

Potentiometer

Autonomous Selector

Many new teams often wonder, "How do I execute multiple autonomous runs in a competition setting?" Some teams re-download a different autonomous before every match, but this method is time consuming and unnecessary. There are various methods of achieving the common goal of having multiple autos.

<u>Method</u>	<u>Pros</u>	<u>Cons</u>
<u>Jumper Clips</u>	<ul style="list-style-type: none">- Easy to determine auto that will be executed	<ul style="list-style-type: none">- Long programming time required- Easily fall out/ be misplaced- Requires multiple ports
<u>Bumper/Limit Switches</u>	<ul style="list-style-type: none">- A latch can be used to secure the switch in the "go" position	<ul style="list-style-type: none">- Requires multiple ports / switches
<u>LCD Display</u>	<ul style="list-style-type: none">- Does not take up any sensor ports- Looks clean	<ul style="list-style-type: none">- Only capable of 7 different autos- Difficult to program depending on experience
<u>Potentiometer</u>	<ul style="list-style-type: none">- Only takes one Analog port- Easy to program- Can up to 10 autos without needing another potentiometer	<ul style="list-style-type: none">- Requires a easily accessible space when mounted

By using a Potentiometer you can easily change between multiple autonomous runs before the start of a match. Teams with barely any programming experience often think using any method requires advanced programming skills when in reality it is quite simple.