#include <kipr/botball.h>

int main()

{

mav(0,1800);

mav(3,1800);

msleep(2000);

enable\_servos();

set\_servo\_position(1,1405);

msleep(2000);

set\_servo\_position(1,1515);

msleep(2000);

mav(0,-1800);

mav(3,-1800);

msleep(5000);

return 0;

}