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// State Machine for auto-stack
switch (stackStep) {

    // High Stacking
    case HIGH_STACK_START:
        // Only start once we release the button
        if (!controller.get_digital(BTN_ARM_HIGH)) {
            stackStep++;
        }
        break;

    case HIGH_STACK_START + 1:
        // Move the arm up to position
        armSeek = ARM_POS_HIGH;
        // Hold the wrist up
        wristSeek = WRIST_VERTICAL_POS;
        // Wait until arm is above threshold before continuing
        if (armPos > ARM_POS_HIGH - 50) {
            stackStep++;
        }
        break;

    case HIGH_STACK_START + 2:
        // Move wrist to stack cap
        wristSeek = WRIST_BACKWARD_DROP_POS;
        // Wait until wrist in position
        // De-rotate wristpos by armpos to get angle relative to floor
        if (wristPos < WRIST_BACKWARD_DROP_POS + 15 + ( armPos * 3 / 5
        )) {
            stackStep++;
            // Record time this step finished
            timeLastStep = millis();
        }
        break;

    case HIGH_STACK_START + 3:
        // Wait for 0.25 seconds before continuing
        if (timeLastStep + 250 < millis()) {
            stackStep++;
        }
        break;

    case HIGH_STACK_START + 4:
        // Now move arm down
        armSeek = 1;
        // Once it's almost down continue
        if (armPos < ARM_POS_HIGH / 2) {
            stackStep++;
        }
        break;

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    case HIGH_STACK_START + 5:
        // Now we are done, clear flags
        armSeek = -1;
        // Hold wrist up though
        wristSeek = WRIST_VERTICAL_POS;
        stackStep = -1;
        break;

    // High De-Score
    case KNOCK_HIGH_START:
        // Start moving arm up
        armSeek = ARM_POS_HIGH;
        // Move wrist all the way back
        wristSeek = WRIST_BACKWARD_DROP_POS - 100;
        // Wait until arm is up before continuing
        if (armPos > ARM_POS_HIGH) {
            stackStep++;
        }
        break;

    case KNOCK_HIGH_START + 1:
        // Now move the wrist forwards to knock cap off
        wristSeek = WRIST_VERTICAL_POS;
        // Wait until wrist is in position
        // Continue last steps of high stack
        if (wristPos > WRIST_VERTICAL_POS - 20) {
            stackStep = HIGH_STACK_START + 3;
            timeLastStep = millis();
        }
        break;

    // Low Stacking
    case LOW_STACK_START:
        // Wait until button released
        if (!controller.get_digital(BTN_ARM_LOW)) {
            stackStep++;
        }
        break;

    case LOW_STACK_START + 1:
        // Move arm up to correct position
        armSeek = ARM_POS_LOW;
        // Hold wrist upright
        wristSeek = WRIST_VERTICAL_POS;
        if (armPos > ARM_POS_LOW - 50) {
            stackStep++;
        }
        break;

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