Sample Codes:
Use Outline for easy navigation.

Joint Test- 90 degree rotation and back.

```
new Job({name: "jointTest",

        do_list: [Dexter.set_parameter("MaxSpeed", 20),
                    Dexter.move_all_joints([0, 0, 0, 0, 0]),
                Dexter.move_all_joints([90, 0, 0, 0, 0]),
                Dexter.move_all_joints([0, 0, 0, 0, 0]),
                Dexter.move_all_joints([0, 80, 0, 0, 0]),
                Dexter.move_all_joints([0, 0, 0, 0, 0]),
                Dexter.move_all_joints([0, 0, 90, 0, 0]),
                Dexter.move_all_joints([0, 0, 0, 0, 0]),
                Dexter.move_all_joints([0, 0, 0, -90, 0]),
                Dexter.move_all_joints([0, 0, 0, 0, 0])

               ]})
```

Hard-coded job that draws on a whiteboard.

```
new Job({name: "amogus",

        do_list: [Dexter.set_parameter("MaxSpeed", 20),
                    Dexter.move_all_joints([0, 0, 0, 0, 0]),
                Dexter.move_all_joints([90, -35, 100, 0, 0]),     //xyz
                Dexter.move_all_joints([90, -33.5, 100, 0, 0]), //upper right eye
                Dexter.wait_until(5),
                Dexter.move_all_joints([90, -36, 110, 0, 0]),//bottom right eye
                Dexter.move_all_joints([80, -36, 109, 0, 0]),//bottom left eye
                Dexter.move_all_joints([80, -33, 100, 0, 0]),//upper left eye
                Dexter.move_all_joints([90, -33.5, 100, 0, 0]),
                Dexter.move_all_joints([90, -40, 100, 0, 0]),
                Dexter.move_all_joints([95, -33, 95, 0, 0]),
                Dexter.move_all_joints([95, -32, 97, 0, 0]),//upper right of body
                Dexter.move_all_joints([95, -41, 123, 0, 0]),//lower right of body
                Dexter.move_all_joints([85, -42, 122, 0, 0]),//lower left of right leg
                Dexter.move_all_joints([85, -39, 114, 0, 0]),//upper left of right leg
                Dexter.move_all_joints([80, -39, 114, 0, 0]),//upper right of left leg
                Dexter.move_all_joints([80, -41.5, 122.5, 0, 0]),//lower right of left leg
                Dexter.move_all_joints([69, -39, 120, 0, 0]),//lower left of left leg
```

```
            Dexter.move_all_joints([69, -35, 109, 0, 0]),//midpoint up left
            Dexter.move_all_joints([69, -30, 96, 0, 0]),//upper left of body
            Dexter.move_all_joints([95, -32, 97, 0, 0]),
            Dexter.move_all_joints([80, -50, 114, 0, 0]),
            Dexter.move_all_joints([0, 0, 0, 0, 0])
           ]})
```

Follow Me mode Test

```
Function setFollowMe(){
        var ret(MD = []
        ret(MD.push(make_ins("w", DIFF_FORCE_SPEED_FACTOR_ANGLE,
DEF_SPEED_FACTOR_DIFF))
        ret(MD.push(make_ins("w", DIFF_FORCE_SPEED_FACTOR_ROT,
DEF_SPEED_FACTOR_DIFF))
        ret(MD.push(make_ins("w", PID_P, 0))
        ret(MD.push(make_ins("w", PID_ADDRESS, 3))
        ret(MD.push(make_ins("w", PID_ADDRESS, 4))
        ret(MD.push(make_ins("w", PID_ADDRESS, 0))
        ret(MD.push(make_ins("w", PID_ADDRESS, 1))
        ret(MD.push(make_ins("w", PID_ADDRESS, 2))
        ret(MD.push(make_ins("w", SPEED_FACTORA, DEF_SPEED_FACTOR_A))
        ret(MD.push(make_ins("S", "J1Friction",5 ))
        ret(MD.push(make_ins("S", "J2Friction",5 ))
        ret(MD.push(make_ins("S", "J3Friction",5 ))
        ret(MD.push(make_ins("S", "J4Friction",15 ))
        ret(MD.push(make_ins("S", "J5Friction",15 ))
        ret(MD.push(make_ins("w", 67, 0))
        ret(MD.push(make_ins("w", 68, 0))
        ret(MD.push(make_ins("w", 69, 0)) //Nice
        ret(MD.push(make_ins("w", 70, 0))
        ret(MD.push(make_ins("w", 71, 0))

        ret(MD.push(make_ins("w", 79, 50 ^ 200 ))
        ret(MD.push(make_ins("w", 80, 50 ^ 200 ))
        ret(MD.push(make_ins("w", 81, 50 ^ 200 ))
        ret(MD.push(make_ins("w", 42, 12448 ))
        Return ret(MD
}
```

