



```
/* Yj and Xj are joystick coordinates */

max = fabs(Xj); if (fabs(Yj)>max) max = fabs(Yj);

sum = Xj+Yj;  dif = Xj-Yj;

if(Yj<=0)
{
    if(Xj>=0) { L =  max; R = -sum; }
    else      { L =  dif; R =  max; }
}
else
{
    if(Xj>=0) { L =  dif; R = -max; }
    else      { L = -max; R = -sum; }
}
```