

01 전진이동함수, move_Forward();

전면

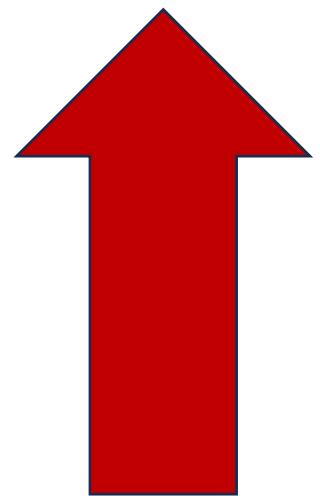
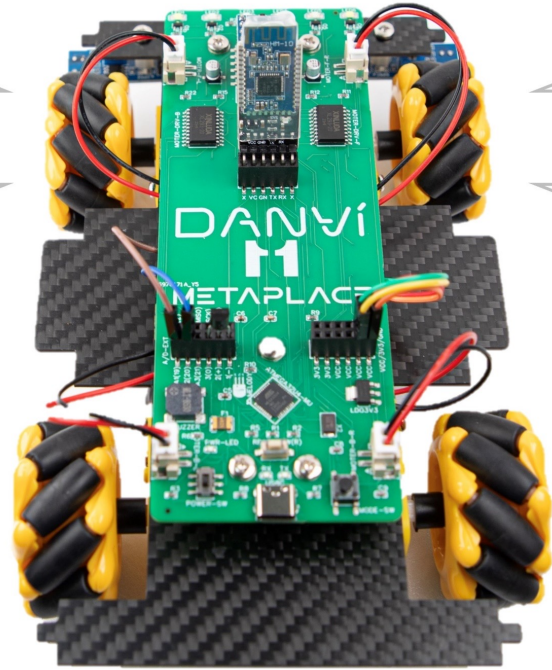
진행방향

왼앞전진

오앞전진

왼뒤전진

오뒤전진



후면

02 후진이동함수, move_Backward();

전면

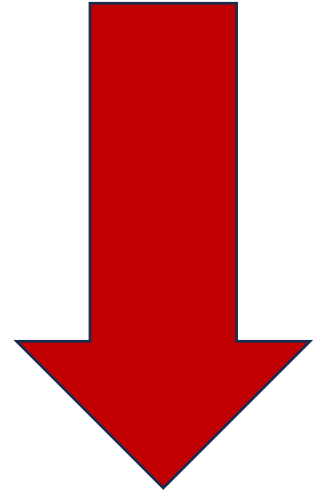
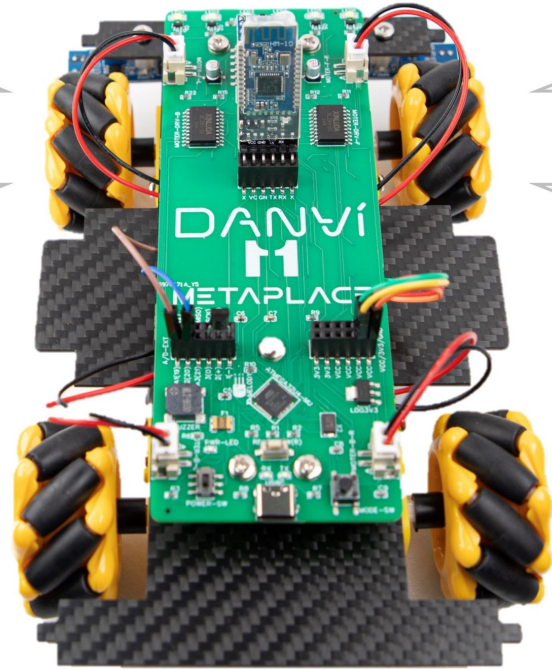
진행방향

왼앞후진

오앞후진

왼뒤후진

오뒤후진



후면

03 왼쪽이동함수, move_Leftward();

전면

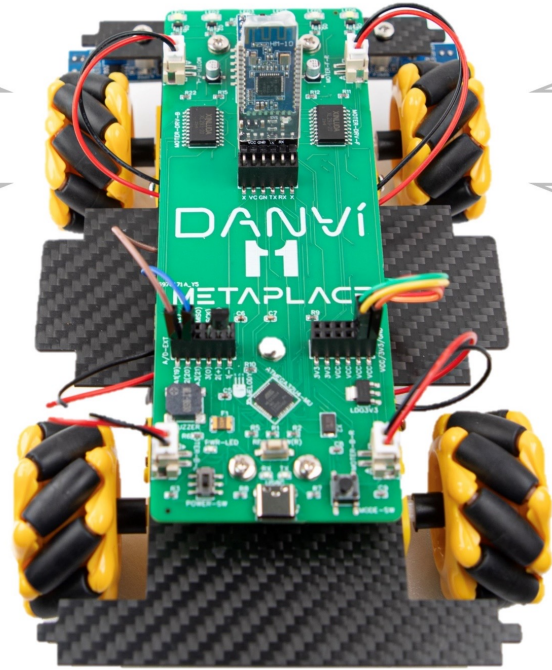
왼앞후진

오앞전진

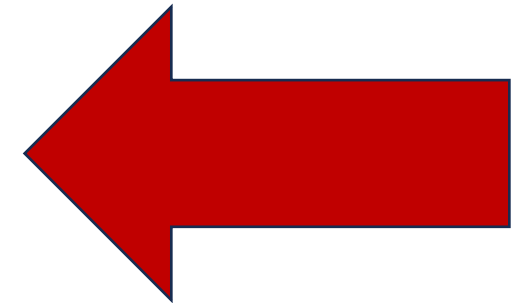
왼뒤전진

오뒤후진

후면



진행방향



단비 차체는 회전하지 않음

04 오른쪽이동함수, move_Rightward();

전면

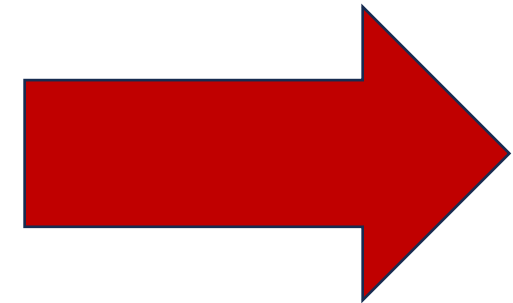
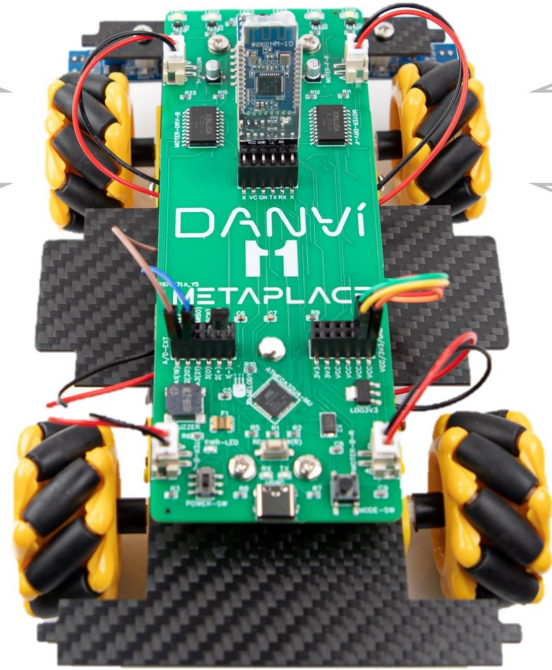
진행방향

