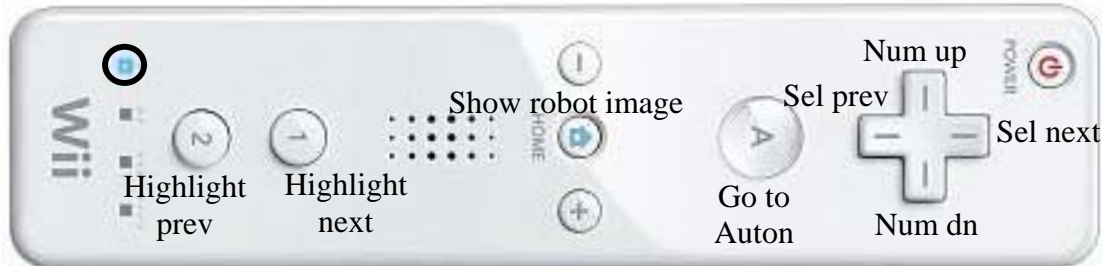


**Wiimote Scouting Data Entry Instructions
for the FIRST 2012 Rebound Rumble Robotics Competition
Rev. 1.0 March 6, 2012**

Mode 1: SETUP MODE

Enter team number and robot start position, view robot image.



Highlight order: 1) team number, 2) robot position. Press *Home* to show the robot image from the image database. *A* advances to Autonomous mode. *A + trigger* does nothing.

Mode 2: AUTONOMOUS MODE

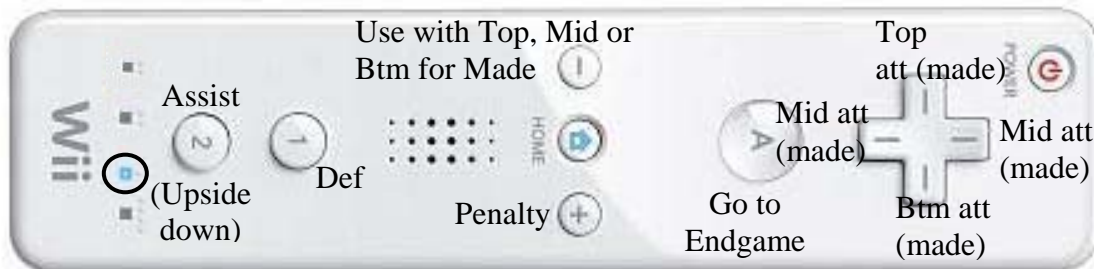
Count number of attempted & made shots, bridge contact and spectacular performance. Activate *Spectacular* by squeezing trigger, holding long axis vertically and quickly pulling down.



A advances to Teleop. *A + Trigger* returns to Setup.

Mode 3: TELEOP MODE

Count number of attempted and made shots, assists, defensive maneuvers, and penalties. Flag upside down and spectacular performance. Top/Mid/Btm buttons increment Attempt counts. *Minus + Top/Mid/Btm* buttons increment Made counts. To decrement any count, use *trigger +* same button combination.



Toggle *upside down* by turning wiimote upside down and pressing 2. Indicate *Spectacular* as in Autonomous. *A* advances to Endgame. *A + Trigger* returns to Autonomous.

Mode 4: ENDGAME MODE

Record endgame action, number of bots on bridge, and spectacular performance.



Indicate *Spectacular* performance as in Autonomous and Teleop. A advances to Confirm Save mode. A + Trigger returns to Teleop mode.

Mode 5: CONFIRM SAVE MODE



Press *trigger* and give the controller a *firm shake* to save the data and advance to the next match. A does nothing. A + Trigger returns to Endgame mode.

NOTES:

After the *trigger* + *firm shake* on the Save screen, there is no going back.
The first scout to advance to the next match rumbles the other five scouts.