		DRIVE, 127, 180, DISTANCE, 1, 1, DRIVE, 127, 180, 0.5, SET_GYRO, 180,	// DRIVE TO WALL
// AUTONOMOUS ROUTINE FOR BLUE-BOT, R	ED TEAM	DRIVE,127,180,0.5,	// ENSURE AGAINST WALL
<pre>double redBackAuton[] = {</pre>	// ROBOT STARTS FACING 270° // DEPLOY FLIPPER // MAKE SURE FLIPPER STRAIGHT // START INTAKE // DRIVE OFF TILE // DRIVE TO FLIP CAP // SHORT PAUSE // STOP DEPLOY // DRIVE AWAY FROM CAP // SHORT TURN TO CONTROL // TURN TO FACE CAP // LOWER FLIPPER // PAUSE TO LET FLIPPER DOWN // DRIVE TO GET CAP // LIFT CAP UP // WAIT FOR CAP TO LIFT // DRIVE TO BREAK // PAUSE TO STOP TIP // DRIVE AWAY A LITTLE // SHORT PAUSE // TIRN TO LINE UP	SET_GYRO,180,	// RESET GYRO TO 180
270,	// ROBOT STARTS FACING 270°		
		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,	// DRIVE AWAY FROM WALL
WRISTSEEK,-1000,	// DEPLOY FLIPPER	TURN, 90, 2,	// TURN TO FACE NEXT CAP
FLIPSEEK,FLIP_POS1,	// MAKE SURE FLIPPER STRAIGHT	WRISTSEEK,WRIST_FORWARD_POS,	// LOWER FLIPPER
INTAKE_ON,	// START INTAKE	PAUSE, 0.5,	// PAUSE TO LET FLIPPER DOWN
DRIVE,127,270,BLACK_B,0.5,	// DRIVE OFF TILE	DRIVE, -80, 90, DISTANCE, 1.5, 2	// DRIVE TO NEXT CAP
DRIVE,80,270,DISTANCE,1.3,2,	// DRIVE TO FLIP CAP	WRISTSEEK,WRIST_VERTICAL_POS,	// LIFT CAP
PAUSE, 0.5,	// SHORT PAUSE	PAUSE, 0.5,	// PAUSE SO CAP LIFTS
WRISTSEEK,WRIST_VERTICAL_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	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,	// WAIT FOR CAP TO LIFT	WRISTSEEK,-1,	// 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 BREAK	DRIVE,90,0,WHITE_R,2,	// DRIVE AWAY
PAUSE, 1,	// PAUSE TO STOP TIP	ARMSEEK, 1,	// LOWER ARM
DRIVE,-90,90,DISTANCE,0.125,1,	// DRIVE AWAY A LITTLE	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
PAUSE, 0.25,	// SHORT PAUSE		
TURN, 180, 2,	// TURN TO LINE UP	START_COAST,	// LET FLYWHEEL SPIN UP
PAUSE, 0.5,	// SHORT PAUSE	TURN, 90, 2,	// TURN TO FACE START TILE
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,	// DRIVE TO WHITE LINE	START_COAST, TURN,90,2, DRIVE,127,90,WHITE_R,2, DRIVE,127,90,DISTANCE,0.125,1,	// DRIVE TO START TILE
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		
PAUSE, 0.5,	// SHORT PAUSE	TURN, 2, 2,	// TURN TO FACE FLAGS
TURN, 270, 2,	// TURN TO FACE POLE		
PAUSE, 0.5, TURN, 270, 2, PAUSE, 0.25, ARMSEEK, ARM_POS_LOW, PAUSE, 2,	// 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	
		TILE DRIVE,127,2,BLACK_L,2, DRIVE,127,2,0.1,	// DRIVE OFF START TILE
DRIVE,-90,270,WHITE_L,2,	// DRIVE ONTO TILE	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	DRIVE,127,2,WHITE_L,2, DRIVE,127,2,DISTANCE,0.8,1,	// LINE UP FOR SHOT
PAUSE, 1,	// LET CAP SCORE		
DRIVE, -90, 270, WHITE_L, 2, DRIVE, -90, 270, DISTANCE, 0.5, 2, PAUSE, 0.5, WRISTSEEK, -1, PAUSE, 1, DRIVE, 90, 270, DISTANCE, 0.5, 2, ARMSEEK, 1, WRISTSEEK, WRIST_FORWARD_POS, PAUSE 0.5	// 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,	// RAISE WRIST		
	// SHORT PAUSE	FIRE_AIM,TOP,	// SHOOT TOP FLAG
WRISTSEEK,WRIST_VERTICAL_POS,	// RAISE WRIST	PAUSE, FIRED, FIRE_TRY_TIME,	// WAIT TILL SHOT
		PAUSE, 0.1,	// SHORT PAUSE
TURN, 180, 2,	// 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 // RAISE WRIST // TURN TO FACE WALL	<pre>FIRE_AIM,TOP, PAUSE,FIRED,FIRE_TRY_TIME, PAUSE,0.1, STOP_FIRE,</pre>	// STOP FLYWHEEL

```
DRIVE, 127, CDIR, DISTANCE,
                                         // CONTINUED ON NEXT LINE
    MIDDLE_FLAG_DIST+0.1,2,
                                        // DRIVE TO MIDDLE FLAG DIST
    FIRE_AIM, TOP,
                                         // SHOOT MIDDLE FLAG
    PAUSE, FIRED, FIRE_TRY_TIME,
                                         // WAIT TILL SHOT
                                        // SHORT PAUSE
    PAUSE, 0.1,
    STOP_FIRE,
                                        // STOP FLYWHEEL
    INTAKE_OFF,
                                         // TURN INTAKE OFF
    DRIVE, 127, CDIR, 0.5,
                                         // DRIVE TO TOGGLE BOTTOM FLAG
    DRIVE,-127,0,0.5,
                                        // DRIVE AWAY FROM FLAG
                                        // TURN INTAKE BACK ON
    INTAKE_ON,
    END,
                                        // END OF ROUTINE
};
```