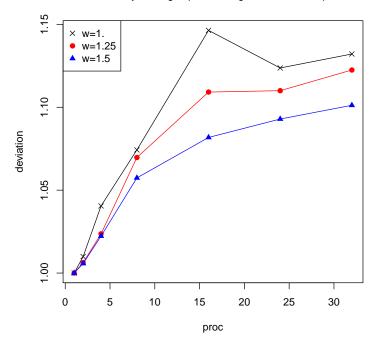
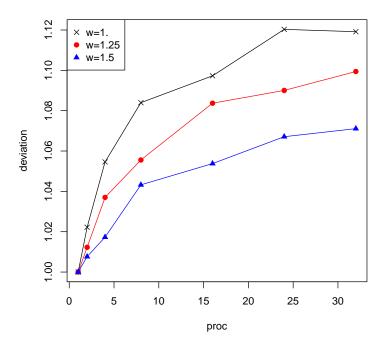
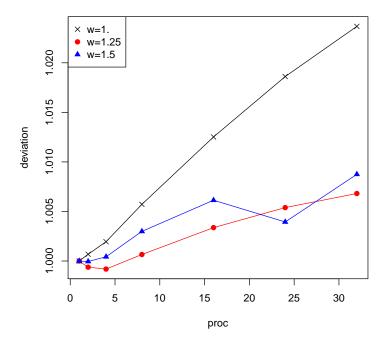
## scen=myscen/bgmaps.scen, algo=./astar\_main.opt



## scen=myscen/sc1.scen, algo=./astar\_main.opt



## scen=myscen/random.scen, algo=./astar\_main.opt



## scen=myscen/mazes.scen, algo=./astar\_main.opt

