

# Moving Your Robot Straight

Empowering educators  
impacting students

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

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

    return 0;
}
```

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

## Notes:

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.**

