#include <kipr/botball.h>

void reset(int s2, int s3)

{

if(s2<1050)

while(s2!=1050)

{

set\_servo\_position(2, s2);

s2+=5;

msleep(10);

}

if(s3<900)

while(s3!=900)

{

set\_servo\_position(3, s3);

s3+=10;

msleep(10);

}

}

int main()

{

//s2 – ramie

//s3 - szczeki

int s2=1050, s3=900;

enable\_servos();

reset(s2, s3);

while(s2!=250)

{

set\_servo\_position(2, s2);

s2-=5; msleep(10);

}

while(s3!=0)

{

set\_servo\_position(3, s3);

s3-=10;

msleep(10);

}

fd(0);

fd(1);

msleep(500);

while(s3!=900)

{

set\_servo\_position(3, s3);

s3+=10;

msleep(10);

}

while(s3!=0)

{

set\_servo\_position(3, s3);

s3-=10;

msleep(10);

}

msleep(600);

while(s3!=900)

{

set\_servo\_position(3, s3);

s3+=10;

msleep(10);

}

while(s3!=0)

{ set\_servo\_position(3, s3);

s3-=10;

msleep(10);

}

ao();

while(s3!=900)

{

set\_servo\_position(3, s3);

s3+=10;

msleep(10);

}

if(s2<1050)

while(s2!=1050)

{

set\_servo\_position(2, s2);

s2+=5;

msleep(10);

}

msleep(1000);

reset(s2, s3);

disable\_servos();

return 0;

}