In Omni4WD.cpp:

/////////////////////// MODIFIED FUNCTIONS ///////////////////////////////////////////////////////////////////////

int Omni4WD\_modif::setCarAdvance\_modif(int speedMMPS, float rad) {

//MODIFIED MOVEMENT FUNCTION WITH ARGUMENT rad WHICH IS THE DESIRED MOVEMENT

//ANGLE IN RADIANS

setCarStat(STAT\_ADVANCE);

return setCarMove(speedMMPS,rad,0); //here rad has been put as argument instead of PI/2

}

int Omni4WD\_modif::setCarUpperRight\_modif(int speedMMPS, float rad) {

//MODIFIED MOVEMENT FUNCTION WITH ARGUMENT rad WHICH IS THE DESIRED MOVEMENT

//ANGLE IN RADIANS

setCarStat(STAT\_UPPERRIGHT);

return setCarMove(speedMMPS,rad,0); //here rad has been put as argument instead of PI/4

}

int Omni4WD\_modif::movement\_laurent(int speedMMPS, float rad){

//just to use setCarAdvance\_modif by keeping its original name (to know from

//where function it comes)

setCarAdvance\_modif(speedMMPS,rad);

return 0;

}

int Omni4WD\_modif::movement\_laurent2(int speedMMPS, float rad){

//just to use setCarUpperRight\_modif by keeping its original name (to know from

//where function it comes)

setCarUpperRight\_modif(speedMMPS,rad);

return 0;

}

///////////////////////////////////////////////////////////////////////////////////////////////////////////////

In Omni4WD.h:

///////////////////////// MODIFIED FUNCTIONS //////////////////////////////

int Omni4WD\_modif::setCarAdvance\_modif(int speedMMPS, float rad);

int Omni4WD\_modif::setCarUpperRight\_modif(int speedMMPS, float rad);

int Omni4WD\_modif::movement\_laurent(int speedMMPS, float rad);

int Omni4WD\_modif::movement\_laurent2(int speedMMPS, float rad);

///////////////////////////////////////////////////////////////////////////