왼앞전진

오앞후진

왼뒤후진

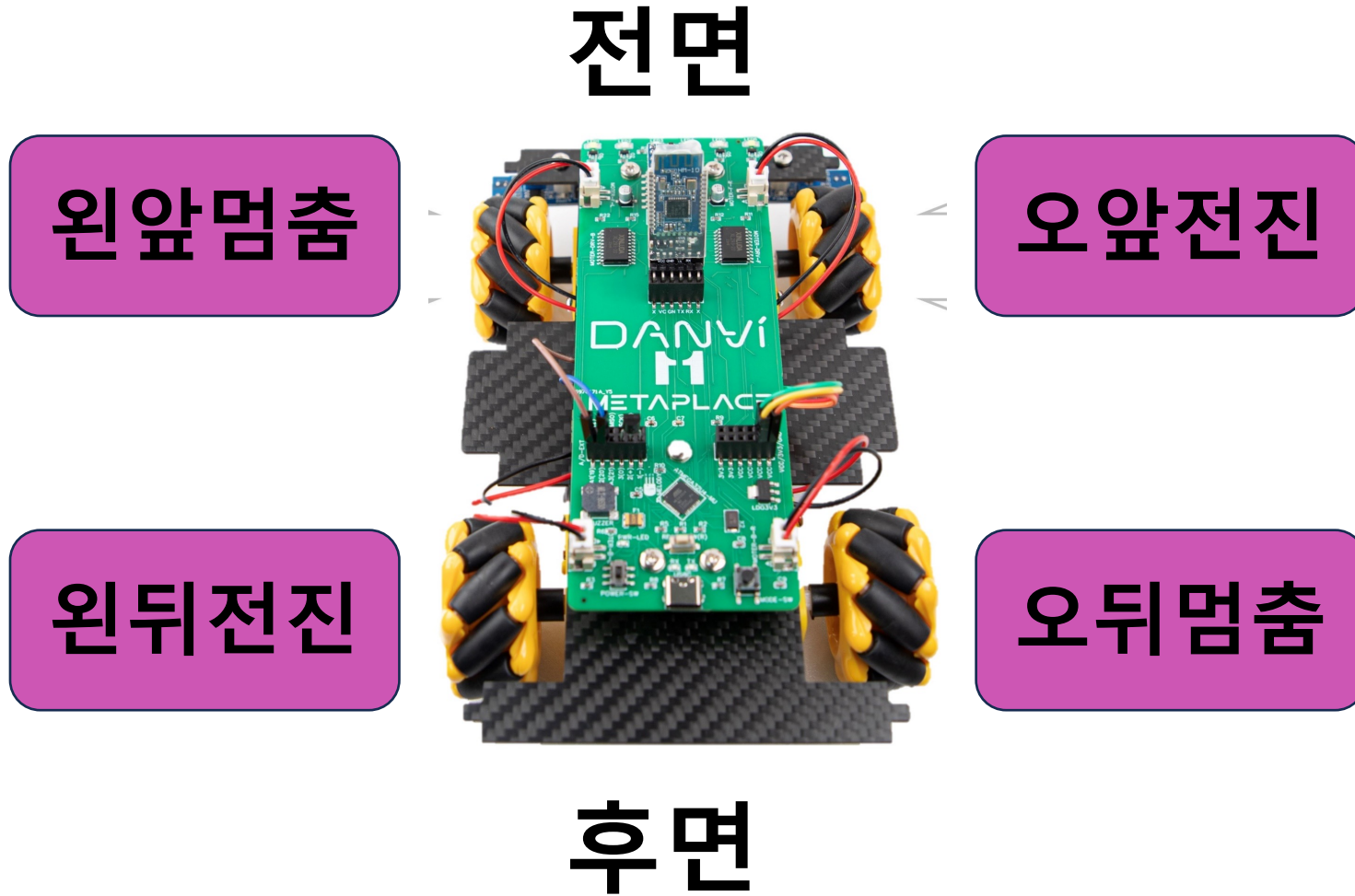
오뒤전진



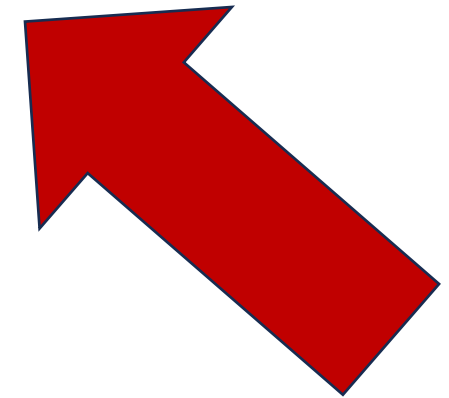
후면

단비 차체는 회전하지 않음

05 왼쪽대각선전진 이동함수, move_LeftFordia();

