#include <kipr/botball.h>

int main()

{

printf(“Hello World\n”);

create\_connect();//Note

enable\_servos();

set\_servo\_position(0,0);

create\_connect();

create\_drive\_direct(-105,-100);

msleep(2600);

ao(4900);

motor(0,-65);

msleep(1600);

ao(4900);

motor(0,-65);

msleep(1600);

ao();

create\_stop();

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

msleep(2800);

ao(1000);

enable\_servo(0);

set\_servo\_position(0,35);

motor(0,65);

msleep(896);

ao(1000);

set\_servo\_position(0,1067);

create\_drive\_direct(100,100);

msleep(3000);

ao(1000);

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

msleep(1600);

a0(1000);

set\_servo\_position(0,0);

create\_drive\_direct(-100,-65);

msleep(3000);

ao(3000);

create\_stop(100);

create\_disconnect();

return 0;

}