Moving Your Robot Straight

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

motor (0,80); // straight
motor (3,80);
msleep (1000);

return 0;
}
```

Type after the
printf ("Going straight");
function

Notes:

```c
motor (0,80);
```

The port # your motor is
plugged into

Power of a wheel.
Power can only be from -100 to 100

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