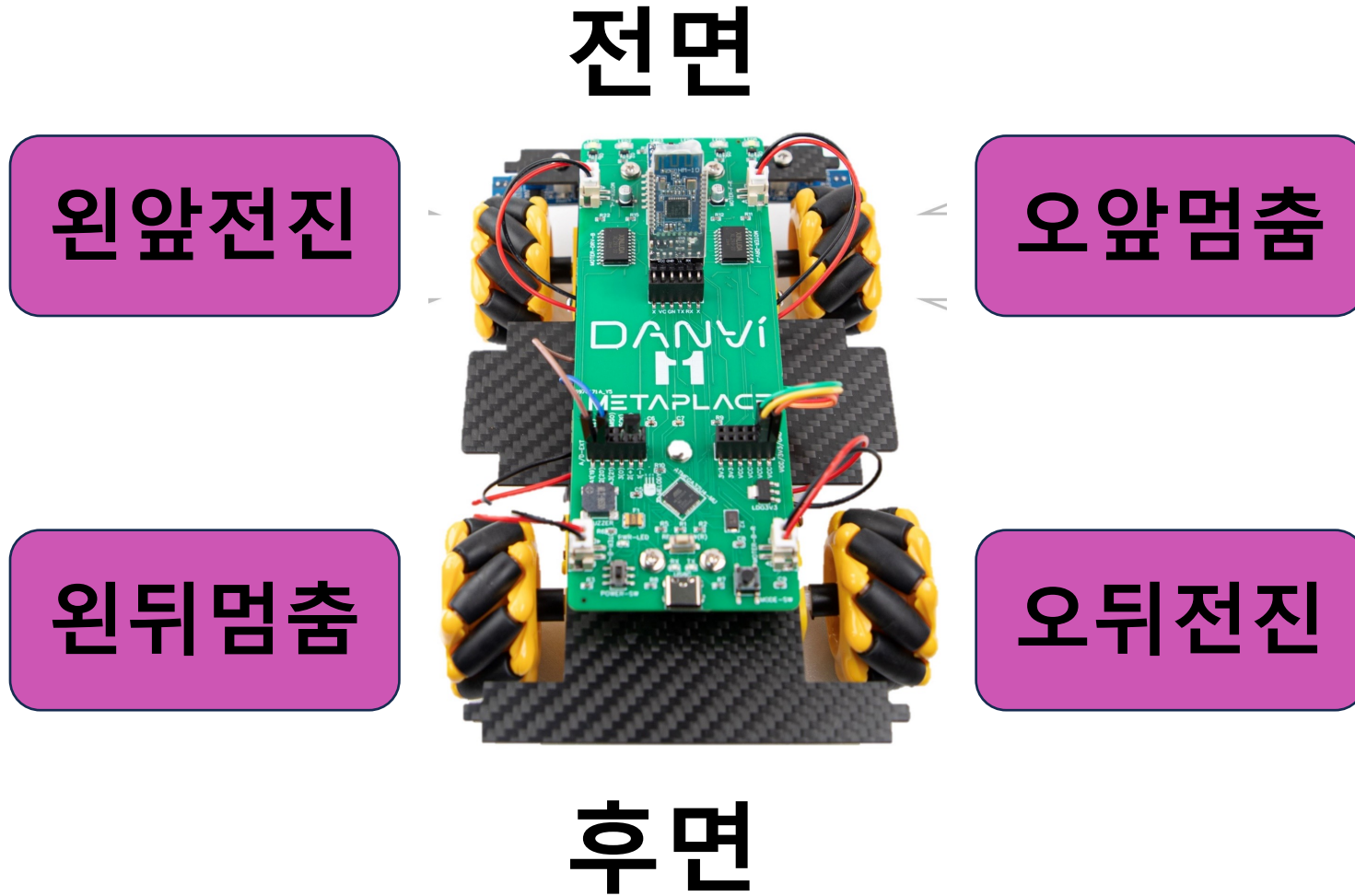


진행방향

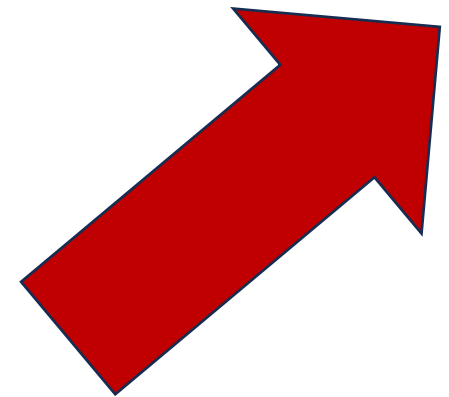


단비 차체는 회전하지 않음

06 오른쪽대각선전진 이동함수, move_RightFordia();



진행방향



단비 차체는 회전하지 않음

07 왼쪽대각선후진 이동함수, move_LeftBackdia();

전면

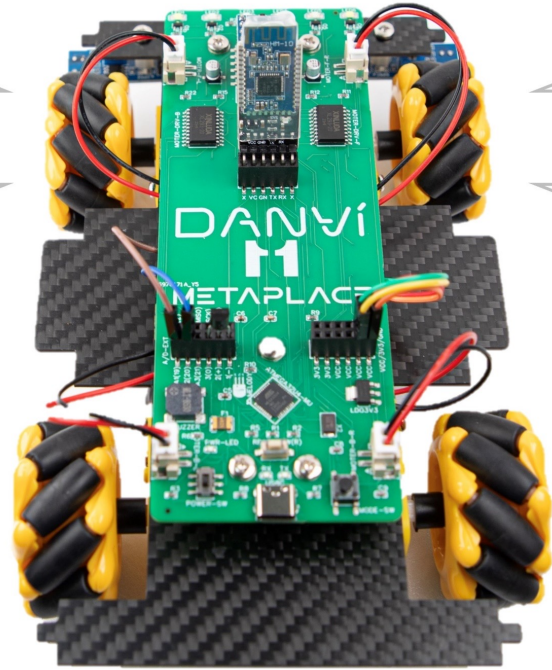
왼앞후진

오앞멈춤

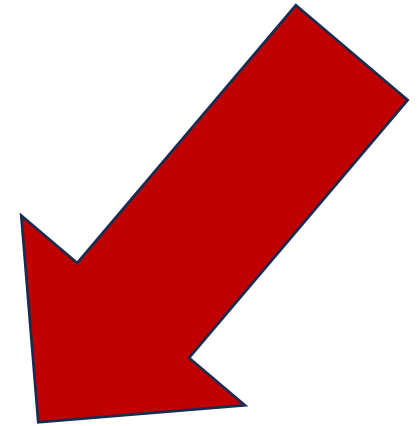
왼뒤멈춤

오뒤후진

후면



진행방향



단비 차체는 회전하지 않음

08 오른쪽대각선후진 이동함수, move_RightBackdia();

전면

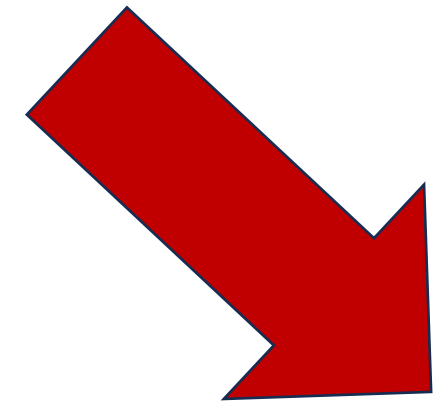
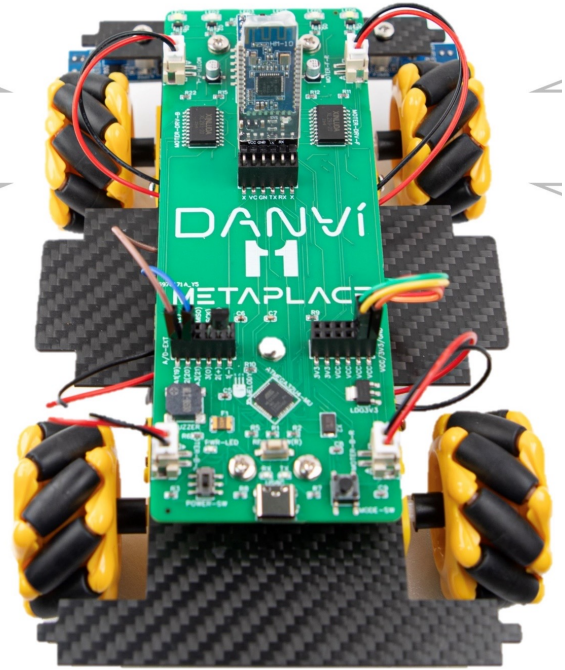
진행방향

