Going Backwards

```
#include <kipr/wombat.h>
int main()
{
printf("Going backwards\n");

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

return 0;
}
```

Type after the
printf ("Going backwards\n");
function

Notes:

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

```
msleep (1000);

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.