

```

void autoR1()
{
  pForwardMM(1400, 0);
  turnTo(90);
  pForward(140, 90, true, OUTBALL, 70);
  pForward(-50, 90, true, NOBALL);
  turnTo(-37);
  pForward(230, -37, true, INBALL);
  pForward(-230, -37, true, INBALL);
  turnTo(90);
  pForward(120, 90, true, OUTBALL);
  pForward(-300, 90, true, NOBALL);
  turnTo(-53);
  pForward(250, -76, true, INBALL);
  pForward(-250, -76, true, INBALL);
  turnTo(90);
  pForward(350, 90, true, OUTBALL);
  pForward(-100, 90, true, NOBALL);
  turnTo(0);
  pForwardMM(1030, 0);
  turnTo(-90);
  pForward(400, -90, true, INBALL);
  turnTo(-90);
  pForward(-400, -90, true, INBALL);
  turnTo(0);
  pForward(255, 0, true, NOBALL);
  turnTo(90);
  pForward(120, 90, true, OUTBALL);
  pForward(-100, 90, false, NOBALL);
}

```

⊙ TZY.

Then, just call the function. (It's much easier! HaHaHaHaHaHaHa!
I don't need to tell you how to do that unless you're a JERK!)

```

void autoL2()
{
}

```

```

void autoR2()
{
}

```

```

void solo()
{
  /* Ah... That's a little bit
  long. See next page
  /*
}

```