```
Pour faire un calin : taper 3
when 2 key pressed
motor(s) bust y goto position (20) in (2) seconds
motor(s) r_shoulder_x goto position (-20) in (2) seconds
motor(s) shoulder_x goto position (20) in (2) seconds
motor(s) list r_shoulder_y | shoulder_y + goto position -70 in 2
seconds
wait (0.5) secs
motor(s) arm z goto position 35 in 2 seconds
motor(s) r_arm_z goto position (30) in (2) seconds
motor(s) list Lelbow_y r_elbow_y + goto position -100 in 2 seconds
motor(s) head z goto position (20) in (2) seconds
motor(s) head y goto position (20) in (2) seconds
wait (3) secs
motor(s) Init goto position 0 in 2 seconds
motor(s) Lelbow v goto position (-90) in (2) seconds
motor(s) r_elbow_y goto position (-90) in (2) seconds
```

```
Pour faire cou-cou : taper sur 1
when 1 key pressed
motor(s) arm z goto position (90) in (2) seconds
motor(s) shoulder x goto position (90) in (2) seconds
wait 2 secs
repeat 10
 motor(s) lelbow_y goto position (-110) in (0.3) seconds
 wait 0.5 secs
 motor(s) lelbow_y goto position (-70 in (0.3) seconds
 wait 0.5 secs
wait 1 secs
🙀 motor(s) (Init ) goto position (0) in (2) seconds
motor(s) lelbow_y goto position 90 in 2 seconds
motor(s) r_elbow_y goto position (-90) in (2) seconds
```

```
when 0 - key pressed
motor(s) r_shoulder_x goto position (40) in (2) seconds
motor(s) shoulder goto position 40 in 2 seconds
wait 2 secs
motor(s) r_shoulder_y goto position (-60) in (2) seconds
motor(s) shoulder y goto position (-60) in (2) seconds
wait 2 secs
motor(s) abs z goto position 90 in 2 seconds
motor(s) r shoulder y goto position (-40) in (2) seconds
motor(s) shoulder goto position 40 in 2 seconds
wait 2 secs
motor(s) r_shoulder_y goto position (0) in (2) seconds
motor(s) shoulder goto position (1) in (2) seconds
motor(s) r_shoulder_x goto position (-20) in (2) seconds
motor(s) shoulder_x goto position (20) in (2) seconds
```