왼앞멈춤

오앞후진

왼뒤후진

오뒤멈춤



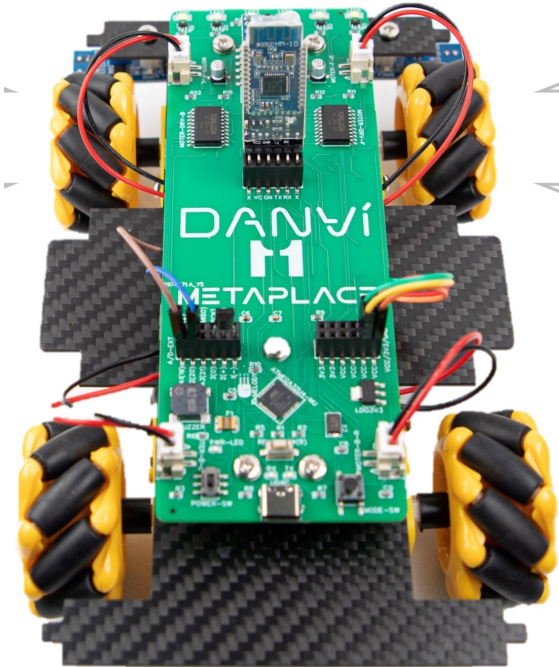
후면

단비 차체는 회전하지 않음

09 왼쪽라운드 이동함수, `move_LeftTurnRound();`

전면

왼앞후진



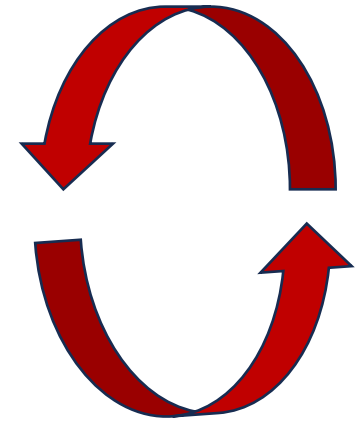
오앞전진

왼뒤후진

오뒤전진

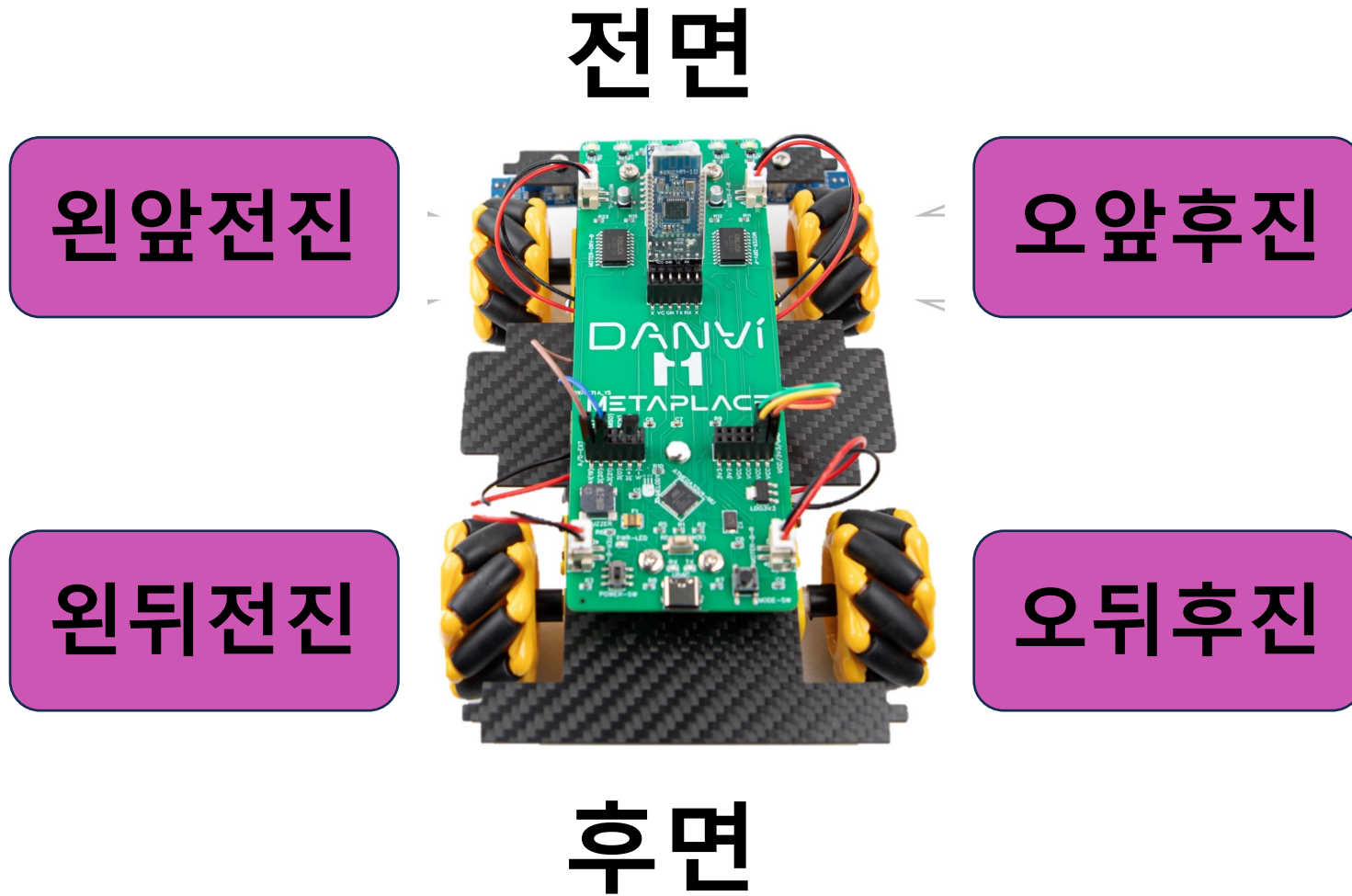
후면

진행방향

