## Moving Your Robot Straight

Empowering educators impacting students

```
#include <kipr/wombat.h>
   int main()
                                       Type after the
                                       printf ("Going straight");
   printf("Going straight");
                                       function
   motor (0,80); // straight
   motor (3,80);
   msleep (1000);
   return 0;
   }
   Notes:
   motor (0,80);
The port # your motor is
                               Power of a wheel.
                               Power can only be from -100 to 100
plugged into
```

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





