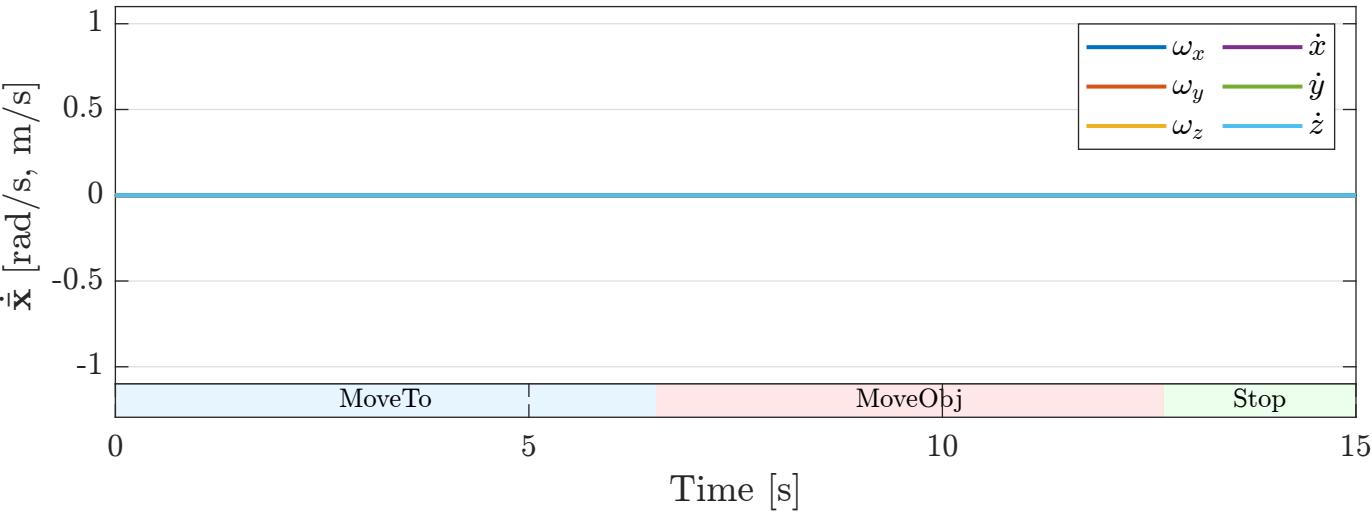


Kinematic Constraint - Reference ($\dot{\bar{x}}$)



Kinematic Constraint - Activation (A)

