Look4Miner

Entry: Query TargetMinerArray from brains [Primary, Secondary]
Set CurrentMinerTarget to the PrimaryTarget
Pass CurrentMinerTarget to ActiveGamePlaySM
Init RESET_TIMER
Deactivate Electromagnet

Look4Target

Entry:
Set Odometer to full rotation
Set speed of rotation
Start Rotating
Post TargetMinerChanged with
Param CurrentTargetMiner to
IRService

EncoderCountReached && CurrentMinerTarget ==
PrimaryTarget
Post StopDriving to MotorSM
Set CurrentMinerTarget to Secondary Target
Pass CurrentMinerTarget to ActiveGamePlaySM

EncoderCountReached && CurrentMinerTarget == SecondaryTarget
Post StopDriving to MotorSM
Set CurrentMinerTarget to Primary Target
Pass CurrentMinerTarget to ActiveGamePlaySM

Target Square Reached
Post StopDriving to MotorSM

BLIND_FORWARD_TIMER
TIMEOUt
Post StopDriving to
MotorSM

ChangePosition

Entry: Send valid position of
beacon to NavigationSM or if
no valid positions found,
drive forward for 1s