Client Control

From client to server	Only once per cycle
(catch Direction) *Direction* ::= **minmoment** ∼ **maxmoment** degrees	Yes

(change_view Width Quality)
  Width ::= narrow | normal | wide
  Quality ::= high | low
	No

(dash Power) *Power* ::= **minpower** ∼ **maxpower** Note: backward dash consumes double stamina.	Yes

(kick Power Direction)
  Power ::= **minpower** ∼ **maxpower**
  Direction ::= **minmoment** ∼ **maxmoment** degrees
	Yes

(move X Y)
  X ::= **-52.5** ∼ **52.5**
  Y ::= **-34** ∼ **34**
	Yes

(say Message) *Message* ::= a message	No

(sense_body)
  The server returns
  (**sense_body**   *Time*
    (view_mode {high | low} {narrow | normal | wide})
    (stamina Stamina Effort)
    (speed AmountOfSpeed DirectionOfSpeed)
    (head_angle HeadAngle)
    (kick KickCount)
    (dash DashCount)
    (turn TurnCount)
    (say SayCount)
    (turn_neck TurnNeckCount)
    (catch CatchCount)
    (move MoveCount)
    (change_view ChangeViewCount))
	No

(score)
  The server returns
  (**score**   *Time OurScore TheirScore*)
	No

(turn Moment) *Moment* ::= **minmoment** ∼ **maxmoment** degrees	Yes
(turn_neck Angle) *Angle* ::= **minneckmoment** ∼ **maxneckmoment** degrees turn_neck is relative to the direction of the body. Can be invoked in the same cycle as a turn, dash or kick.	Yes