRIVE TO BREAK
MIDDLE_FLAG_DIST+0.1,2,	// DRIVE TO MIDDLE FLAG DIST	DRIVE, -60, 180, DISTANCE, 0.125, 1,	// DRIVE BACK A LITTLE
	// SHOOT MIDDLE FLAG	PAUSE, 0.5, TURN, 90, 2, PAUSE, 0.25, ARMSEEK, ARM_POS_LOW, PAUSE, 2,	// SHURT PAUSE
<pre>MIDDLE LEFT FLAG PAUSE,FIRED,FIRE_TRY_TIME,</pre>	// MATE TILL OUGT	TURN, 90, 2,	// TURN TO FACE POLE
	// WAIT TILL SHUT	PAUSE, 0.25,	// SHURT PAUSE
PAUSE, 0.1,	// SHURT PAUSE	ARMSEEK, ARM_PUS_LUW,	// RAISE ARM
STOP_FIRE,	// SHOOT TOP FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // CONTINUED ON NEXT LINE // DRIVE TO MIDDLE FLAG DIST // SHOOT MIDDLE FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // PUT FLIPPER STRAIGHT	PAUSE, 2,	// WAIT FOR ARM TO RAISE
FLIP,	// PUT FLIPPER STRAIGHT	DDIVE OR OR WHITE D 2	// DDIVE ONTO TILE
TNITAKE OFF	// TURN INTAKE OFF	DRIVE,-90,90,WHITE_R,2, DRIVE,-90,90,DISTANCE,0.5,2,	// DRIVE TO DOLE
<pre>INTAKE_OFF, DRIVE,127,CDIR,0.5,</pre>	// DRIVE TO TOGGLE BOTTOM FLAG	PAUSE, 0.5,	// PAUSE TO POLE // PAUSE TO STOP MOMENTUM
DOTTOM LEFT FLAC			// DROP CAP
DRIVE,-127,0,0.5,	// DRIVE AWAY FROM FLAG	WRISTSEEK,−1, HIGH SCORE CAP 1	// DROP CAP
INTAKE_ON,	// TURN INTAKE BACK ON	DAILSE 1	// LET CAD SCODE
INTAKE_ON,	// TORN INTAKE BACK ON	PAUSE,1, DRIVE,90,90,DISTANCE,0.5,2,	// DDIVE AWAY
		ARMSEEK,1,	// LOWER ARM
END,	// END OF ROUTINE	WRISTSEEK,WRIST_FORWARD_POS,	// RAISE WRIST
};	,, LND OF ROOTINE	PAUSE, 0.5,	// SHORT PAUSE
<i>3</i> I	// END OF ROUTINE	WRISTSEEK,WRIST_VERTICAL_POS,	
<pre>double blueBackAuton[] = {</pre>		MATOTOLEN, WATOT_VERTIONE_FOO,	// MAIDE WINID!
90,	// ROBOT STARTS FACING 90°	TURN, 180, 2,	// TURN TO FACE WALL
1	,,		

DDIVE 107 100 DICTANCE 1 1	// DDIVE TO WALL	DAUGE FIDED FIDE TOV TIME	// WAIT TILL SHOT
DRIVE,127,180,DISTANCE,1,1, DRIVE,127,180,0.5,	// DRIVE TO WALL // ENSURE AGAINST WALL // RESET GYRO TO 180	PAUSE,FIRED,FIRE_TRY_TIME, PAUSE,0.1,	// SHORT PAUSE
SET_GYRO, 180,	// DESET CYDO TO 100	PAUSE,0.1, STOP_FIRE,	// STOP FLYWHEEL
3E1_G1RO,100,	// RESET GIRO TO 100	STOP_FIRE,	// STOP FLIWHEEL
DRIVE,-127,180,DISTANCE,0.2,1,	// DRIVE AWAY FROM WALL // TURN TO FACE NEXT CAP // LOWER FLIPPER // PAUSE TO LET FLIPPER DOWN // DRIVE TO NEXT CAP // LIFT CAP // PAUSE SO CAP LIFTS // DRIVE TO LINE UP // TURN READY TO DRIVE // DRIVE TO LINE UP // TURN TO FACE POLE // RAISE ARM // FLIP CAP // WAIT FOR ARM TO RAISE	DRIVE, 127, CDIR, DISTANCE,	// CONTINUED ON NEXT LINE
TURN, 270, 2,	// TURN TO FACE NEXT CAP	DRIVE,127,CDIR,DISTANCE, MIDDLE_FLAG_DIST+0.1,2, FIRE_AIM,TOP,	// DRIVE TO MIDDLE FLAG DIST
