

```

// SKILLS ROUTINE FOR RED-BOT
double skills[] = {
    270, // START FACING 270°

    WRISTSEEK,-1000, // DEPLOY FLIPPER
    FLIPSEEK,FLIP_POS1, // MAKE SURE FLIPPER STRAIGHT
    INTAKE_ON, // START INTAKE
    SCRAPER,SCRAPER_DOWN_POS-10, // LOWER SCRAPER
    PAUSE,0.125, // SHORT PAUSE
    DRIVE,90,270,BLACK_B,0.5, // DRIVE OFF TILE
    DRIVE,90,270,DISTANCE,1.25,2, // DRIVE TO FLIP CAP
    WRISTSEEK,WRIST_VERTICAL_POS, // STOP DEPLOY

    SCRAPER,SCRAPER_FLIP_POS, // LOWER SCRAPER FOR NEXT FLIP
    TURN,220,2, // TURN TO FACE NEXT CAP
    DRIVE,127,220,DISTANCE,1,2, // DRIVE TO NEXT CAP
    SCRAPER,SCRAPER_UP_POS, // FLIP NEXT CAP
    PAUSE,SCRAPER_UP,1, // PAUSE UNTIL SCRAPER IS UP
    DRIVE,-127,220,DISTANCE,1,2, // DRIVE AWAY FROM CAP

    SCRAPER,SCRAPER_FLIP_POS, // LOWER SCRAPER FOR NEXT FLIP
    TURN,160,2, // TURN TO FACE NEXT CAP
    DRIVE,127,160,DISTANCE,0.5,1, // DRIVE TO NEXT CAP
    SCRAPER,SCRAPER_UP_POS, // FLIP NEXT CAP
    PAUSE,SCRAPER_UP,1, // PAUSE UNTIL SCRAPER IS UP
    DRIVE,-127,160,DISTANCE,0.5,2, // DRIVE AWAY FROM CAP

    START_COAST, // LET FLYWHEEL SPIN UP TO
    SPEED

    TURN,90,2, // TURN TO FACE START TILE
    DRIVE,127,90,WHITE_R,2, // DRIVE TO START TILE
    DRIVE,-80,90,0.05, // BREAK TO STOP
    TURN,0,2, // TURN TO FACE FLAGS

    DRIVE,127,1,BLACK_L,2, // DRIVE OFF START TILE
    DRIVE,127,1,0.1,
    DRIVE,127,1,WHITE_L,2, // DRIVE TO NEXT TILE
    DRIVE,127,2,DISTANCE,0.8,1, // LINE UP FOR SHOT

    FIRE_AIM,TOP, // SHOOT TOP FLAG
    PAUSE,FIRED,5, // WAIT TILL SHOT
    PAUSE,0.1, // SHORT PAUSE
    STOP_FIRE, // STOP FLYWHEEL

    DRIVE,127,CDIR,DISTANCE,0.9,2, // DRIVE TO MIDDLE FLAG DIST
    FIRE_AIM,TOP, // SHOOT MIDDLE FLAG
    PAUSE,FIRED,5, // WAIT TILL SHOT
    PAUSE,0.1, // SHORT PAUSE
    STOP_FIRE, // STOP FLYWHEEL

    INTAKE_OFF, // TURN INTAKE OFF
    DRIVE,127,0,0.5, // DRIVE TO TOGGLE BOTTOM FLAG
    SCRAPER,SCRAPER_DOWN_POS, // LOWER SCRAPER SO IT DOESN'T
    CATCH THE FLAG
    DRIVE,-127,0,0.5, // DRIVE AWAY FROM FLAG
    INTAKE_ON, // TURN INTAKE BACK ON
    SCRAPER,SCRAPER_UP_POS, // RAISE SCRAPER AGAIN

    TURN,0,2, // TURN TO LINE UP
    DRIVE,-127,0,WHITE_L,2, // DRIVE TO RED TILE
    DRIVE,-127,0,DISTANCE,0.5,1, // DRIVE TO MIDDLE OF IT
    TURN,90,0, // TURN TO FACE WALL

    DRIVE,100,90,0.5, // DRIVE TO WALL
    SET_GYRO,90, // SET GYRO

    WRISTSEEK,WRIST_FORWARD_POS, // LOWER FLIPPER
    TURN,130,2, // TURN TO FACE NEXT CAP

    DRIVE,-127,130,DISTANCE,1.5,2, // DRIVE TO NEXT CAP
    WRISTSEEK,WRIST_VERTICAL_POS, // LIFT CAP
    PAUSE,0.25, // SHORT PAUSE
    FLIP, // FLIP CAP
    TURN,210,2, // TURN TO FACE PLATFORM
    WRISTSEEK,WRIST_FORWARD_POS, // DROP CAP
    SCRAPER,SCRAPER_UP_POS, // ENSURE SCRAPER IS UP
    DRIVE,127,210,DISTANCE,1.2,2, // DRIVE TO PLATFORM
    SCRAPER,SCRAPER_DOWN_POS, // LOWER SCRAPER
    WRISTSEEK,WRIST_VERTICAL_POS, // LIFT FLIPPER
    FLIPSEEK,FLIP_POS1, // REVERT FLIPPER
    PAUSE,0.5, // SHORT PAUSE
    DRIVE,-127,180,DISTANCE,0.25,1, // DRIVE AWAY FROM PLATFORM
    PAUSE,0.5, // LET BALL ROLL IN

    SCRAPER,SCRAPER_DOWN_POS-10, // MOVE SCRAPER TO CAP FLIP
    POSITION

    TURN,270,2, // TURN TO FACE NEXT CAP
    DRIVE,90,270,DISTANCE,1,1, // DRIVE TO FLIP NEXT CAP

    DRIVE,-127,270,DISTANCE,0.25,1, // DRIVE AWAY FROM CAP

    TURN,315,2, // TURN TO FACE FLAGS
    SCRAPER,SCRAPER_UP_POS, // LIFT SCRAPER TO SAFETY
    DRIVE,127,0,DISTANCE,0.4,1, // DRIVE TO CORRECT RANGE
    TURN,0,1, // TURN TO FACE FLAGS
    DRIVE,127,0,DISTANCE,0.1,1, // DRIVE TO CORRECT RANGE

    FIRE_AIM,TOP, // SHOOT TOP FLAG
    PAUSE,FIRED,5, // WAIT TILL SHOT

```