Palletizing Code [WORK IN PROGRESS]

```
function handle_print_job_1_dialog_input(vals){
   if(vals.clicked_button_value == "Continue"){
      Job.print_job_1.user_data.color = vals.pallets
      Job.print_job_1.user_data.color_status = "ok"
      Job.print_job_1.user_data.stack = vals.stack
      Job.print_job_1.user_data.stack_status = "ok"
   }
   else if(vals.clicked_button_value == "Cancel"){
      Job.print_job_1.user_data.color_status = "cancel"
   }
}

function print_job_1_dialog(){
   show_window({content:`
      <span style="font-size:18px; font-family:Arial; font-style:normal; color:#000000;
font-weight:200;">
            How many pallets are there?
         <br/>
         Please choose a value from 0-6.</span>
         <br/>
         <span style="font-size:18px; font-family:Comic Sans MS; font-style:normal;
color:#000000; font-weight:200;">
            <input name="pallets" type="range" id="Pallets" list="tickmarks"
                  min="0" max="6" oninput="rangeValue.innerText = this.value"/>
               <label for="Pallets"># of pallets</label>
               <datalist id="tickmarks">
                  <option value="0" label="0"></option>
                  <option value="1" label="1"></option>
                  <option value="2" label="2"></option>
                  <option value="3" label="3"></option>
                  <option value="4" label="4"></option>
                  <option value="5" label="5"></option>
                  <option value="6" label="6"></option>
               </datalist>

         <br/>
         How many should I stack?</span>
         <br/>
         <span style="font-size:18px; font-family:Comic Sans MS; font-style:normal;
color:#000000; font-weight:200;">
            <input name="stack" type="range" id="Stack" list="tickmarks"
                  min="0" max="6" oninput="rangeValue.innerText = this.value"/>
               <label for="stack"># to stack</label>
               <datalist id="tickmarks">
```

```
                    <option value="0" label="0"></option>
                    <option value="1" label="1"></option>
                    <option value="2" label="2"></option>
                    <option value="3" label="3"></option>
                    <option value="4" label="4"></option>
                    <option value="5" label="5"></option>
                    <option value="6" label="6"></option>
                  </datalist>

        </span>
           <br/>
           <input type="submit" value="Continue"/>
              <input type="submit" value="Cancel"/>
        `,
        title: "How many pallets should I stack!",
        background_color: "#B6FFFF",
        height: 225,
        callback: handle_print_job_1_dialog_input
    }
    )
}

new Job({name: "print_job_1",
    do_list:
    [
          Dexter.move_all_joints([0, 45, 90, -45, 0]),
     function(){print_job_1_dialog()},
     Robot.wait_until(function(){return this.user_data.color_status != undefined}),

    [j3],
   /* function(vals){if(this.user_data.color == 1){
                    [j3],
                            prompt("Are you sure?","1")
          }},
           */



     //Dexter.move_all_joints([0, 0, 0, 0, 0]),
     function(){if (this.user_data.color_status == "cancel"){
                 return Robot.error("ran out of filament.")
                }

                 this.user_data.color
```

```
    }]})
Job.print_job_1.start()
```