lm = 'C';

rm = 'A';

arm = 'B';

global key;

InitKeyboard();

while 1

pause(0.1);

switch key

case 'w'

brick.MoveMotorAngleRel(rm, 90, -80, 'Brake');

brick.MoveMotorAngleRel(lm, 90, -80, 'Brake');

case 's'

brick.MoveMotorAngleRel(rm, 90, 80, 'Brake');

brick.MoveMotorAngleRel(lm, 90, 80, 'Brake');

case 'a'

brick.MoveMotorAngleRel(rm, 90, -30, 'Brake');

brick.MoveMotorAngleRel(lm, 90, 30, 'Brake');

case 'd'

brick.MoveMotorAngleRel(rm, 90, 30, 'Brake');

brick.MoveMotorAngleRel(lm, 90, -30, 'Brake');

case 'b'

brick.beep(1);

case 'uparrow'

brick.MoveMotorAngleRel(arm, -20, 15, 'Coast');

case 'downarrow'

brick.MoveMotorAngleRel(arm, 30, 15, 'Coast');

case 'q'

break;

end

end

CloseKeyboard();