

Examples

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Example 1: Utilizing the command function

```
#include <Kobuki.h>
Kobuki kevin;           // declares variable 'kevin' of class kobuki

void setup()
{
    Serial.begin(115200);
}
void loop()
{
    kevin.command(1, 200, 0); // tells the kobuki to move forward at 200mm/s
}
```

Example 2: Utilizing the feedback function

```
#include <Kobuki.h>
Kobuki keith;           // declares variable 'keith' of class kobuki

void setup()
{
    Serial.begin(115200);
}
void loop()
{
    keith.refresh_sensors(); // updates buffer with current sensor outputs
    if(keith.feedback(5) != 0) // checks the value of the bumper sensor
    {
        keith.command(1, 0, 0); // Kobuki will stop whenever the bumper is hit
    }
    else
    {
        keith.command(1, 200, 0); // Kobuki will move forward at 200mm/s
    }
}
```