`25 LED - LED Actions-Basketball.

`Pat McMahon - 27/4/2018.

symbol delay=**60**

symbol delay1=**40**

symbol delay2=**20**

main:

infrain2 'wait for new signal from hand controller

if infra=**116** then FreeThrow `UpToggle gives FreeThrow.

if infra=**101** then Allon `CentreButton gives AllOn.

if infra=**117** then Rewind `DownToggle gives Rewind.

FreeThrow:

let b3=**0**

do

`LED25:

high **4** low c.4 pause **500** low **4** high c.4

`LED24:

high **4** low C.2 pause **500** low **4** high c.2

`LED23:

high **4** low C.1 pause **500** low **4** high c.1

`LED24:

high **4** low C.2 pause **500** low **4** high c.2

inc b3

loop while b3<**2**

`LED25:

high **4** low c.4 pause delay low **4** high c.4

`LED24:

high **4** low C.2 pause delay low **4** high c.2

`LED23:

high **4** low C.1 pause delay low **4** high c.1

`LED22:

high **4** low c.0 pause delay low **4** high c.0

`LED21:

high **4** low **5** pause delay low **4** high **5**

`LED20:

high **3** low C.4 pause delay low **3** high c.4

`LED19:

high **3** low C.2 pause delay low **3** high c.2

`LED18:

high **3** low C.1 pause delay low **3** high c.1

`LED17:

high **3** low c.0 pause delay low **3** high c.0

`LED16:

high **3** low **5** pause delay low **3** high **5**

`LED15:

high **2** low C.4 pause delay low **2** high c.4

`LED14:

high **2** low C.2 pause delay low **2** high c.2

`LED13:

high **2** low C.1 pause delay low **2** high c.1

`LED12:

high **2** low c.0 pause delay low **2** high c.0

`LED11:

high **2** low **5** pause delay low **2** high **5**

`LED10:

high **1** low C.4 pause delay low **1** high c.4

`LED9:

high **1** low C.2 pause delay low **1** high c.2

`LED8:

high **1** low C.1 pause delay low **1** high c.1

`LED7:

high **1** low c.0 pause delay low **1** high c.0

`LED6:

high **1** low **5** pause delay low **1** high **5**

`LED5:

high **0** low C.4 pause delay low **0** high c.4

`LED4:

high **0** low C.2 pause delay low **0** high c.2

`LED3:

high **0** low C.1 pause delay low **0** high c.1

`LED2:

high **0** low c.0 pause delay low **0** high c.0

`LED1:

high **0** low **5** pause delay low **0** high **5**

goto main

Rewind:

`LED1:

high **0** low **5** pause delay2 low **0** high **5**

`LED2:

high **0** low c.0 pause delay2 low **0** high c.0

`LED3:

high **0** low C.1 pause delay2 low **0** high c.1

`LED4:

high **0** low C.2 pause delay2 low **0** high c.2

`LED5:

high **0** low C.4 pause delay2 low **0** high c.4

`LED6:

high **1** low **5** pause delay2 low **1** high **5**

`LED7:

high **1** low c.0 pause delay2 low **1** high c.0

`LED8:

high **1** low C.1 pause delay2 low **1** high c.1

`LED9:

high **1** low C.2 pause delay2 low **1** high c.2

`LED10:

high **1** low C.4 pause delay2 low **1** high c.4

`LED11:

high **2** low **5** pause delay2 low **2** high **5**

`LED12:

high **2** low c.0 pause delay2 low **2** high c.0

`LED13:

high **2** low C.1 pause delay2 low **2** high c.1

`LED14:

high **2** low C.2 pause delay2 low **2** high c.2

`LED15:

high **2** low C.4 pause delay2 low **2** high c.4

`LED16:

high **3** low **5** pause delay2 low **3** high **5**

`LED17:

high **3** low c.0 pause delay2 low **3** high c.0

`LED18:

high **3** low C.1 pause delay2 low **3** high c.1

`LED19:

high **3** low C.2 pause delay2 low **3** high c.2

`LED20:

high **3** low C.4 pause delay2 low **3** high c.4

`LED21:

high **4** low **5** pause delay2 low **4** high **5**

`LED22:

high **4** low c.0 pause delay2 low **4** high c.0

`LED23:

high **4** low C.1 pause delay2 low **4** high c.1

`LED24:

high **4** low C.2 pause delay2 low **4** high c.2

`LED25:

high **4** low c.4 pause delay2 low **4** high c.4

`LED24:

high **4** low C.2 pause delay2 low **4** high c.2

`LED23:

high **4** low C.1 pause delay2 low **4** high c.1

`LED22:

high **4** low c.0 pause delay2 low **4** high c.0

`LED21:

high **4** low **5** pause delay2 low **4** high **5**

`LED20:

high **3** low C.4 pause delay2 low **3** high c.4

`LED19:

high **3** low C.2 pause delay2 low **3** high c.2

`LED18:

high **3** low C.1 pause delay2 low **3** high c.1

`LED17:

high **3** low c.0 pause delay2 low **3** high c.0

`LED16:

high **3** low **5** pause delay2 low **3** high **5**

`LED15:

high **2** low C.4 pause delay2 low **2** high c.4

`LED14:

high **2** low C.2 pause delay2 low **2** high c.2

`LED13:

high **2** low C.1 pause delay2 low **2** high c.1

`LED12:

high **2** low c.0 pause delay2 low **2** high c.0

`LED11:

high **2** low **5** pause delay2 low **2** high **5**

`LED10:

high **1** low C.4 pause delay2 low **1** high c.4

`LED9:

high **1** low C.2 pause delay2 low **1** high c.2

`LED8:

high **1** low C.1 pause delay2 low **1** high c.1

`LED7:

high **1** low c.0 pause delay2 low **1** high c.0

`LED6:

high **1** low **5** pause delay2 low **1** high **5**

`LED5:

high **0** low C.4 pause delay2 low **0** high c.4

`LED4:

high **0** low C.2 pause delay2 low **0** high c.2

`LED3:

high **0** low C.1 pause delay2 low **0** high c.1

`LED2:

high **0** low c.0 pause delay2 low **0** high c.0

`LED1:

high **0** low **5** pause delay2 low **0** high **5**

goto main

Allon:

high **0**,**1**,**2**,**3**,**4**

low **5**,c.0,c.1,c.2,c.4

wait **5**

low **0**,**1**,**2**,**3**,**4**

high **5**,c.0,c.1,c.2,c.4

goto main