//Command Codes

integer FIRE = 0;

integer LEFT = 1;

integer RIGHT = 2;

integer DOWN = 3;

integer UP = 4;

integer POWER\_DOWN = 5;

integer POWER\_UP = 6;

integer SET\_ROT = 7;

integer SET\_POWER = 8;

integer SET\_BULLET\_NUM = 9;

//Command structure

// "comm1", fire, x, y, z, power

// fire could either be 1/0 :: true/false

// x,y,z is the rotation angles in degree

// power is the velocity of the cannon: 0 <= power <= 200

Don't change "X" degrees.

Y- values: makes the cannon point up or down

+ = go up

- = go down

Z-values: makes the cannon point left or right

+ = go left

-= go right