

```

int main()
{
    motor (0, 85);
    motor (1, 85);
    msleep (2000);

    motor (0,79);
    motor (1, 0);
    msleep (2000);

    motor (0,84);
    motor (1, -3);
    msleep (2000);

    motor (0,85);
    motor (1, -3);
    msleep (2000);

    motor (0,75);
    motor (1, 75);
    msleep (2000);

    return 0;
}

```

“Test 2”

```
#include <kipr/wombat.h>
```

```

int main()
{
    motor (0,75);
    motor (1,75);
    msleep(2000);

    motor (0,75);
    motor (1, -115);
    msleep (2000);

    motor (0,0);
    motor (1,-5);
    msleep (2000);

    return (0);
}

```

“Test 3”

```
#include <kipr/wombat.h>
```

```
int main()
```

```
{
```

```
    enable_servos ();
```

```
    set_servo_position (0,1119);
```

```
    msleep (2000);
```

```
    motor (0, 75);
```

```
    motor (1, 75);
```

```
    msleep (4000);
```

```
    set_servo_position (0, 794);
```

```
    msleep (200);
```

```
    motor (0, 75);
```

```
    motor (1, 75);
```

```
    msleep (40);
```

```
    set_servo_position (0, 971);
```

```
    msleep (200);
```

```
    motor (0, -75);
```

```
    motor (1, -75);
```

```
    msleep (6000);
```

```
    return 0;
```

```
}
```

“Move forward grab back right left place”

```
#include <kipr/wombat.h>
```

```
int main()
```

```
{
```

```
    motor(0,100);
```

```
    motor(1,100);
```

```
    msleep(4000);
```

```
motor(2,50);  
msleep(750);
```

```
motor(0,-70);  
motor(1,-70);  
msleep(3000);
```

```
motor(0,10);  
motor(1,80);  
msleep(900);
```

```
motor(0,60);  
motor(1,60);  
msleep(3500);
```

```
motor(0,80);  
motor(1,10);  
msleep(650);
```

```
ao();  
msleep(1500);
```

```
motor(0,-100);  
motor(1,-100);  
msleep(3000);
```

```
motor(0,80);  
motor(1,10);  
msleep(4700);
```

```
motor(0,60);  
motor(1,60);  
msleep(3000);  
return 0;
```

```
}
```

“Slow”

```
#include <kipr/wombat.h>
```

```
int main()  
{
```

```
motor(0,-5);  
    motor(1,5);  
    msleep(5000);
```

```
motor (0,15);  
motor (1, 15);  
msleep (30000);
```

```
    return 0;  
}
```

“Forward”

```
#include <kipr/wombat.h>
```

```
int main()  
{  
    motor(0,75);  
    motor(1,75);  
    msleep(10000);  
  
    ao();  
    msleep(500);  
    return 0;  
}
```

“Backwards”

```
#include <kipr/wombat.h>
```

```
int main()  
{  
    motor(0,-75);  
    motor(1,-75);  
    msleep(2000);  
  
    ao();  
    msleep(500);  
    return 0;  
}
```