```
#pragma config(Sensor, dgtl1,  jumper,         sensorTouch)
#pragma config(Sensor, dgtl2,  batteryLight,   sensorDigitalOut)
#pragma config(Motor,  port1,           wLeft1,
tmotorVex393_HBridge, openLoop, driveLeft, encoderPort, None)
#pragma config(Motor,  port2,           wLeft2,        tmotorVex393_MC29,
openLoop, driveLeft, encoderPort, None)
#pragma config(Motor,  port3,           claw,          tmotorVex393_MC29,
openLoop, encoderPort, None)
#pragma config(Motor,  port4,           arm1,          tmotorVex393_MC29,
openLoop, encoderPort, None)
#pragma config(Motor,  port6,           wRight1,       tmotorVex393_MC29,
openLoop, driveRight, encoderPort, None)
#pragma config(Motor,  port7,           wRight2,       tmotorVex393_MC29,
openLoop, driveRight, encoderPort, None)
#pragma config(Motor,  port8,           booster,       tmotorVex393_MC29,
openLoop, encoderPort, None)
#pragma config(Motor,  port9,           arm2,          tmotorVex393_MC29,
openLoop, encoderPort, None)
//*!!Code automatically generated by 'ROBOTC' configuration
wizard               !!*//

//The type of controls used. Can be either tank or arcade
string controlType = "tank";
/*
Tank controls are the typical controls.
Arcade controls use the left joystick x axis to turn and the right
joystick y axis to drive.
*/

//The x axis of the left joystick
int joyLx() {
      return vexRT[Ch1];
};
//The y axis of the left joystick
int joyLy() {
      return vexRT[Ch2];
};
//The y axis of the right joystick
int joyRy() {
      return vexRT[Ch3];
};
//The x axis of the right joystick
int joyRx() {
      return vexRT[Ch4];
};
//Set the left motor power values
void setLeftMotors(int amount) {
      motor[wLeft1] = amount;
      motor[wLeft2] = amount;
}
//Set the right motor power values
void setRightMotors(int amount) {
      motor[wRight1] = amount;
      motor[wRight2] = amount;
```

```
}

//Used for button clicks
task checkButtons() {
	//Forever
	while(true) {
		if(vexRT[Btn8D] == 1) {
			if(controlType == "arcade") {
			controlType = "tank";
			}
			if(controlType == "tank") {
				controlType = "arcade";
			}
			wait10Msec(2);
		}

	}

}
//When the game starts
task main()
{
	//If the jumper is on
	if((bool)SensorValue[jumper] == true) {
		//Set the control type to arcade
		controlType = "arcade";
	}
	else {
		//Set the control type to tank
		controlType = "tank";
	}

	startTask(checkButtons);

	//Forever
	while(true) {
    /* Tank Controls*/
			if(controlType == "tank") {
				//Update left wheels to the left
joystick y axis
				setLeftMotors(joyLy());
				//Update right wheels to the right
joystick y axis
				setRightMotors(joyRy());
			}
		/*Arcade Controls*/
			else if(controlType == "arcade") {
				//If the right joy stick y axis is not
0
				if(!joyRy() == 0) {
					//Update the left wheels to
the right joystick y axis
					setLeftMotors(joyRy());
```

```
                                        //Update the right wheels to
the right joystick y axis
                                        setRightMotors(joyRy());
                                    }
                                    //If the left joystick x acis is not 0
                                    if(!joyLx() == 0) {
                                        //Update the right wheels to
the left joystick x axis
                                        setRightMotors(joyLx());
                                        //Update the left wheels to
the opposite of the left joystick x axis
                                        setLeftMotors(joyLx() * -1);
                                    }
                }

      }
}
```