

```
//! walk in the direction the head is pointing, rotating as necessary to center ball
virtual void processEvent(const EventBase& event) {
    if(event.getGeneratorID()==EventBase::visObjEGID) {
        //in case the head isn't pointing straight forward, we'll straiife
        float x=120.0f*cos(state->outputs[HeadOffset+PanOffset]);
        float y=120.0f*sin(state->outputs[HeadOffset+PanOffset]);
        float z=-static_cast<const VisionObjectEvent*>(&event)->getCenterX();
        MMAccessor<WalkMC>(walker_id)->setTargetVelocity(x,y,z);
    }
}
```