#include <kipr/botball.h>

int main()

{

printf(“Hello World\n”);

create\_stop();

enable\_servos();

set\_servo\_position(0,1037);

set\_servo\_position(0,0);

create\_connect();

create\_drive\_direct(-100,-100);

msleep(2050);

ao(100);

set\_servo\_position(1,0);

ao(300);

set\_servo\_position(0,1071);

create\_drive\_direct(-100,-175);

msleep(4100);

ao();

}

#include <kipr/Botball.h>

int main()

{

printf(“Hello World\n”);

create\_stop();

enable\_servos();

set\_servo\_position(0,1037);

set\_servo\_position(0,0);

create\_connect();

create\_drive\_direct(-100,-100);

msleep(2050);

ao(1000);

set\_servo\_position(1,0);

ao(300);

create\_drive\_direct(100,100);

msleep(2050);

ao(100);

set\_servo\_position(0,1071);

create\_drive\_direct(-100,-175);

msleep(4100);

a0();

}

#include <kipr/Botball.h>

int main()

{

printf(“Hello World/n”);

create\_stop();

enable\_servos();

set-servo-position(0,1037);

set\_servo\_position(0,0);

create>connect();

create\_drive\_direct(-100,-100);

msleep(2050);

ao(1000);

set\_servo\_position(1,0);

ao(300);

create\_drive\_direct(100,100);

msleep(2050);

ao(100);

set\_servo\_position(0,1071);

create\_drive\_direct(-100,-175);

msleep(4100);

ao();

enable\_servo(0);

set\_servo\_position(0,35);

create\_stop(100);

create\_disconnect();

return 0;

}