// SKILLS ROUTINE FOR RED-BOT		INTAKE_OFF, DRIVE,127,0,0.5, SCRAPER,SCRAPER_DOWN_POS, CATCH THE FLAG DRIVE,-127,0,0.5, INTAKE_ON, SCRAPER,SCRAPER_UP_POS,	// TURN INTAKE OFF
<pre>double skills[] = {</pre>		DRIVE,127,0,0.5,	// DRIVE TO TOGGLE BOTTOM FLAG
270,	// START FACING 270°	SCRAPER, SCRAPER_DOWN_POS,	// LOWER SCRAPER SO IT DOESN'T
		CATCH THE FLAG	
WRISTSEEK,-1000,	// DEPLOY FLIPPER	DRIVE,-127,0,0.5,	// DRIVE AWAY FROM FLAG
FLIPSEEK,FLIP_POS1,	// MAKE SURE FLIPPER STRAIGHT	INTAKE_ON,	// TURN INTAKE BACK ON
INTAKE_ON,	// START INTAKE	SCRAPER, SCRAPER_UP_POS,	// RAISE SCRAPER AGAIN
SCRAPER, SCRAPER_DOWN_POS-10,	// LOWER SCRAPER		
PAUSE, 0.125,	// SHORT PAUSE	TURN, 0, 2,	// TURN TO LINE UP
DRIVE,90,270,BLACK_B,0.5,	// DRIVE OFF TILE	DRIVE,-127,0,WHITE_L,2,	// DRIVE TO RED TILE
DRIVE,90,270,DISTANCE,1.25,2,	// DRIVE TO FLIP CAP	TURN,0,2, DRIVE,-127,0,WHITE_L,2, DRIVE,-127,0,DISTANCE,0.5,1, TURN,90,0,	// DRIVE TO MIDDLE OF IT
WRISTSEEK,WRIST_VERTICAL_POS,	<pre>// DEPLOY FLIPPER // MAKE SURE FLIPPER STRAIGHT // START INTAKE // LOWER SCRAPER // SHORT PAUSE // DRIVE OFF TILE // DRIVE TO FLIP CAP // STOP DEPLOY</pre>	TURN,90,0,	// TURN TO FACE WALL
SCRAPER, SCRAPER_FLIP_POS,	// LOWER SCRAPER FOR NEXT FLIP // TURN TO FACE NEXT CAP	DRIVE,100,90,0.5, SET_GYRO,90,	// DRIVE TO WALL
	// TURN TO FACE NEXT CAP	SET GYRO,90,	// SET GYRO
DRIVE, 127, 220, DISTANCE, 1, 2,	// DRIVE TO NEXT CAP	, , ,	
SCRAPER, SCRAPER UP POS.	// FLIP NEXT CAP	WRISTSEEK, WRIST_FORWARD_POS,	// LOWER FLIPPER
PAUSE SCRAPER UP.1.	// PAUSE UNTIL SCRAPER IS UP	TURN, 130, 2,	// TURN TO FACE NEXT CAP
DRIVE127.220.DISTANCE.1.2.	// TURN TO FACE NEXT CAP // DRIVE TO NEXT CAP // FLIP NEXT CAP // PAUSE UNTIL SCRAPER IS UP // DRIVE AWAY FROM CAP	10, 200727	,, , ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
5.12.12	, , , , , , , , , , , , , , , , , , , ,	DRIVE127.130.DISTANCE.1.5.2.	// DRIVE TO NEXT CAP
SCRAPER SCRAPER FLIP POS.	// LOWER SCRAPER FOR NEXT FLIP	<pre>DRIVE,-127,130,DISTANCE,1.5,2, WRISTSEEK,WRIST_VERTICAL_POS,</pre>	// LIFT CAP
TURN . 160 . 2 .	// TURN TO FACE NEXT CAP	PAUSE, 0.25,	// SHORT PAUSE
DRIVE.127.160.DISTANCE.0.5.1.	// DRIVE TO NEXT CAP	PAUSE,0.25, FLIP, TURN,210,2,	// FLIP CAP
SCRAPER SCRAPER UP POS.	// FLIP NEXT CAP	TURN. 210. 2.	// TURN TO FACE PLATFORM
PAUSE SCRAPER UP.1.	// PAUSE UNTIL SCRAPER IS UP	TURN,210,2, WRISTSEEK,WRIST_FORWARD_POS,	// DROP CAP
