

THE VARMINT WEEKLY



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Final Week Update

Team Voltage would like to thank all of our Sponsors that have supported us through the Build season. We are proud to have such a generous community. So without further ado, here is our final Varmint Weekly for the 2018 Build Season.



The robot driver and manipulator tryouts are finished. Now they are rigorously practicing so we can be our best at Competition. We are looking forward to another successful Competition Season this year.





Software Team

This weekend software team was able to complete all of our simple autonomous modes. With our current repertoire of programs the robot should be able to score a cube in every starting configuration for the field (a more difficult task than normal because of the random nature of this year's game). We experienced minor difficulties from our previous code layout, leading to a full formatting overhaul much to the chagrin of all people involved, but after some testing (and correcting basic logical faults) each individual function runs with the appropriate sensor feedback. However, the most frustrating fault of the weekend turned out to be purely mechanical, after hours of looking for faults in our PID turning code, it was found that our robot is incapable of turning in place in high gear. This flaw was easily solved once found, but cost the software team too much time to complete more complex autonomous modes.

Mechanical Team

The Drive Team spent the weekend fully assembled aiding software and mechanical in any way one was needed. The group of 5 people, as of Friday, reset the field, manipulated the motors & actuators, and ran practice matches to determine who was the best set of 3. Once Saturday came along, the final three were picked at lunch, leaving a full day of robot play. The team, a combination of software, drive, mechanical, and electrical, finessed the climbing, grabbing, deploying, and full range of motion required to play the *FIRST* Power Up game to our full potential.

