

Include the following code to setup the robot using the S2 object:

CON

```
_CLKMODE = XTAL1 + PLL16X  
_CLKFREQ = 5_000_000
```

OBJ

```
s2 : "S2"
```

Remember, the first public function is where your program starts.
The following code sets up the S2 robot.
This example assumes your first public function is called "Main".

PUB Main

```
S2.start  
S2.button_mode(true, true)      ' Start S2 object  
S2.set_led(s2#POWER, s2#BLUE)  ' Set button mode to display in LEDs and to reset  
S2.start_motors                 ' Turn on the power LED.  
                                ' Start motor controller
```

The starting location is set with the *here_is()* method.
Our initial location will not be (0,60), this is just an example.

```
S2.set_speed(7)                 ' Set drawing speed to 50%  
S2.here_is(0,60)                ' Set current S2 coordinate location
```