

```
// AUTONOMOUS CODE FOR BLUE BOT - RED TILE
```

```
double redBackAuton[] = {
    0, // START FACING 0°

    INTAKE_FLIP, // START INTAKE IN REVERSE
    FLIP, // FLIP SO FORKS DON'T DRIFT
    WRISTSEEK, WRIST_VERTICAL_POS, // RAISE WRIST

    DRIVE, 70, 0, DISTANCE, 0.3, 1, // DRIVE TO DELIVER BALL
    PAUSE, 0.25, // PAUSE TO LET BALL LEAVE
    DRIVE, -70, 0, DISTANCE, 0.7, 2, // DRIVE BACKWARDS TO LINE UP
    PAUSE, 0.25, // SHORT PAUSE
    TURN, 265, 2, // TURN TO FACE CAP
    INTAKE_ON, // TURN INTAKE ON
    WRISTSEEK, WRIST_FORWARD_POS, // LOWER FORKS

    DRIVE, 100, 265, DISTANCE, 1.75, 2, // DRIVE TO GET BALL
    PAUSE, 0.25, // PAUSE TO LET BALL IN
    DRIVE, -100, 260, DISTANCE, 0.75, 1, // DRIVE AWAY FROM CAP

    TURN, 0, 0.5, // START CCW TURN
    TURN, 80, 2, // TURN TURN TO FACE CAP
    TURN, 80, 2, // TURN TO FACE CAP

    DRIVE, -50, 80, DISTANCE, 0.75, 3, // DRIVE TO GET CAP
    WRISTSEEK, WRIST_VERTICAL_POS, // PICK UP CAP
    PAUSE, 0.5, // SHORT PAUSE

    TURN, 300, 2, // TURN TO LINE UP WITH POLE
    DRIVE, -100, 300, DISTANCE, 0.6, 2, // DRIVE NEAR TO POLE
    TURN, 250, 2, // TURN TO FACE POLE
    ARMSEEK, ARM_POS_LOW, // RAISE ARM
    PAUSE, 1, // WAIT FOR ARM TO RAISE
    DRIVE, -70, 250, DISTANCE, 1.85, 4, // DRIVE TO POLE
    DRIVE, 40, 250, 0.2, // DRIVE BACK A LITTLE
    PAUSE, 2, // WAIT TO DECREASE WOBBLE

    WRISTSEEK, WRIST_FORWARD_DROP_POS, // DROP CAP #1
    PAUSE, 0.5, // PAUSE TO LET IT SCORE
    DRIVE, 70, 270, DISTANCE, 0.5, 2, // DRIVE AWAY FROM POLE
    WRISTSEEK, WRIST_FORWARD_POS, // LOWER WRIST
    ARMSEEK, 1, // LOWER ARM

    TURN, 155, 2, // TURN TO FACE WALL
    DRIVE, 100, 155, 0.75, // DRIVE AGAINST WALL
    PAUSE, 0.25, // SHORT PAUSE
    SET_GYRO, 180, // RESET GYRO
    PAUSE, 0.25, // SHORT PAUSE

    DRIVE, -100, 180, DISTANCE, 0.2, 1, // DRIVE TO LINE UP WITH CAP
```

```
TURN, 80, 2, // TURN TO FACE CAP
DRIVE, -60, 80, DISTANCE, 1.1, 3, // DRIVE TO CAP
WRISTSEEK, WRIST_VERTICAL_POS, // PICK UP CAP
PAUSE, 0.5, // SHORT PAUSE

DRIVE, 60, 80, DISTANCE, 0.3, 1, // DRIVE LINE UP
TURN, 0, 2, // TURN TO LINE UP WITH POLE
DRIVE, 100, 0, DISTANCE, 0.5, 2, // DRIVE NEAR POLE
TURN, 340, 2, // TURN TO FACE POLE
ARMSEEK, ARM_POS_LOW, // RAISE ARM
PAUSE, 1, // PAUSE TO LET ARM LIFT
FLIP, // FLIP CAP
PAUSE, 0.5, // LET CAP FLIP

DRIVE, -100, 340, DISTANCE, 0.75, 2, // DRIVE TO POLE
DRIVE, 40, 340, 0.2, // DRIVE BACK A LITTLE
PAUSE, 1, // PAUSE TO DECREASE WOBBLE
WRISTSEEK, WRIST_FORWARD_DROP_POS, // DROP CAP #2
PAUSE, 0.5, // PAUSE TO LET CAP DROP

START_COAST, // ACTIVATE FLYWHEEL
DRIVE, 70, 0, DISTANCE, 0.5, 2, // DRIVE AWAY FROM POLE
WRISTSEEK, WRIST_FORWARD_POS, // LOWER WRIST
ARMSEEK, 1, // LOWER ARM

TURN, 310, 2, // TURN TO FACE OPPONENT FLAG
FIRE, LEFT, 540, // SHOOT BALL AT OPPONENT FLAG
PAUSE, FIRED, 5, // PAUSE UNTIL FIRED

END // END OF ROUTINE
```

```
};
```