WRISTSEEK, WRIST_FORWARD_POS,	// LOWER FLIPPER	FIRE AIM, TOP,	// SHOOT MIDDLE FLAG
PAUSE, 0.5,	// PAUSE TO LET FLIPPER DOWN	MIDDLE LEFT FLAG	
DRIVE, -80, 270, DISTANCE, 1.35, 2,	// DRIVE TO NEXT CAP	PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT
WRISTSEEK, WRIST_VERTICAL_POS,	// LIFT CAP	PAUSE, 0.1,	// SHORT PAUSE
COLLECT CAP 2		STOP_FIRE,	// STOP FLYWHEEL
PAUSE, 0.5,	// PAUSE SO CAP LIFTS	PAUSE,0.1, STOP_FIRE, FLIP,	// PUT FLIPPER STRAIGHT
DRIVE, 127, 270, DISTANCE, 0.25, 1,	// DRIVE TO LINE UP	·	
TURN, 315, 1,	// TURN READY TO DRIVE	TURN,0,0.5,	// TURN STRAIGHT
DRIVE, 127, 315, DISTANCE, 0.8, 1,	// DRIVE TO LINE UP	INTAKE OFF,	// TURN INTAKE OFF
TIIDNI 0 2	// TURN TO FACE POLE	TURN,0,0.5, INTAKE_OFF, DRIVE,127,CDIR,0.5, BOTTOM LEFT FLAG	// DRIVE TO TOGGLE BOTTOM FLAG
ARMSEEK,ARM_POS_LOW,	// RAISE ARM	BOTTOM LEFT FLAG	
FLIP,	// FLIP CAP	DRIVE,-127,0,0.5, INTAKE_ON,	// DRIVE AWAY FROM FLAG
ARMSEEK,ARM_POS_LOW, FLIP, PAUSE,2,	// WAIT FOR ARM TO RAISE	INTAKE_ON,	// TURN INTAKE BACK ON
DRIVE,-90,0,WHITE_E,1, DRIVE,-90,0,DISTANCE,0.5,2,	// DRIVE TO LINE		
DRIVE,-90,0,DISTANCE,0.5,2,	// DRIVE TO POLE	END,	// END OF ROUTINE
PAUSE, 0.5,	// PAUSE TO STOP MOMENTUM	};	
WRISTSEEK,-1,	// DROP CAPHIGH SCORE CAP 2		
HIGH SCORE CAP 2			
PAUSE, 0.5, WRISTSEEK, -1, HIGH SCORE CAP 2 PAUSE, 1, DRIVE, 90, 0, WHITE_L, 2, ARMSEEK, 1, WRISTSEEK, WRIST_VERTICAL_POS,	// LET CAP SCORE	<pre>double skills[] = {</pre>	
DRIVE,90,0,WHITE_L,2,	// DRIVE AWAY	270,	// ROBOT STARTS FACING 270°
ARMSEEK,1,	// LOWER ARM		
WRISTSEEK,WRIST_VERTICAL_POS,	// RAISE WRIST	WRISTSEEK,-1000, FLIPSEEK,FLIP_POS1, INTAKE_ON, SCRAPER,SCRAPER_DOWN_POS, PAUSE,0.5, DRIVE,127,270,BLACK_B,0.5, DRIVE,110,270,DISTANCE,1.25,2,	// DEPLOY FLIPPER
		FLIPSEEK,FLIP_POS1,	// MAKE SURE FLIPPER STRAIGHT
START_COAST,	// LET FLYWHEEL SPIN UP	INTAKE_ON,	// START INTAKE
TURN, 270, 2,	// TURN TO FACE START TILE	SCRAPER, SCRAPER_DOWN_POS,	// LOWER SCRAPER
DRIVE, 127, 270, WHITE_L, 2,	// DRIVE TO START TILE	PAUSE, 0.5,	// PAUSE TO LET SCRAPER DOWN
DRIVE, 12/, 2/0, DISTANCE, 0.125, 1,	// DRIVE A LITTLE MORE	DRIVE,12/,2/0,BLACK_B,0.5,	// DRIVE OFF TILE
	// =::::: == =::== =::==	DRIVE, 110, 2/0, DISTANCE, 1.25, 2,	// DRIVE TO FLIP CAP
TURN, 359, 2,	// TURN TO FACE FLAGS	FLIP CAP 1	
DDIVE 407 OFO WHITE D O	// DRIVE TO POLE // PAUSE TO STOP MOMENTUM // DROP CAPHIGH SCORE CAP 2 // LET CAP SCORE // DRIVE AWAY // LOWER ARM // RAISE WRIST // LET FLYWHEEL SPIN UP // TURN TO FACE START TILE // DRIVE TO START TILE // DRIVE A LITTLE MORE // TURN TO FACE FLAGS // DRIVE TO TILE	WRISTSEEK,WRIST_VERTICAL_POS,	// STOP DEPLOY
