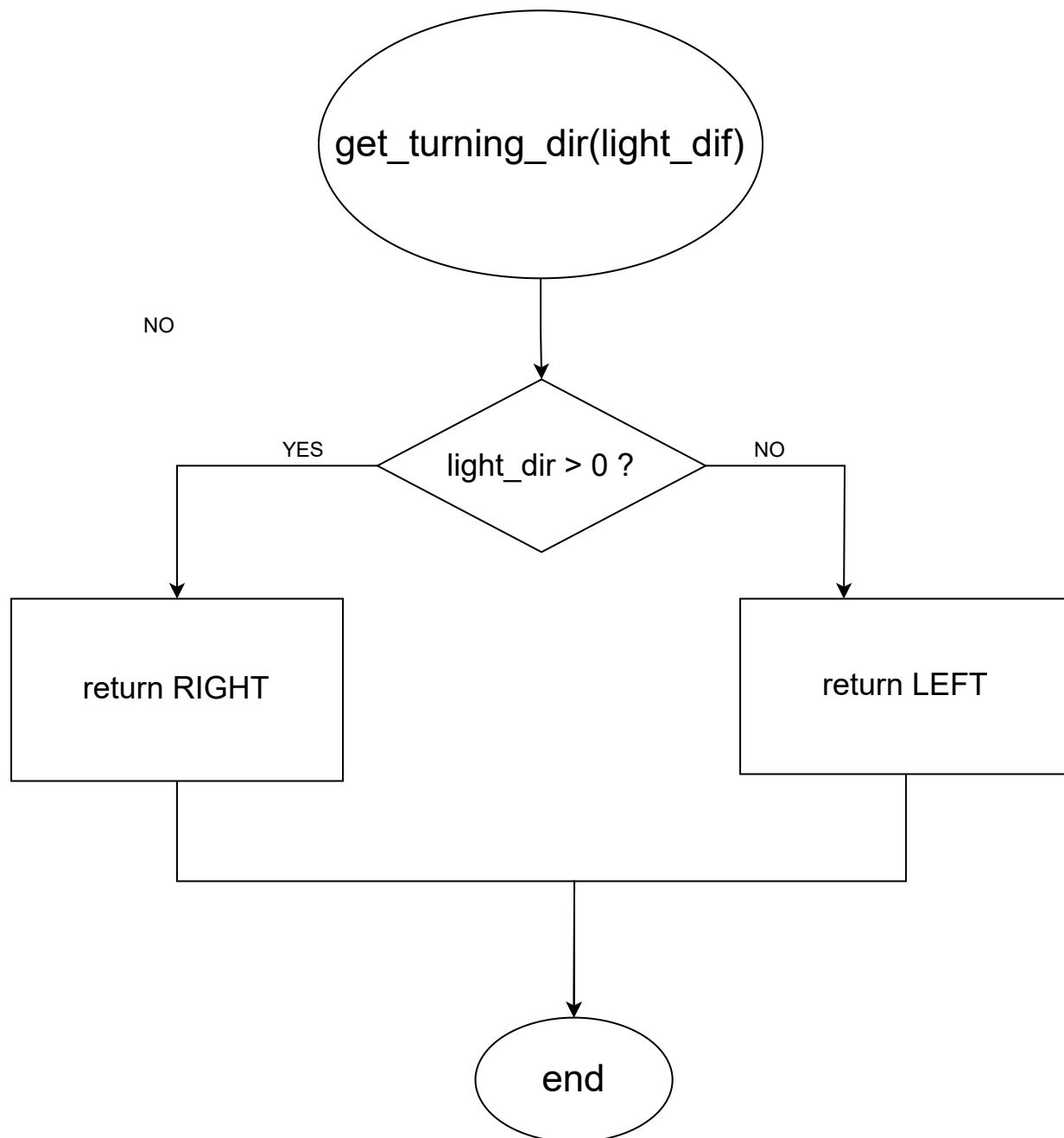


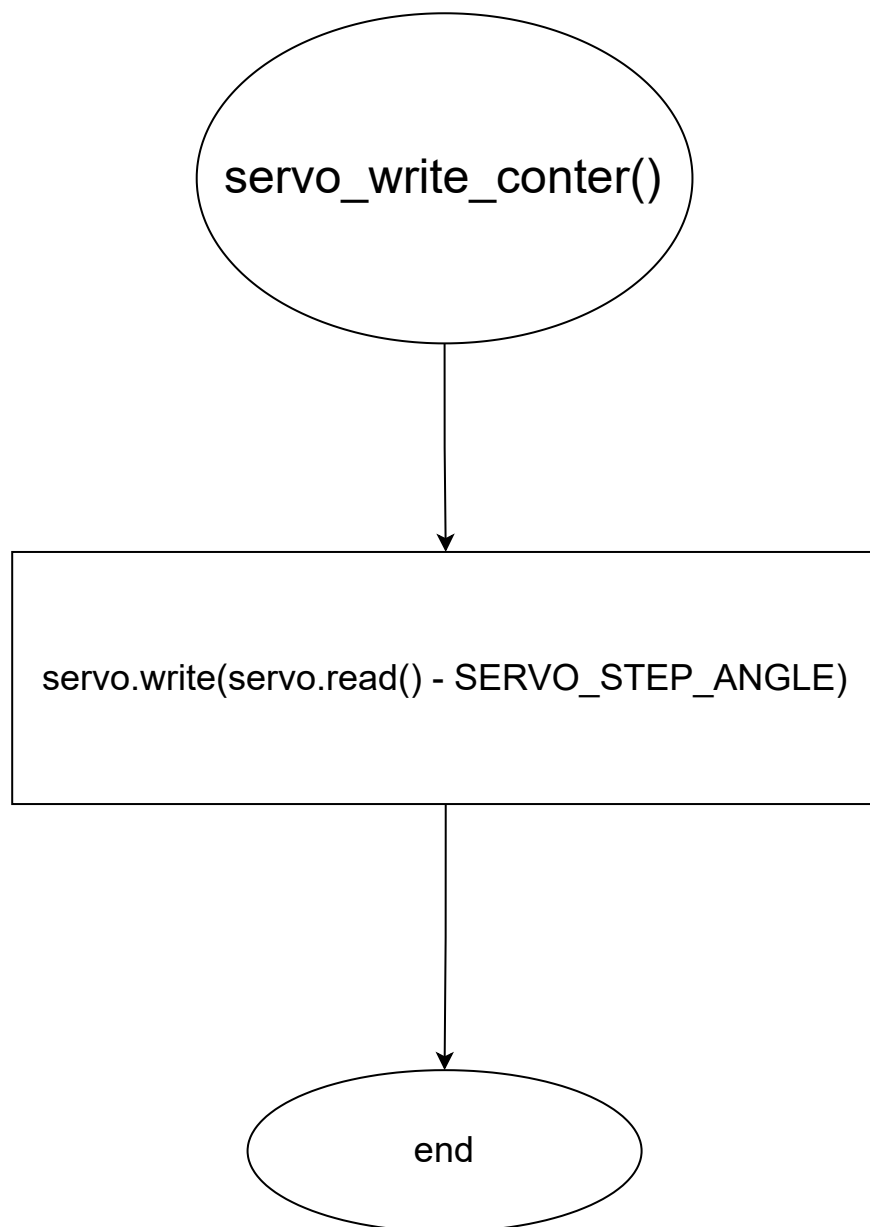
`//Константы`

`#define RIGHT 0`

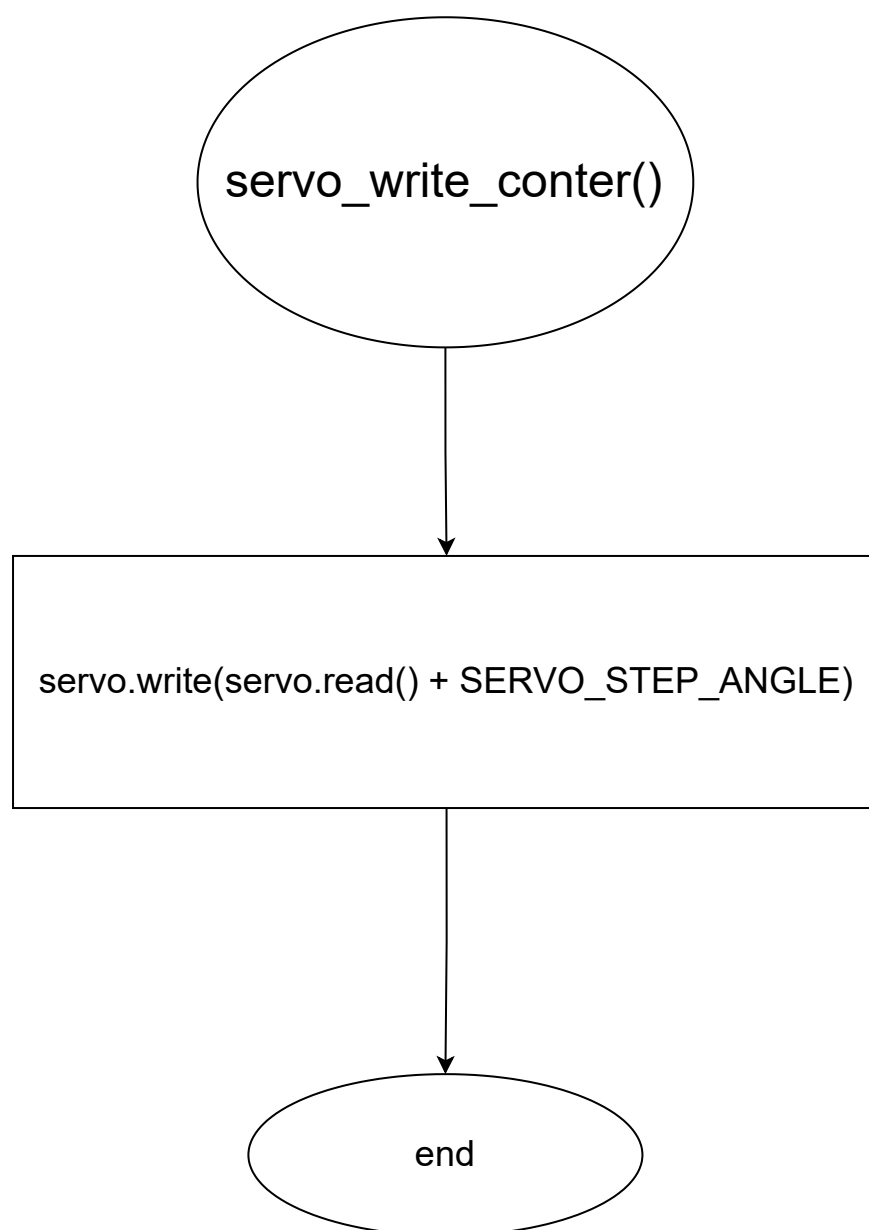