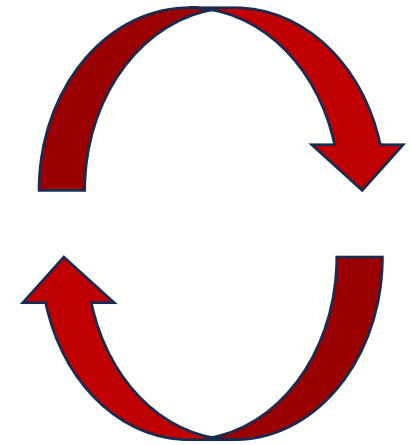


제자리
왼쪽 회전

10 오른쪽라운드 이동함수, `move_RightTurnRound();`

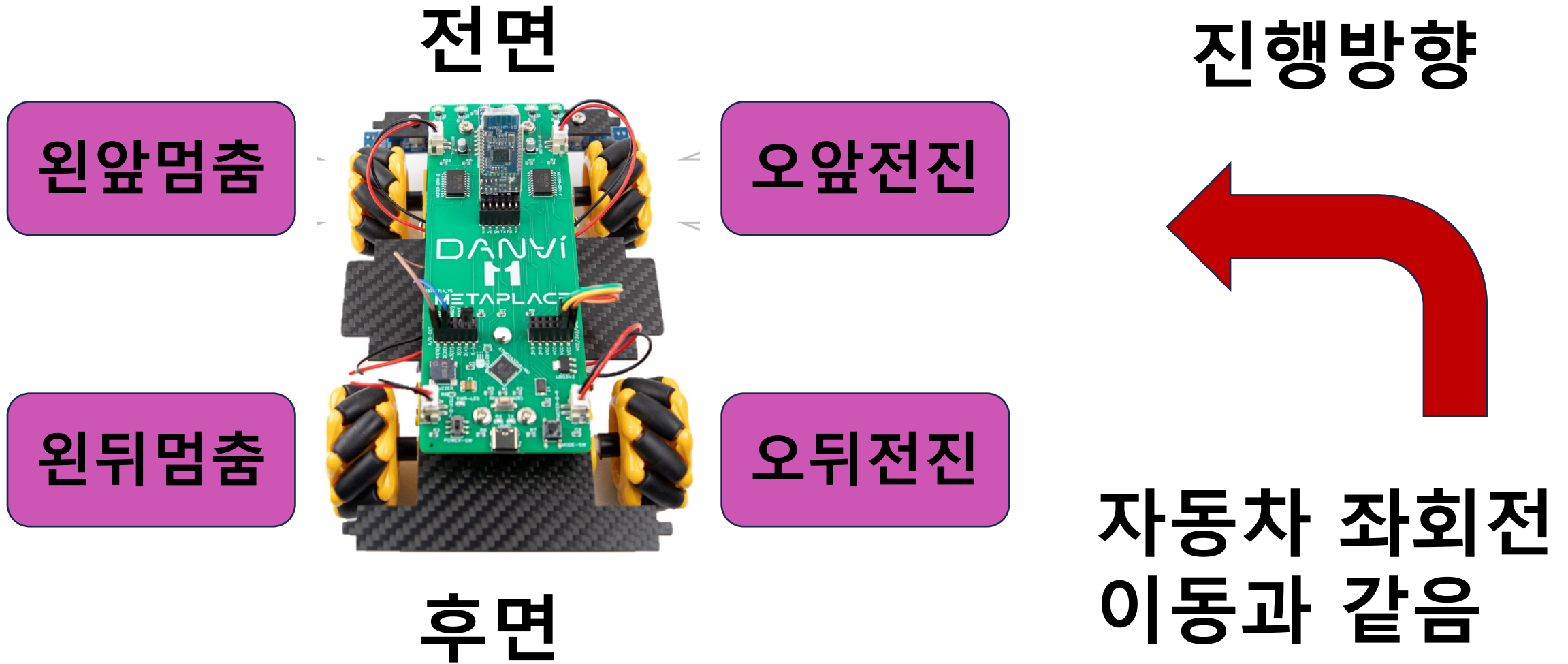


진행방향

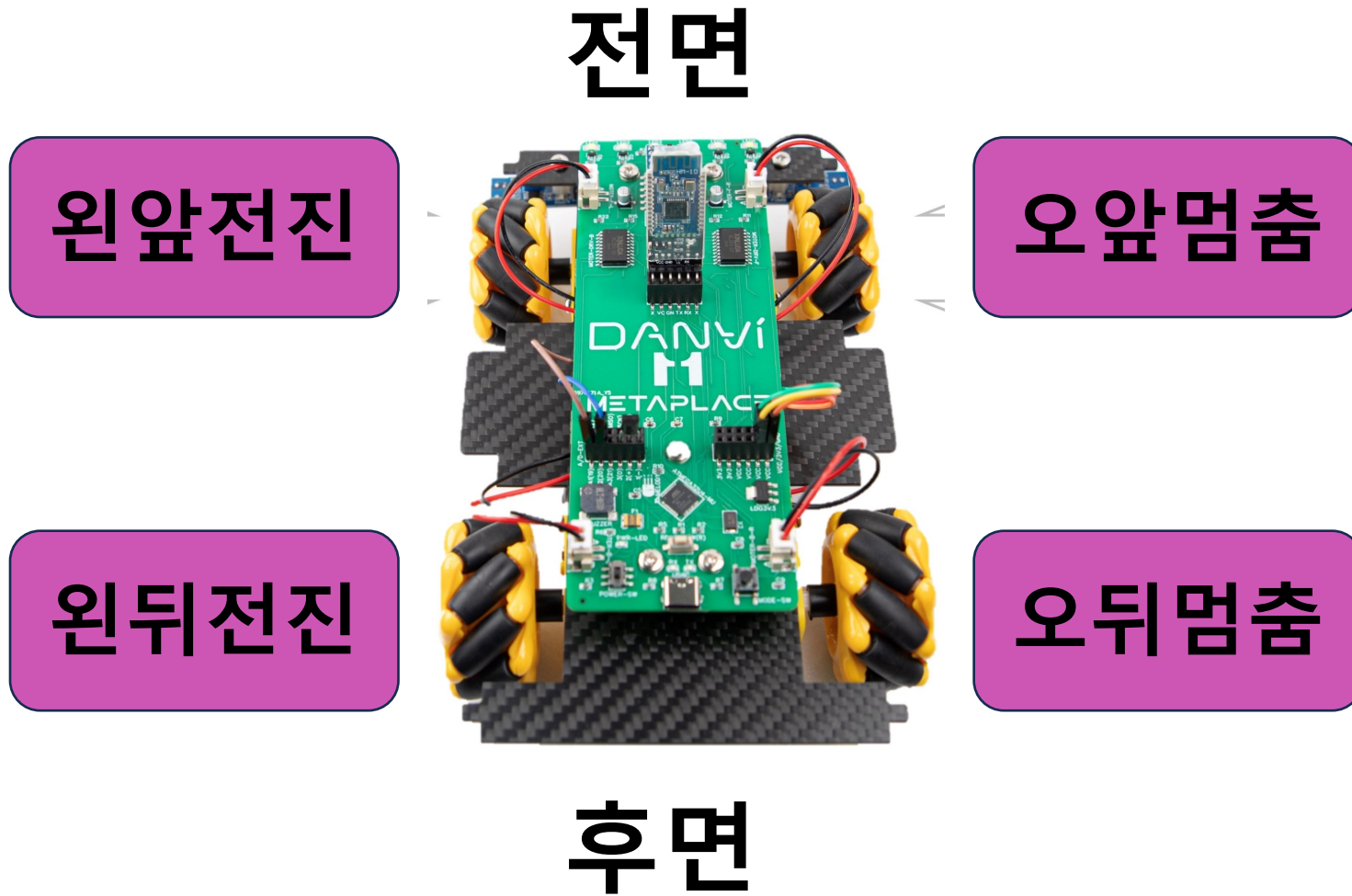


제자리
오른쪽 회전

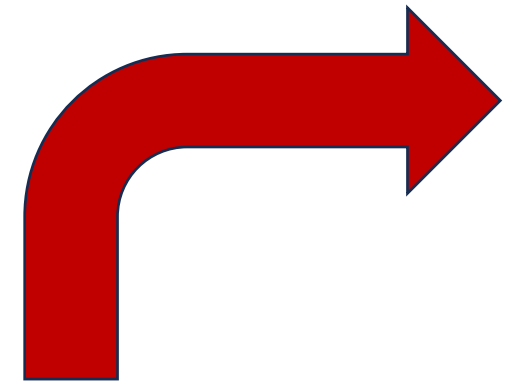
11 왼쪽코너링전진 이동함수, move_LeftForCornering();