DRIVE,127,359,WHITE_R,2, DRIVE,127,359,0.1,	// DRIVE TO FNOUDE FULLY ON		
	// DRIVE TO ENSURE FULLY ON	FLIPSEEK, FLIP_POS1,	// DATOE CODADED
TILE	// DDIVE OFF CTART TILE	SCRAPER, SCRAPER_UP_POS,	// RAISE SCRAPER
DRIVE,127,359,BLACK_R,2, DRIVE,127,359,0.1,	// DRIVE OFF START TILE	TURN,45,2, WRISTSEEK,WRIST_FORWARD_POS,	// TURN TO FACE CAP // LOWER FLIPPER
TILE	// DRIVE TO ENSURE FULLY ON	//PAUSE,0.25,	// PAUSE TO LET FLIPPER
DDIVE 127 250 WHITE D 2	// DDIVE TO NEVT TILE	DOWN	// PAUSE TO LET FLIPPER
DRIVE,127,359,WHITE_R,2, DRIVE,127,359,DISTANCE,0.8,1,	// DRIVE TO NEXT TILE	DDIVE _50 /5 DISTANCE 1 2	// DRIVE TO CAR
DRIVE, 127, 339, DISTANCE, 0.8, 1,	// LINE OF FOR SHOT	WDISTSEEK _1	// TURN WRIST MOTOR OFF
		DRIVE, -50, 45, DISTANCE, 1, 2, WRISTSEEK, -1, //WRISTSEEK, WRIST_VERTICAL_POS,	// RAISE FORKS
PAUSE, UNTIL, 41.25,	// WAIT AS LATE AS POSSIBLE	FITPSFEK FITP DOS?	// FLIP
171002 011112 41.20	// WILL NO ENTE NO LOGGIDEE	FLIPSEEK,FLIP_POS2, FLIP_CAP_2	// 1 = 1
FIRE_AIM,TOP,	// SHOOT TOP FLAG	PAUSE, 0.125,	
TOP LEFT FLAG	, , 311001 101 1 E/10	DRIVE, 90, 45, DISTANCE, 1.2, 2,	// DRIVE AWAY
10. 2211 12/10		5/(1/E//0/40/510////OE/11/2/2/	,, butte mini

TEITOLER/TEIT_TOOI	
//////////////////////////////////////	AKING TOO LONG POINT // TURN TO FACE NEXT CAP // LOWER FORKS // DRIVE TO CAP // RAISE FORKS // DRIVE AWAY FROM WALL // DRIVE AWAY
START_COAST, SPEED	// LET FLYWHEEL SPIN UP TO
TURN,90,1.5, FLIPSEEK,FLIP_POS2, FLIP CAP 3 WRISTSEEK,-1,	// TURN TO FACE START TILE // FLIP
DRIVE, 127, 90, WHITE_R, 2, DRIVE, -80, 90, 0.05, TURN, 0, 2, WRISTSEEK, WRIST_VERTICAL_POS, FLIPSEEK, FLIP_POS1,	// DRIVE TO START TILE // BREAK TO STOP // TURN TO FACE FLAGS
DRIVE,127,1,BLACK_L,2, DRIVE,127,1,0.1, TILE	// DRIVE OFF START TILE // DRIVE TO ENSURE FULLY ON
DRIVE,127,1,WHITE_L,2, DRIVE,127,2,DISTANCE,0.8,1,	// DRIVE TO NEXT TILE // LINE UP FOR SHOT
PAUSE, 0.1,	// STOP BOUNCE
FIRE_AIM,TOP, TOP LEFT FLAG PAUSE,FIRED,FIRE_TRY_TIME, PAUSE,0.1, STOP_FIRE,	// SHOOT TOP FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL
DRIVE,127,CDIR,DISTANCE, MIDDLE_FLAG_DIST-0.05,2, FIRE_AIM,TOP, MIDDLE LEFT FLAG PAUSE,FIRED,FIRE_TRY_TIME, PAUSE,0.1,	<pre>// CONTINUED ON NEXT LINE // DRIVE TO MIDDLE FLAG DIST // SHOOT MIDDLE FLAG // WAIT TILL SHOT // SHORT PAUSE</pre>
STOP_FIRE,	// STOP FLYWHEEL

FITPSEEK FITP POST

```
INTAKE_OFF,
                                      // TURN INTAKE OFF
DRIVE, 127, 0, 0.5,
                                      // DRIVE TO TOGGLE BOTTOM FLAG
