|  |  |
| --- | --- |
| #include <kipr/botball.h> |  |
|  | #define r 0 |
|  | #define l 3 |
|  |  |
|  | void turn\_right() |
|  | { |
|  | cmpc(r); |
|  | cmpc(l); |
|  |  |
|  | while(gmpc(r) < -1075 && gmpc(l) > 1675) |
|  | { |
|  | mav(r,-500); |
|  | mav(l,500); |
|  | } |
|  |  |
|  |  |
|  | } |