12 오른쪽코너링전진 이동함수, move_RightForCornering();

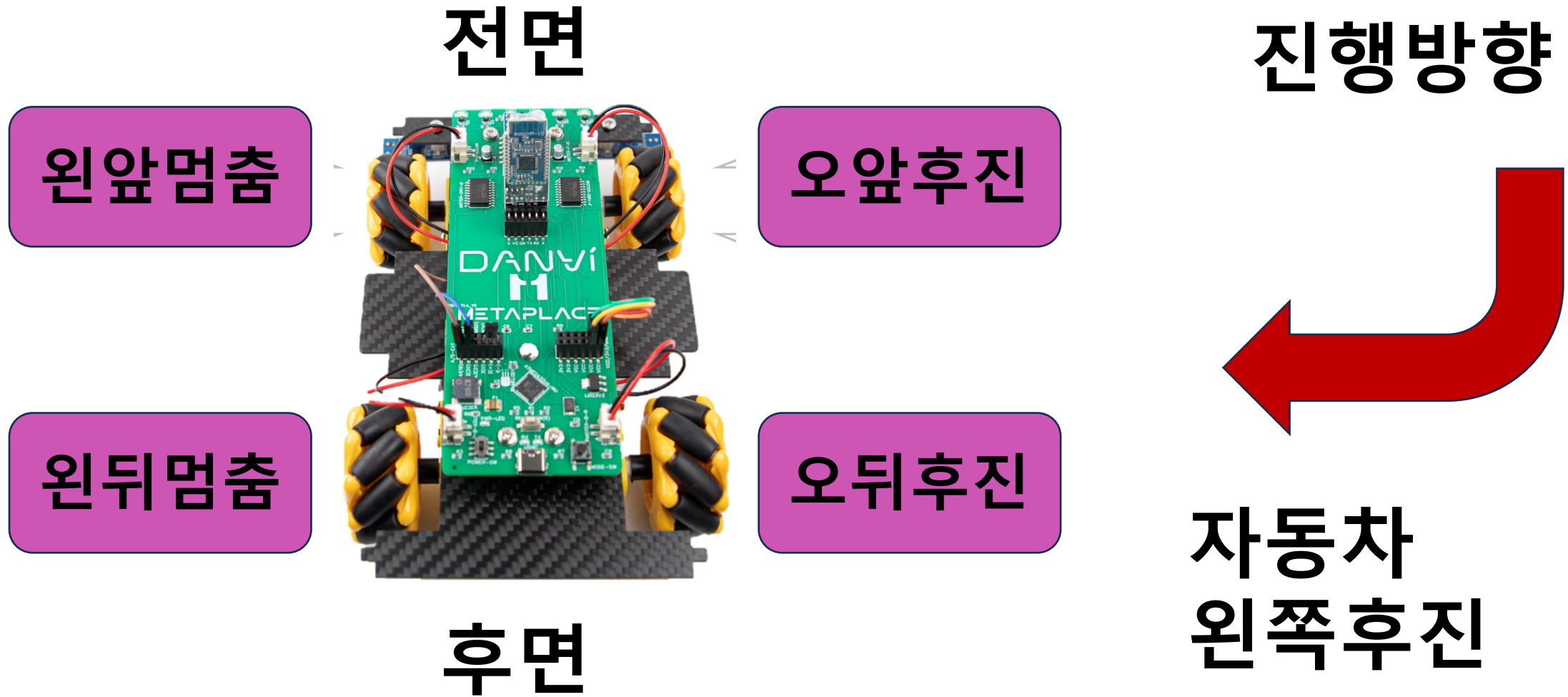


진행방향



자동차 우회전
이동과 같음

13 왼쪽코너링후진 이동함수, move_LefttBackCornering();



14 오른쪽코너링후진 이동함수, move_RightBackCornering();



15 왼쪽라운드(뒤축기준) 이동함수, `move_LeftTrunRoundRearAxis();`

전면

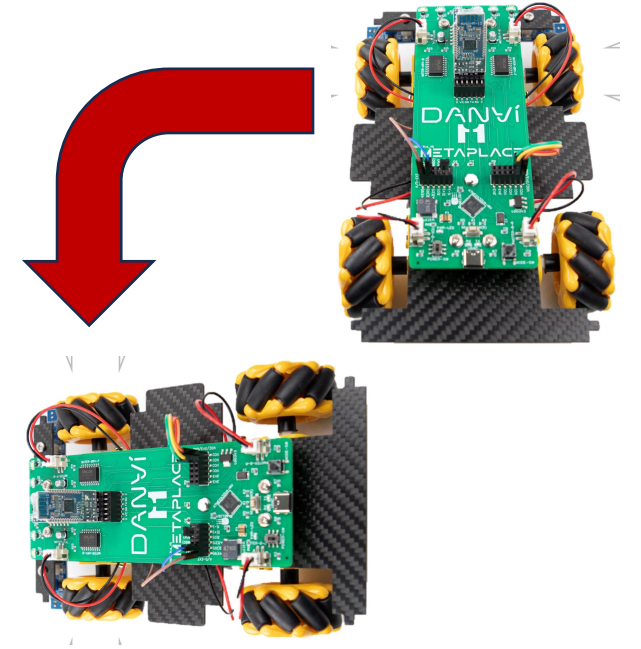
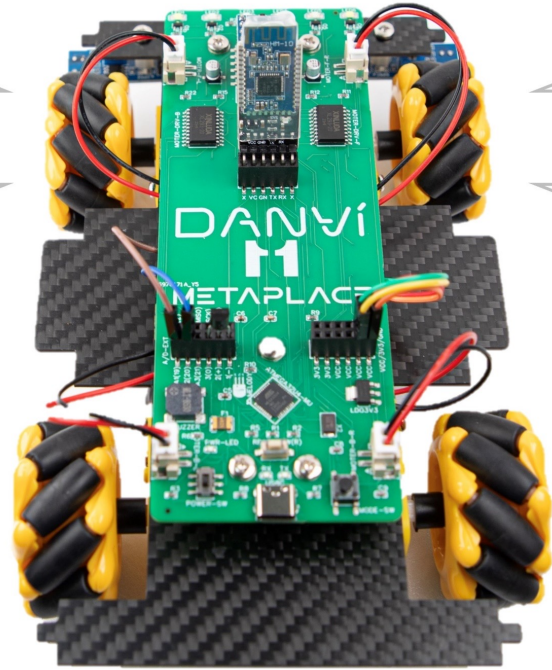
진행방향

