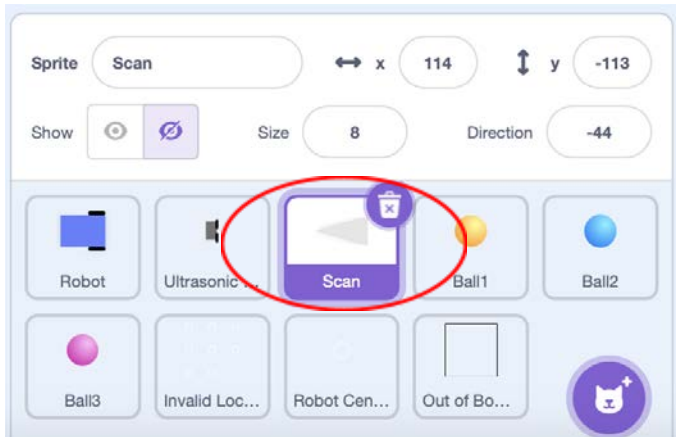
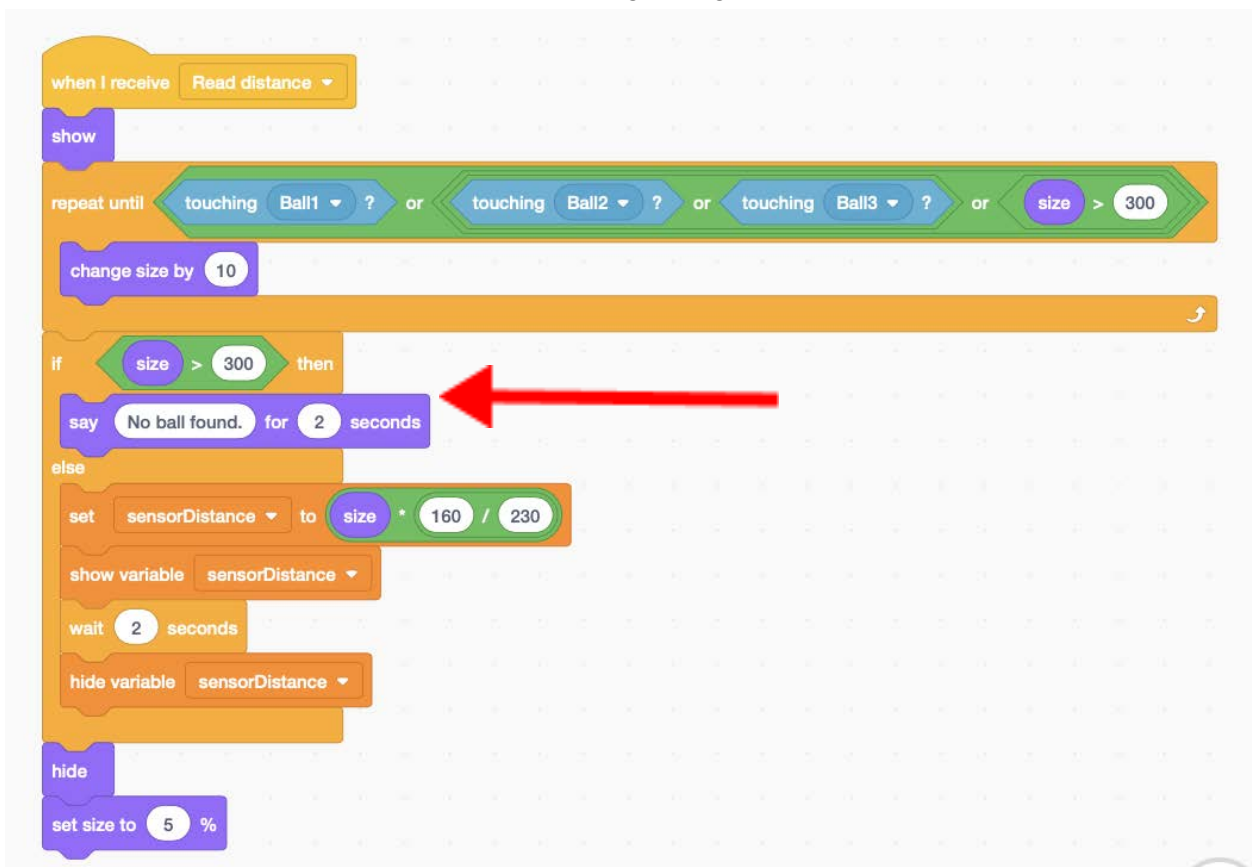