BOTTOM LEFT FLAG
//SCRAPER, SCRAPER_DOWN_POS,
                                        // LOWER SCRAPER SO IT
DOESN'T CATCH THE FLAG
                                      // DRIVE AWAY FROM FLAG
DRIVE, -127, 0, 0.5,
INTAKE ON,
                                      // TURN INTAKE BACK ON
SCRAPER, SCRAPER UP POS,
                                      // RAISE SCRAPER AGAIN
                                      // STOP TANGLE WITH NET
FLIPSEEK,-1,
                                      // TURN TO LINE UP
TURN, 0, 1,
                                      // DRIVE TO RED TILE
DRIVE, -127, 0, WHITE L, 2,
                                      // BREAK TO STOP
DRIVE, 90, 0, 0.05,
DRIVE, -127, 0, DISTANCE, 0.5, 1,
                                      // DRIVE TO MIDDLE OF IT
TURN, 90, 0,
                                      // TURN TO FACE WALL
FLIPSEEK, FLIP_POS1,
                                      // PUT FLIPPER BACK
DRIVE, 100, 90, 0.5,
                                      // DRIVE TO WALL
                                      // SET GYRO
SET_GYRO, 90,
WRISTSEEK, WRIST_FORWARD_POS,
                                      // LOWER FLIPPER
                                      // DRIVE AWAY FROM WALL
DRIVE, -100, 90, DISTANCE, 0.1, 1,
TURN, 135, 2,
                                      // TURN TO FACE NEXT CAP
DRIVE, -90, 135, DISTANCE, 1.7, 3,
                                      // DRIVE TO NEXT CAP
WRISTSEEK, WRIST_VERTICAL_POS,
                                      // LIFT CAP
PAUSE, 0.25,
                                      // PAUSE TO LET IT LIFT
                                      // FLIP THE CAP
FLIP,
//WRISTSEEK, WRIST FORWARD POS,
                                        // DROP CAP
FLIP CAP 4
                                      // TURN TO FACE PLATFORM
TURN, 180, 2,
                                      // DROP CAP
WRISTSEEK, -1,
FLIP CAP 4
SCRAPER, SCRAPER UP POS,
                                      // ENSURE SCRAPER IS UP
DRIVE, 127, 180, DISTANCE, 1.3, 2,
                                      // DRIVE TO PLATFORM
SCRAPER, SCRAPER_DOWN_POS,
                                      // LOWER SCRAPER
WRISTSEEK, WRIST_VERTICAL_POS,
                                      // LIFT FLIPPER
FLIPSEEK, FLIP POS1,
                                      // REVERT FLIPPER
                                      // PAUSE TO LET SCRAPER DROP
PAUSE, 0.25,
DRIVE, -127, 180, DISTANCE, 0.25, 1,
                                      // DRIVE AWAY FROM PLATFORM
                                      // LET BALL ROLL IN
