

```

void usercontrol( void ) {
    //Enable arm
    armcontrol();

    //Drive Control: Arcade Mode
    while (1) {
        LeftMotor1.spin(vex::directionType::fwd,
            (Controller1.Axis3.value() + Controller1.Axis1.value()/2),
            vex::velocityUnits::pct); //(Axis3+Axis1)
        LeftMotor2.spin(vex::directionType::fwd,
            (Controller1.Axis3.value() + Controller1.Axis1.value()/2),
            vex::velocityUnits::pct); //(Axis3+Axis1)
        LeftMotor3.spin(vex::directionType::fwd,
            (Controller1.Axis3.value() + Controller1.Axis1.value()/2),
            vex::velocityUnits::pct); //(Axis3+Axis1)
        RightMotor1.spin(vex::directionType::fwd,
            (Controller1.Axis3.value() - Controller1.Axis1.value()/2),
            vex::velocityUnits::pct); //(Axis3-Axis1)
        RightMotor2.spin(vex::directionType::fwd,
            (Controller1.Axis3.value() - Controller1.Axis1.value()/2),
            vex::velocityUnits::pct); //(Axis3-Axis1)
        RightMotor3.spin(vex::directionType::fwd,
            (Controller1.Axis3.value() - Controller1.Axis1.value()/2),
            vex::velocityUnits::pct); //(Axis3-Axis1)

        vex::task::sleep(20); //Prevents wasted resources.
    }
}

```