

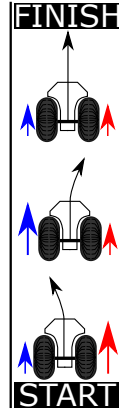
The Straight and Narrow

Aim

Can your buggy drive in a straight line? It is harder than it sounds. See whether your buggy can travel 1 m within the lines on the test track.

Why bother?

Imagine if a car or bike didn't go straight. Even tiny differences in how well aligned the wheels are and how well they perform has a big impact on how much fuel it takes to



It gets even harder when, just like these buggies, the wheels are powered by different motors. Tuning the output of each motor will make the difference between a useful vehicle and something that can only go in circles!

The Straight and Narrow

Hints and Tips

Robo:Bit

Does this code get your buggy to drive straight?

```
forever
  drive left motor at speed 600
  drive right motor at speed 600
```

If not, you can change the speed of each motor until they balance each other.

If it turns to the left, the left motor is working better than the right - so you can either slow down the left motor or speed the right motor up.

MOVE Mini

Calibrating the MOVE Mini is harder. There isn't a pre-built block for setting the motor speeds separately. If [this code](#) doesn't make your buggy drive in a straight line, we will need to set the motor speeds manually.

```
forever
  drive forward

on button A pressed
  servo write pin P1 to 180
  servo write pin P2 to 0
  pause (ms) 1000
  servo write pin P1 to 90
  servo write pin P2 to 90
```

You can do this by telling the [servo motors what speed to spin at](#). It's tricky!