```
//Locomotion.cpp
#include "Locomotion.h"


Locomotion::Locomotion(uint16_t velocity, bool forward):speed(velocity),isForward(forward),
ComInterface(LOCOMOTION_TYPE,(sizeof(speed)+sizeof(isForward)))
{

}

Locomotion::~Locomotion()
{

}

void Locomotion::setSpeed(uint16_t velocity)
{
    speed = velocity;
}

void Locomotion::setDirectionForward(bool forward)
{
    isForward = forward;
}

bool Locomotion::isDirectionForward()
{
    return isForward;
}

uint16_t Locomotion::getSpeed()
{
    return speed;
}

void Locomotion::sendData(NewSoftSerial *_Serial, uint8_t *ptr, uint8_t length)
{

    address = (uint8_t*)&speed;
        Serial.println((int)*address);
    uint8_t CS = size; // need to calculate the size bassed on properties!!!

    _Serial->print(0x06, BYTE);
    _Serial->print(packetType, BYTE);
    _Serial->print(size, BYTE);
    for(int i = 0; i<sizeof(speed); i++)
    {
        CS^=*(address+i);
        _Serial->print(*(address+i), BYTE);
    }
    address = (uint8_t*)&isForward;
        Serial.println((int)*address);
    //_Serial->print(BLANK,BYTE);
```

```
    for(int i = 0; i<sizeof(isForward); i++)
    {
        CS^=*(address+i);
        _Serial->print(*(address+i), BYTE);
    }
    _Serial->print(CS);
        Serial.print("Size : ");
        Serial.println((int)size);
        Serial.print("CS : ");
        Serial.println((int)CS);

}

uint16_t* Locomotion::addressSpeed()
{
    return &speed;
}

bool* Locomotion::addressIsForward()
{
    return &isForward;
}
```