

26/7  TZY: I think rewrite it is quite trouble.
(Especially on hand)

```
#include "vex.h"
using namespace vex;
extern competitionSide sideFlag;
void autoL1();
void autoR1();
void autoL2();
void autoR2();
void solo();
```

So I just print
the code.

```
void myAuto()
{
  switch(sideFlag){
    case L1:
      autoL1();
      break;
    case R1:
      autoR1();
      break;
    case L2:
      autoL2();
      break;
    case R2:
      autoL2();
      break;
    case SOLO:
      solo();
  }
}
```

```
void guoGan()
{
  setDiPanBrake(coast);
  diPan(30, 30);
  waitUntil(Inertial21.pitch()<-5);
  diPan(50, 50);
  waitUntil(Inertial21.pitch()>10);
  waitUntil(Inertial21.pitch()<2);
  diPan(0, 0);
}
```

project Program

designed by: TZY

witnessed by: YZ

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