4/9/12 Ether

forward
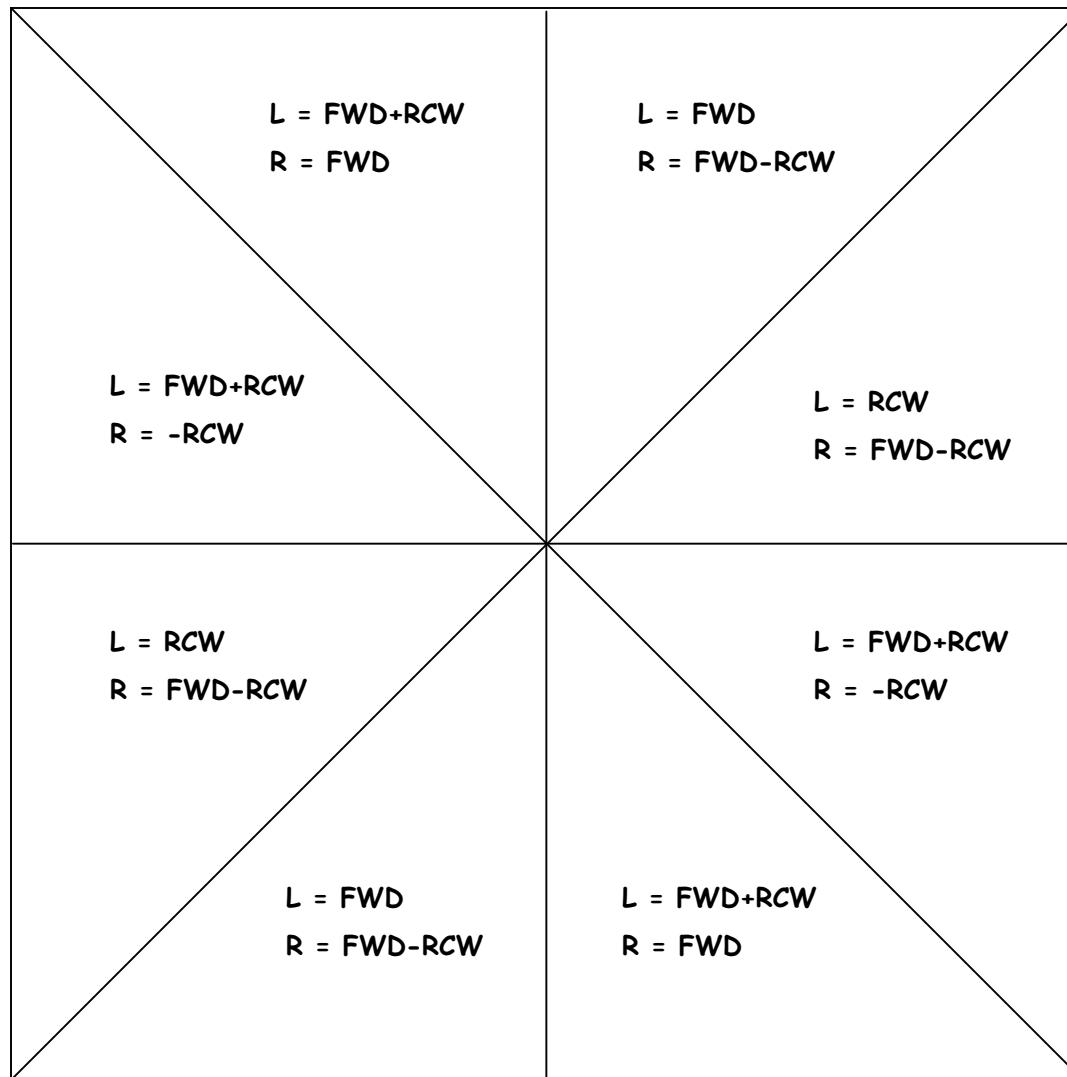
This is an alternate way to program Arcade Drive to get the same mathematical result

Rotate CCW

Rotate CW

reverse

L = FWD+RCW
R = FWD

L = FWD
R = FWD-RCW

L = FWD+RCW
R = -RCW

L = RCW
R = FWD-RCW

L = RCW
R = FWD-RCW

L = FWD+RCW
R = -RCW

L = FWD
R = FWD-RCW

L = FWD+RCW
R = FWD

```
if(FWD>0){
if(RCW>0){
if(FWD<RCW)
{L=RCW; R=FWD-RCW;}
else
{L=FWD; R=FWD-RCW;}}
else{
if(FWD>-RCW)
{L=FWD+RCW; R=FWD;}
else
{L=FWD+RCW; R=-RCW;}}}
else{
if(RCW<0){
if(FWD>RCW)
{L=RCW; R=FWD-RCW;}
else
{L=FWD; R=FWD-RCW;}}
else
{if(FWD<-RCW)
{L=FWD+RCW; R=FWD;}
else
{L=FWD+RCW; R=-RCW;}}}
```