```
#include <stdio.h>
#include <stdlib.h>

extern void initNavigation();
extern void updateNavigation();

extern float sin90(int, int);

int dacOrientation = 0;
int dacAccelForward = 0;
int dacAccelLeft = 0;

void fakeDAC(int);

int main(int argc, char *argv[])
{

  int i;
  int j;
  float maxdiff = 0.0;
  initNavigation();
  double pi = 4 * atan(1.0);
  double radians_per_degree = pi / 180;

  for (i=0; i<25; i++) {
      fakeDAC(i);
      updateNavigation();
  }

  system("PAUSE");
  return 0;
}

int fakeStartStop[25] = {
    0,  10,  20,  30,  20,  10, 0,
    0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
    0, -10, -20, -30, -20, -10, 0,
};

void fakeDAC(int i) {
     dacAccelForward = fakeStartStop[i];
     dacAccelLeft = 0;
     dacOrientation = 450;
}
```

Note from Paul:
I had some unneeded stuff in the main() function in main.c. Here is the bare minimum:

```
int main(int argc, char *argv[])

{



  int i;

  initNavigation();
```

```
for (i=0; i<25; i++) {
    fakeDAC(i);
    updateNavigation();
}
```