`#define LEFT 1`



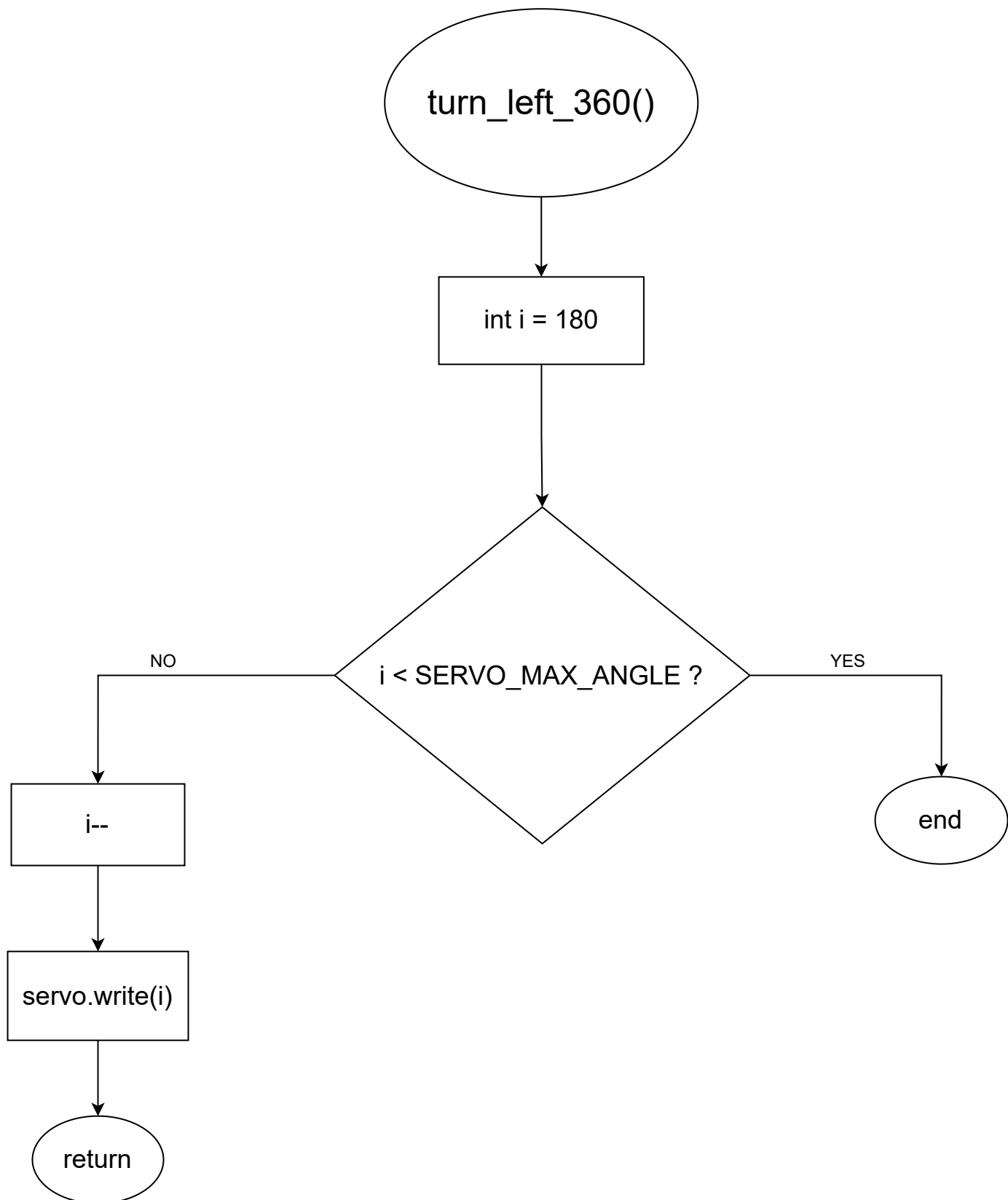
{ //Константы  
#define SERVO\_STEP\_ANGLE 2



```
{ //Константы  
#define SERVO_STEP_ANGLE 2
```



```
{  
  //Константы  
  #define SERVO_MAX_ANGLE 180  
}
```



`//Константы`

`#define SERVO_MIN_ANGLE 0`

