

File: C:\Users\Terry\SkyDrive\Documents\Vex\RoboBowl\Utils.c

```
int iabs(int val)
{
    return val < 0 ? -val : val;
}

int symclip(int x, int max)
{
    if(x < -max)
        return -max;
    if(x > max)
        return max;
    return x;
}

float symclipf(float x, float max)
{
    if(x < -max)
        return -max;
    if(x > max)
        return max;
    return x;
}

const int joyDeadZone = 10;
int deadzone(int val)
{
    return iabs(val) > joyDeadZone ? val : 0;
}
```