왼앞후진

오앞전진

왼뒤멈춤

오뒤멈춤



후면

뒷바퀴를 중심축으로하여,
전면부만 왼쪽으로 회전

16 오른쪽라운드(뒤축기준) 이동함수, `move_RightTrunRoundRearAxis();`

전면

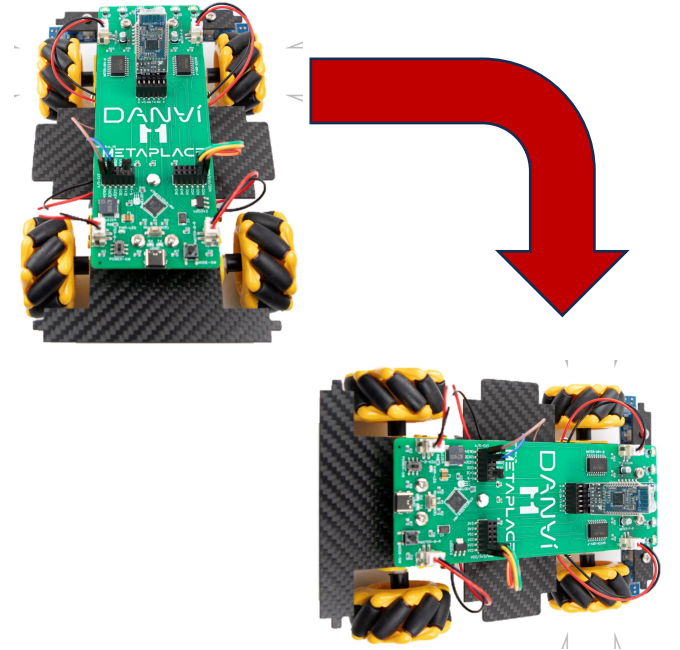
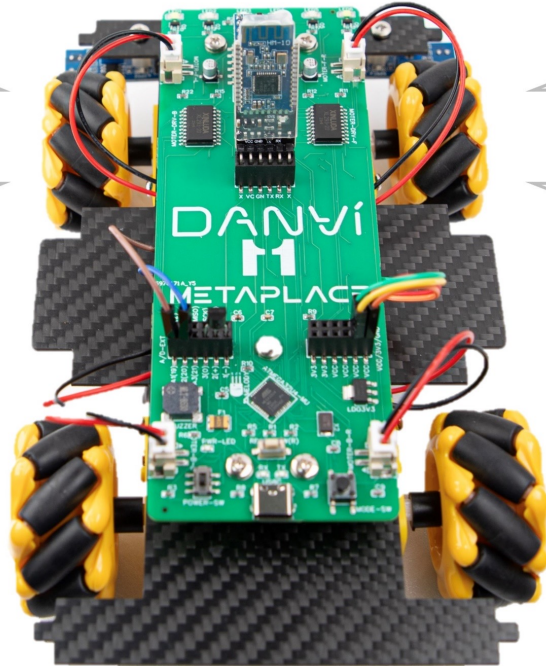
진행방향

왼앞전진

오앞후진

왼뒤멈춤

오뒤멈춤



후면

뒷바퀴를 중심축으로 하여,
전면부만 오른쪽으로 회전

17 왼쪽쪽라운드(앞축기준) 이동함수, `move_LeftTrunRoundFrontAxis();`

전면

진행방향

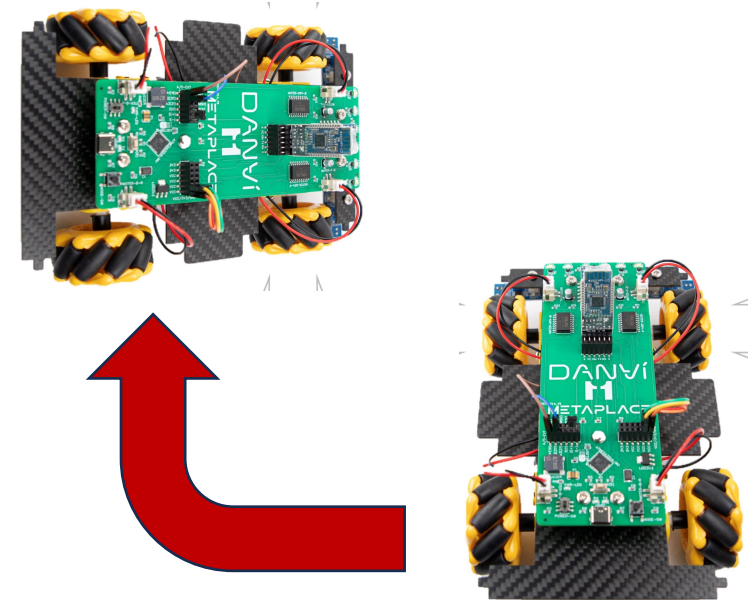
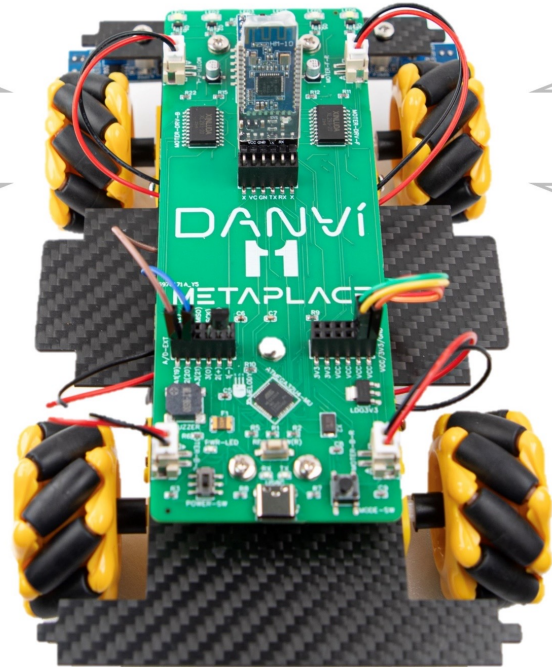
왼앞멈춤

