Making Your Robot Turn

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

// turning right
motor(0,80);// left wheel
motor(3,40); // right wheel
msleep(1000);

return 0;
}
```

Type after the
printf("Turning"); function

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

Notes:
```
msleep(1000);
motor(3,40);
```

The port # your motor is
plugged into

Lower the power of one of the wheels.
Power can only be from -100 to 100

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