There is a bug in the internal program code that is affecting some of the teams' algorithms, causing them to fail when the logic is correct. Here is the simple fix for this bug:

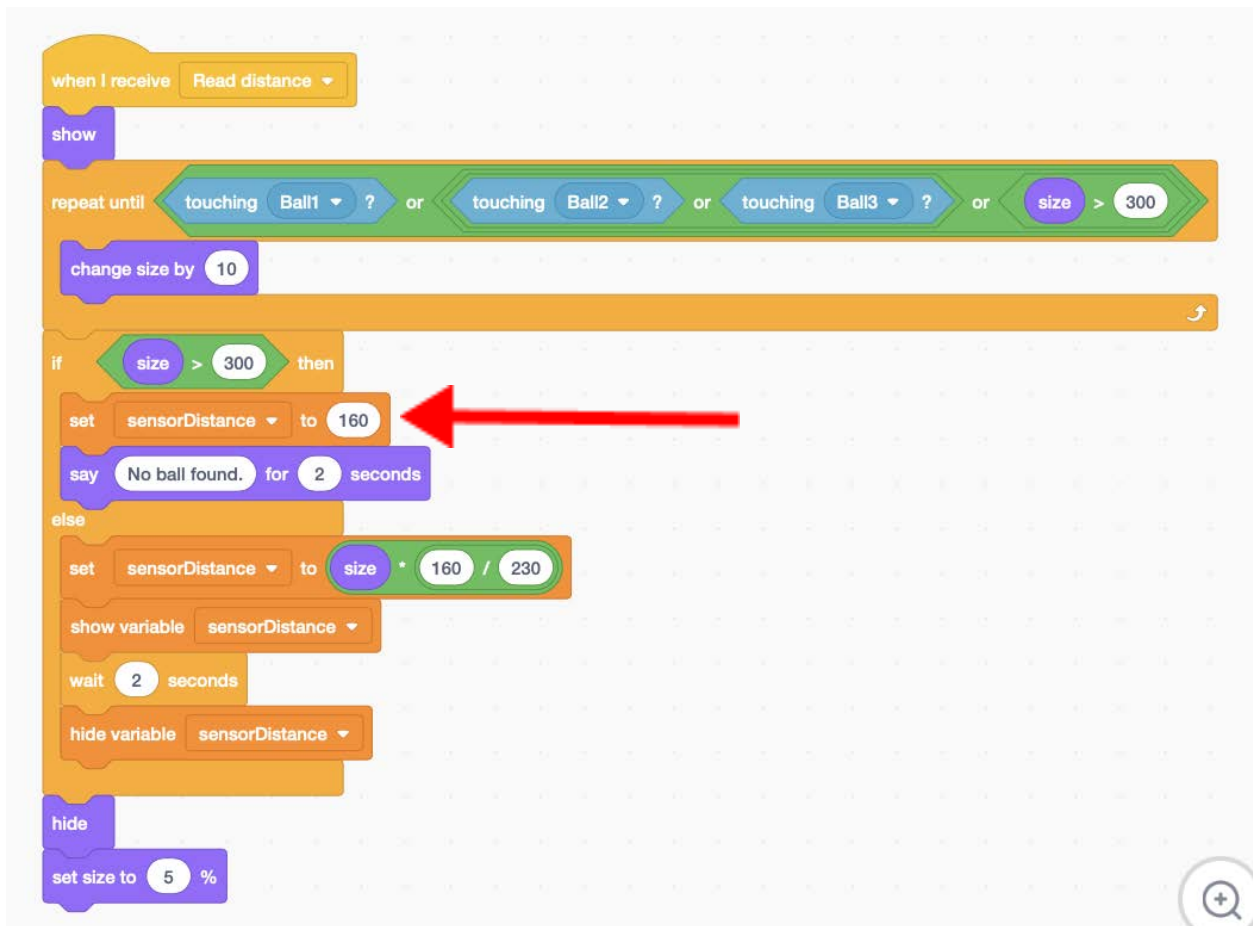
1. In the bottom right of your project, click on the "Scan" sprite.



2. Find this piece of code. You will be adding a single code block here.



3. Add the following code block: set **sensorDistance** to **190** (not 160 like the photo shows)



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