#include <kipr/wombat.h>

int main()

{

printf("the code that we use\n");

//wait\_for\_light(0);

shut\_down\_in(118);

mav(0,1000);

mav(3,1000);

msleep(20000);//drive forward

mav(0,-1000);

mav(3,1000);

msleep(900);//turn to face red cube

mav(0,800);

mav(3,800);

msleep(900);

enable\_servos();

set\_servo\_position(3,1350);

msleep(500);

set\_servo\_position(0,401);

msleep(500);

disable\_servos();

mav(0,-1000);

mav(3,1000);

msleep(2000);

enable\_servos();

set\_servo\_position(0,1520);

msleep(500);

set\_servo\_position(3,2047);

msleep(500);

disable\_servos();

mav(0,700);

mav(3,700);

msleep(1000);

return 0;

}