PAUSE, 0.25,
SCRAPER, SCRAPER_DOWN_POS,
                                      // MOVE SCRAPER TO CAP FLIP
POSITION
TURN, 270, 1,
                                      // TURN TO FACE NEXT CAP - WAS
2
                       FLTP CAP 5
DRIVE, 90, 270, DISTANCE, 1.1, 1,
                                      // DRIVE TO FLIP NEXT CAP
PAUSE, 0.25,
                                      // PAUSE TO LET BALL INTAKE
DRIVE, -127, 270, DISTANCE, 0.25, 1,
                                      // DRIVE AWAY FROM CAP
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SCRAPER, SCRAPER_UP_POS,	// LIFT SCRAPER TO SAFETY	DRIVE, 127, 155, DISTANCE, 1.4, 2,	// DRIVE TO PLATFORM
TURN, 315, 2,	// TURN TO FACE 315 // DRIVE TO LINE UP // TURN TO FACE 350 // SHOOT TOP FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // CONTINUED ON NEXT LINE // DRIVE TO MIDDLE FLAG DIST // SHOOT MIDDLE FLAG // WAIT TILL SHOT // SHORT PAUSE // STOP FLYWHEEL // TURN INTAKE OFF	SCRAPER, SCRAPER_DOWN_POS, WRISTSEEK, WRIST_VERTICAL_POS, FLIPSEEK, FLIP_POS1, PAUSE, 0.25, DRIVE, -127, 155, DISTANCE, 0.5, 1,	// LOWER SCRAPER
DRIVE, 127, 315, DISTANCE, 0.35, 2,	// DRIVE TO LINE UP	WRISTSEEK,WRIST_VERTICAL_POS,	// LIFT FLIPPER
		FLIPSEEK,FLIP_POS1,	// REVERT FLIPPER
TURN,350,0.5,	// TURN TO FACE 350	PAUSE, 0.25,	// PAUSE TO LET SCRAPER DROP
FIRE_AIM,TOP,	// SHOOT TOP FLAG	DRIVE, -127, 155, DISTANCE, 0.5, 1,	// DRIVE AWAY FROM PLATFORM
TOP MIDDLE FLAG		PAUSE,0.25,	// PAUSE TO LET BALL ROLL IN
PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT		
PAUSE, 0.1,	// SHORT PAUSE	<pre>TURN,90,2, SCRAPER,SCRAPER_DOWN_POS,</pre>	// TURN TO FACE NEXT CAP
STOP_FIRE,	// STOP FLYWHEEL	SCRAPER, SCRAPER_DOWN_POS,	// MOVE SCRAPER TO CAP FLIP
		POSITION	
DRIVE, 127, CDIR, DISTANCE,	// CONTINUED ON NEXT LINE	DRIVE, 127, 90, DISTANCE, 1.25, 2,	// DRIVE TO FLIP CAP
MIDDLE_FLAG_DIST, 2,	// DRIVE TO MIDDLE FLAG DIST	FLIP CAP 7	
FIRE, TOP,	// SHOOT MIDDLE FLAG	SCRAPER, SCRAPER_UP_POS,	// LIFT TO FLIP CAP FAR
MIDDLE MIDDLE FLAG	//	PAUSE, 0.25,	// PAUSE TO LET BALL INTAKE
PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT	DRIVE, -127, 90, WHITE_E, 2,	// DRIVE TO LINE UP FOR FLAGS
PAUSE, 0.1,	// SHORT PAUSE	DRIVE, 90, 90, 0.05,	// DRIVE TO BREAK
STOP_FIRE,	// STOP FLYWHEEL	SCRAPER, SCRAPER_UP_POS, PAUSE, 0.25, DRIVE, -127, 90, WHITE_E, 2, DRIVE, 90, 90, 0.05, PAUSE, 0.5,	// PAUSE TO STOP TIPPING
INTAKE OFF	// TURN INTAKE OFF // DRIVE TO TOGGLE BOTTOM FLAG // LOWER SCRAPER SO IT	TURN,1,2,	
