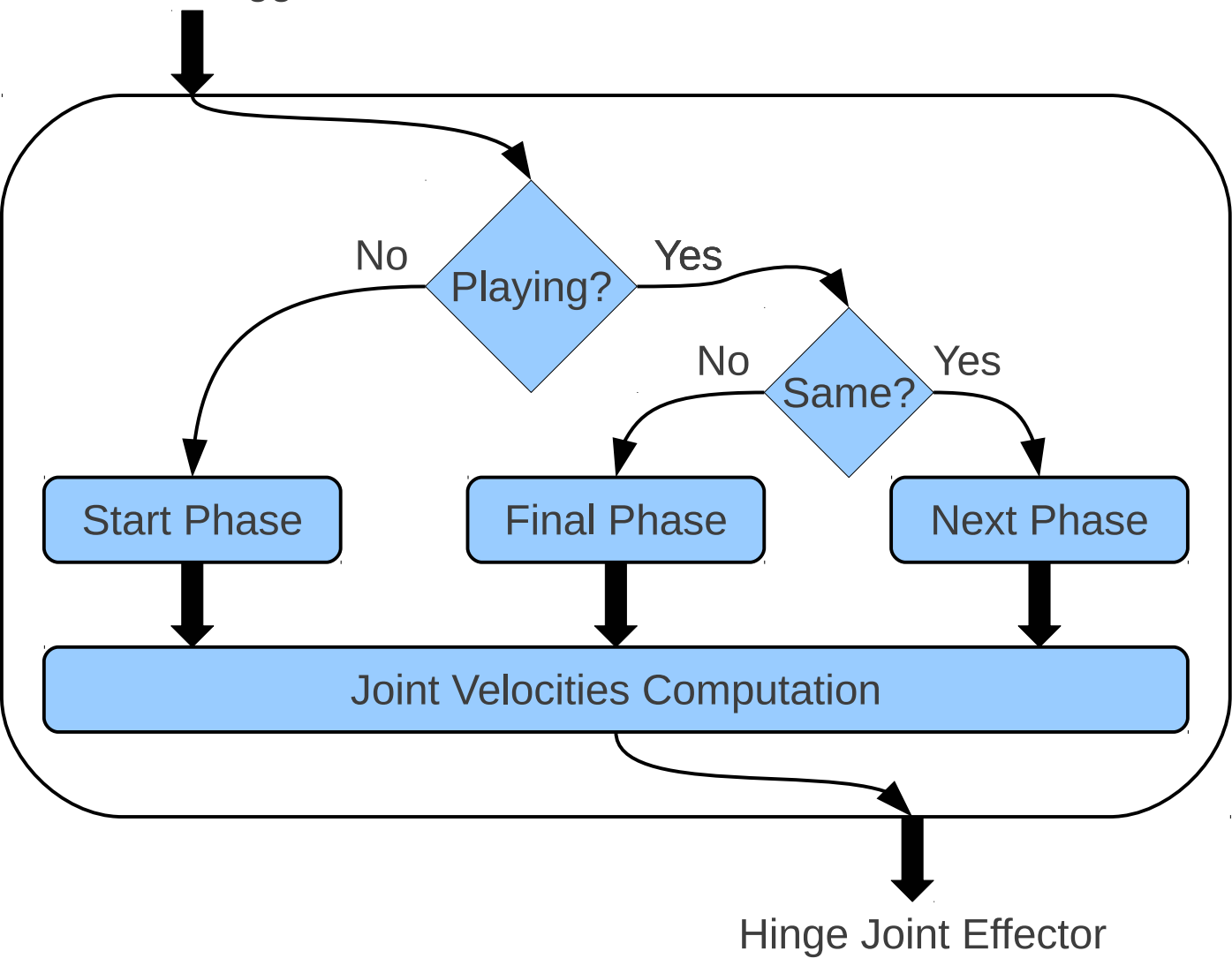


Motion Trigger



Start Phase

Playing?

No

Yes

Same?

No

Yes

Final Phase

Next Phase

Joint Velocities Computation

Hinge Joint Effector