오앞멈춤

왼뒤전진

오뒤후진

후면



앞바퀴를 중심축으로하여,
후면부만 왼쪽으로 회전

18 오른쪽라운드(앞축기준) 이동함수, `move_RightTrunRoundFrondAxis();`

전면

진행방향

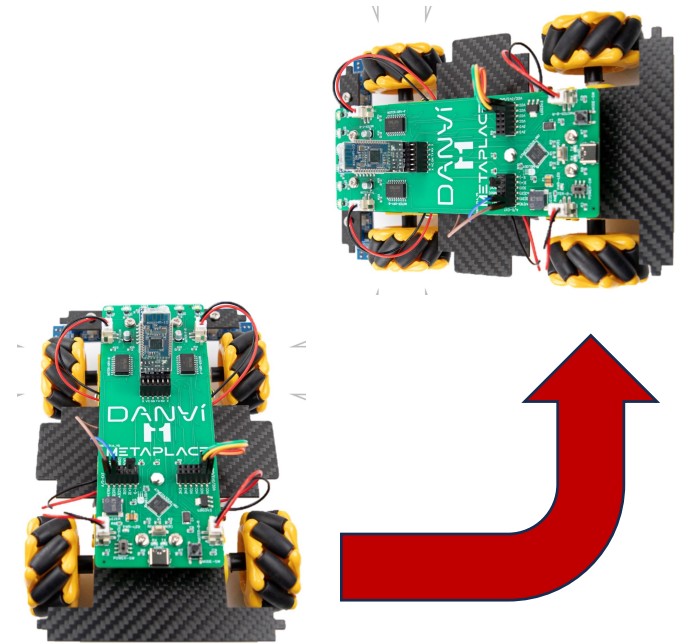
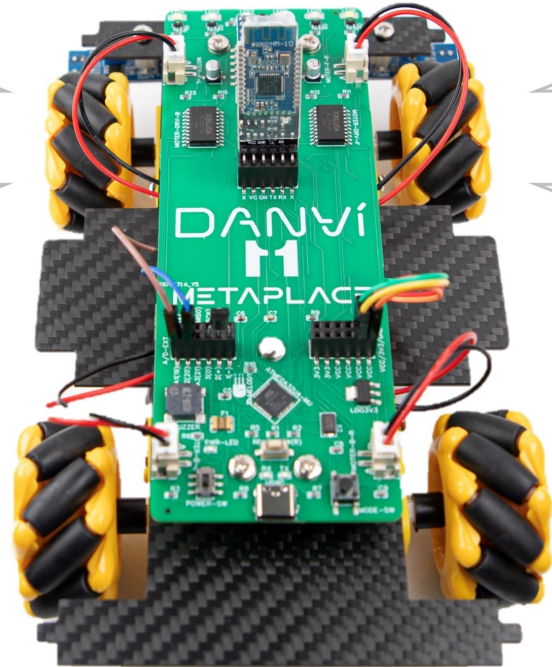
왼앞멈춤

오앞멈춤

왼뒤후진

오뒤전진

후면



앞바퀴를 중심축으로하여,
후면부만 오른쪽으로 회전

19 오른쪽라운드(뒤축기준) 이동함수, move_RightTrunRoundRearAxis();

전면

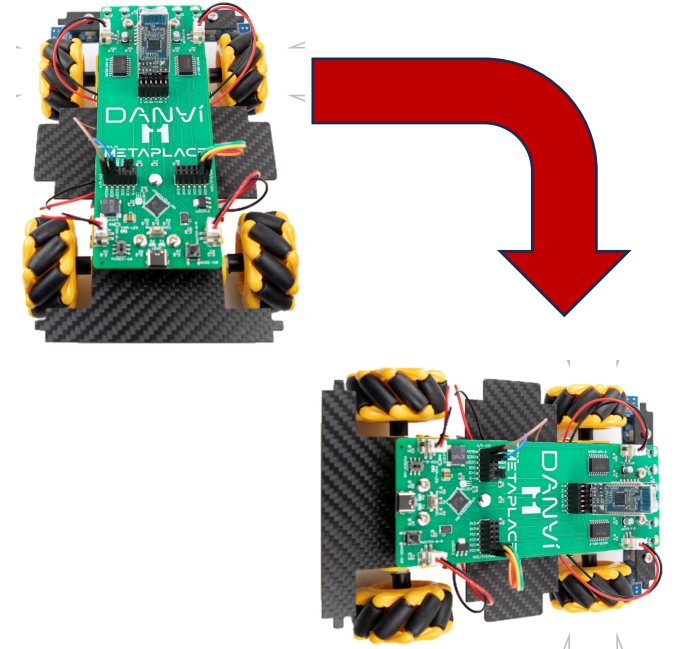
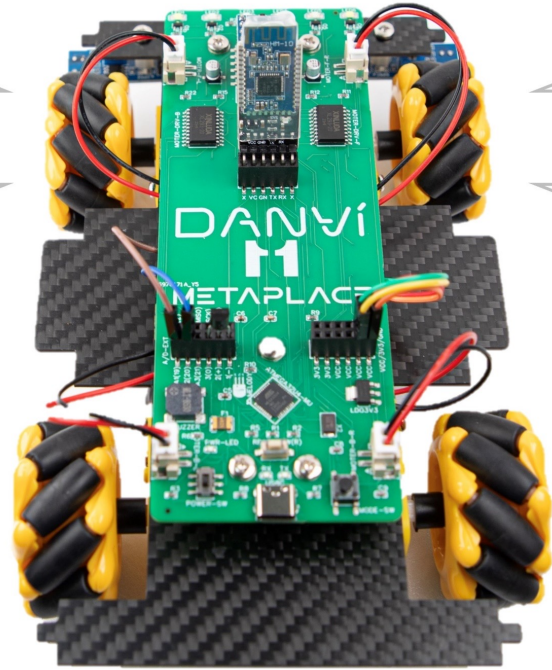
진행방향

왼앞전진

오앞후진

왼뒤멈춤

오뒤멈춤



후면

뒷바퀴를 중심축으로하여,
전면부만 오른쪽으로 회전

20 정지 함수, Stop_Moter();

전면

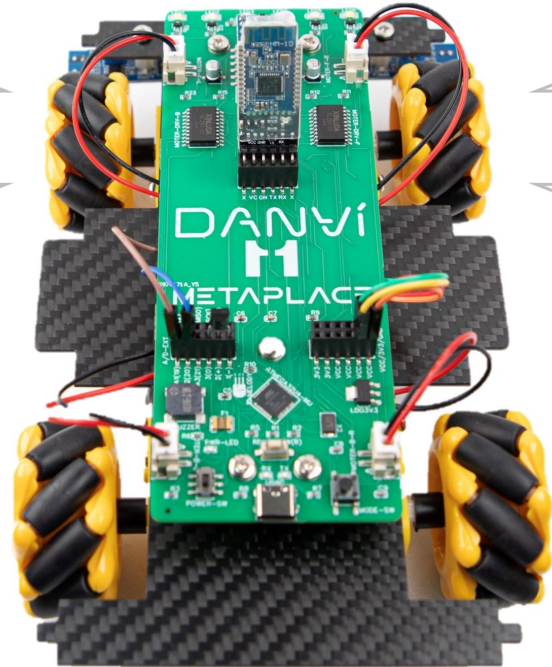
진행방향

왼앞멈춤

오앞멈춤

왼뒤멈춤

오뒤멈춤



후면