DDIVE 127 0 0 5	// DDIVE TO TOGGLE BOTTOM ELAG	TURN,1,2, DRIVE,90,0,BLACK_B,2, DRIVE,-90,0,WHITE_E,2, DRIVE,-80,0,DISTANCE,0.1,1,	// DDIVE TO EDGE OF TILE
ROTTOM MIDDLE FLAG	// BRIVE TO TOUGHE BOTTOM TEAU	DRIVE -90 0 WHITE F 2	// DRIVE ONTO THE
// SCRAPER.SCRAPER DOWN POS.	// LOWER SCRAPER SO IT	DRIVE, -80.0.DISTANCE.0.1.1.	// DRIVE TO BREAK
DOESN'T CATCH THE FLAG	// LOWER COLON EN CO IT	5K172	// BRIVE TO BREAK
DRIVE,-127,0,0.5,	// DRIVE AWAY FROM FLAG	//	
INTAKE ON,	// TURN INTAKE BACK ON	// DRIVE,127,90,DISTANCE,0.75,2	2, // DRIVE TO LINE UP
SCRAPER, SCRAPER UP POS,	// RAISE SCRAPER AGAIN	// SCRAPER, SCRAPER_UP_POS,	// LIFT SCRAPER TO
DOESN'T CATCH THE FLAG DRIVE, -127,0,0.5, INTAKE_ON, SCRAPER, SCRAPER_UP_POS,	// DRIVE AWAY FROM FLAG // TURN INTAKE BACK ON // RAISE SCRAPER AGAIN // TURN TO LINE UP // LINE UP FOR NEXT CAP // PUT FLIPPER CORRECT WAY UP // TURN TO FACE NEXT CAP // LOWER FLIPPER // DRIVE ACOSS CENTER WHITE	SAFETY	
TURN,0,0.5,	// TURN TO LINE UP	// TURN,0,1, // DRIVE,60,0,SONAR,	// TURN TO FACE FLAGS
DRIVE,-127,0,SONAR,1.25,2,	// LINE UP FOR NEXT CAP	// DRIVE,60,0,SONAR,	// CONTINUED ON NEXT
		LINE	
FLIPSEEK,FLIP_POS1,	// PUT FLIPPER CORRECT WAY UP	// FAR_FLAG_DIST+0.5,2, // TURN,335,1,	// LINE UP FOR SHOT
TURN, 90, 0,	// TURN TO FACE NEXT CAP	// TURN,335,1,	// TURN ROUGHLY TO FACE
WRISTSEEK,WRIST_FORWARD_POS,	// TURN TO FACE NEXT CAP // LOWER FLIPPER // DRIVE ACOSS CENTER WHITE	FLAG	
DRIVE,-127,90,WHITE_E,1,	// DRIVE ACOSS CENTER WHITE		
LINE		FIRE_AIM,TOP,	// SHOOT TOP FLAG
DRIVE, -90, 90, DISTANCE, 2.5, 2,	// DRIVE TO GET NEXT CAP	TOP RIGHT FLAG	
(SLOWLY)		PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT
		PAUSE, FIRED, FIRE_TRY_TIME, PAUSE, 0.1, STOP_FIRE,	// SHORT PAUSE
WRISTSEEK,WRIST_VERTICAL_POS,	// LIFT CAP	STOP_FIRE,	// STOP FLYWHEEL
//PAUSE,0.25,	// PAUSE IU LIFI 0.25	DRIVE 407 ORTH DISTANCE	// CONTINUED ON NEVT LINE
DRIVE, 127, 90, DISTANCE, 0.1,1,	// DRIVE AWAY FROM WALL	DRIVE, 127, CDIR, DISTANCE,	// CONTINUED ON NEXT LINE
FLIP,	// FLIP CAP	MIDDLE_FLAG_DIST,2,	// DRIVE TO MIDDLE FLAG DIST
//PAUSE,0.25, //WRISTSEEK,WRIST_FORWARD_POS,	// PAUSE TO LET FLIP 0.25	IF, GUIBALL,	// IF WE'VE GOT A BALL
//WKISISEEK,WKISI_FUKWAKU_PUS,	// DRUP CAP	DRIVE,127,CDIR,DISTANCE, MIDDLE_FLAG_DIST,2, IF,GOTBALL, FIRE,TOP, // MIDDLE RIGHT FLAG	SHOUT MIDDLE FLAG
FLIP CAP 6 WRISTSEEK,-1,	// DROP CAP // TURN TO FACE PLATFORM // LOWER SCRAPER HALF WAY	PAUSE,FIRED,FIRE_TRY_TIME, //	/ WATT TILL SHOT
FLIP CAP 6	// DRUP CAP	PAUSE, FIRED, FIRE_IRT_IIME, //	' SHORT PAUSE
TURN, 155, 2,	// TUDN TO EACE DIATEORM	PAUSE, 0.1, // ENDIF, STOP_FIRE,	SHURT FAUSE