DRIVE -127 160 DISTANCE 0 5 2	// LOWER SCRAPER FOR NEXT FLIP // TURN TO FACE NEXT CAP // DRIVE TO NEXT CAP // FLIP NEXT CAP // PAUSE UNTIL SCRAPER IS UP // DRIVE AWAY FROM CAP // LET FLYWHEEL SPIN UP TO	SCRAPER, SCRAPER_UP_POS,	// ENSURE SCRAPER IS UP
DRIVE, 127,100,0131ANOE,0.3,2,	// DRIVE AWAT TROP GAT	SCRAPER, SCRAPER_UP_POS, DRIVE, 127, 210, DISTANCE, 1.2, 2, SCRAPER, SCRAPER_DOWN_POS, WRISTSEEK, WRIST_VERTICAL_POS, FLIPSEEK, FLIP_POS1, PAUSE, 0.5, DRIVE, -127, 180, DISTANCE, 0.25, 1,	// DRIVE TO DIATEORM
START COAST	// LET ELYWHEEL SOIN HO TO	SCRAPER SCRAPER DOWN DOS	// LOWER SCRAPER
SPEED START_GOAGT,	// LET TETWILLE STIN OF TO	WRISTSEEK WRIST VERTICAL POS	// LIFT FLIDDED
*·		ELIDEEK ELID DOG1	// DEVEDT ELTEDED
TUDN OG 2	// TUDN TO FACE STADT TILE	DAUGE & E	// CHODE DANCE
DDIVE 127 OR WHITE D 2	// IURN IU FACE START TILE	PAUSE, 0.5,	// DDIVE AWAY FROM DIATEORM
DRIVE 90 00 0 05	// DRIVE TO START TILE	PAUSE, 0.5,	// LET BALL ROLL IN
TURN,90,2, DRIVE,127,90,WHITE_R,2, DRIVE,-80,90,0.05, TURN,0,2,	// DREAK TO STOP	PAUSE, 0.5,	// LET DALL ROLL IN
TORN, 0, 2,	// TURN TO FACE FLAGS	CODADED CODADED DOWN DOC 10	// MOVE CODADED TO CAD FLID
DRIVE,127,1,BLACK_L,2,	// DRIVE OFF START TILE	SCRAPER,SCRAPER_DOWN_POS-10, POSITION	// MOVE SCRAPER TO CAP FLIP
DRIVE, 127, 1, BLACK_L, 2, DRIVE, 127, 1, 0.1,	// DRIVE OFF START TILE	POSTTION	
	// DDIVE TO NEVT TILE	TURN, 270, 2,	// TURN TO FACE NEXT CAP
DRIVE,127,1,WHITE_L,2, DRIVE,127,2,DISTANCE,0.8,1,	// DRIVE TO NEAT TILE	DRIVE,90,270,DISTANCE,1,1,	// DRIVE TO FLIP NEXT CAP
DRIVE, 127, 2, DISTANCE, 0.8, 1,	// LINE OF FOR SHOT	DRIVE, 90, 270, DISTANCE, 1, 1,	// DRIVE TO FLIP NEXT CAP
FIRE_AIM,TOP,	// SHOOT TOP FLAG	DRIVE, -127, 270, DISTANCE, 0.25, 1,	// DRIVE AWAY FROM CAP
PAUSE, FIRED, 5,	// WAIT TILL SHOT		
PAUSE, 0.1,	// SHORT PAUSE	TURN, 315, 2,	// TURN TO FACE FLAGS
STOP FIRE,	// STOP FLYWHEEL	SCRAPER, SCRAPER UP POS,	// LIFT SCRAPER TO SAFETY
<u>-</u> .		TURN,315,2, SCRAPER,SCRAPER_UP_POS, DRIVE,127,0,DISTANCE,0.4,1, TURN,0,1,	// DRIVE TO CORRECT RANGE
DRIVE, 127, CDIR, DISTANCE, 0.9, 2,	// DRIVE TO MIDDLE FLAG DIST	TURN, 0, 1,	// TURN TO FACE FLAGS
FIRE_AIM,TOP,	// SHOOT MIDDLE FLAG	DRIVE, 127, 0, DISTANCE, 0.1, 1,	// DRIVE TO CORRECT RANGE
PAUSE, FIRED, 5,	// WAIT TILL SHOT	, , , , - , -	
PAUSE, 0.1,	// SHORT PAUSE	FIRE_AIM,TOP,	// SHOOT TOP FLAG
FIRE_AIM, TOP, PAUSE, FIRED, 5, PAUSE, 0.1, STOP_FIRE,	// STOP FLYWHEEL	PAUSE, FIRED, 5,	// WAIT TILL SHOT
- ,			