

```
#include <kipr/botball.h>
int main()
{
  printf("Going straight");

  motor (0,-80); // turn
  motor (3,-80);
  msleep (1000);

  return 0;
}
```

Type after the  
printf ("Turning"); function

## Notes:

msleep (1000);

The time your robot will  
travel in milliseconds.  
From 0-10,000

motor (3,-80);

The port # your motor is  
plugged into

Place a negative (-) before the  
power number. Positive numbers go  
forward and negative numbers go  
backwards.  
Power can only be from -100 to  
100

**The closer the wheels powers are to each other, the straighter it will go.**



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