SCRAPER, SCRAPER_DOWN_POS/3,	// IOWED SCRADED HAIE WAV	STOP_FIRE,	// STOP FLYWHEEL
JOHAI EN JOHAFEN_DOWN_FUJ/ 31	// LOWER SURAFER HALL WAT	STOP_I INL!	// STOP I LIWIILLL

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TURN, 5, 0.25,
                                          // TURN A LITTLE BIT
    INTAKE_OFF,
                                          // TURN INTAKE OFF
    DRIVE, 127, 0, 0.5,
                                          // DRIVE TO TOGGLE BOTTOM FLAG
     BOTTOM RIGHT FLAG
                                            // LOWER SCRAPER SO IT
    //SCRAPER, SCRAPER_DOWN_POS,
    DOESN'T CATCH THE FLAG
    DRIVE, -127, 0, 0.5,
                                          // DRIVE AWAY FROM FLAG
    INTAKE_ON,
                                          // TURN INTAKE BACK ON
    SCRAPER, SCRAPER_UP_POS,
                                          // RAISE SCRAPER AGAIN
                                          // TURN FLYWHEEL OFF NOW
    STOP_COAST,
    INTAKE FLIP,
                                          // TURN INTAKE BACKWARDS TO
    LOSE ANY BALLS
    FLIPSEEK, -1,
                                          // DON'T LET THE FORKS GET
     CAUGHT
    TURN, 20, 0.8,
                                          // TURN TO LINE UP
    DRIVE, -127, 20, WHITE_R, 2,
                                          // DRIVE UNTIL ON THE TILE
    DRIVE, -127, 20, 0.1,
                                          // DRIVE TO BE FULLY ON TILE
    TURN, 0, 0.5,
                                          // TURN TO LINE UP
    DRIVE, -127, 0, BLACK_R, 2,
                                          // DRIVE UNTIL OFF THE TILE
    DRIVE, -127, 0, DISTANCE, 0.4, 2,
                                          // DRIVE TO LINE UP
    TURN, 80, 0.8,
                                          // TURN TO FACE PLATFORM
    INTAKE_ON,
                                          // ENSURE INTAKE IS RUNNING
    WRISTSEEK, WRIST_FORWARD_POS,
                                          // PUT FLIPPER DOWN
    FLIPSEEK, FLIP_POS1,
                                          // MAKE SURE FLIPPER STRAIGHT
    DRIVE, 127, 80, DISTANCE, 0.75, 1,
                                          // DRIVE TO PLATFORM
    DRIVE, 127, 80, WHITE_B, 1,
                                          // DRIVE UP FIRST PLATFORM
    DRIVE, 127, 80, DISTANCE, 2, 4,
                                          // DRIVE UP PLATFORM 2.75
    END,
                                          // END OF ROUTINE
};
```

#endif