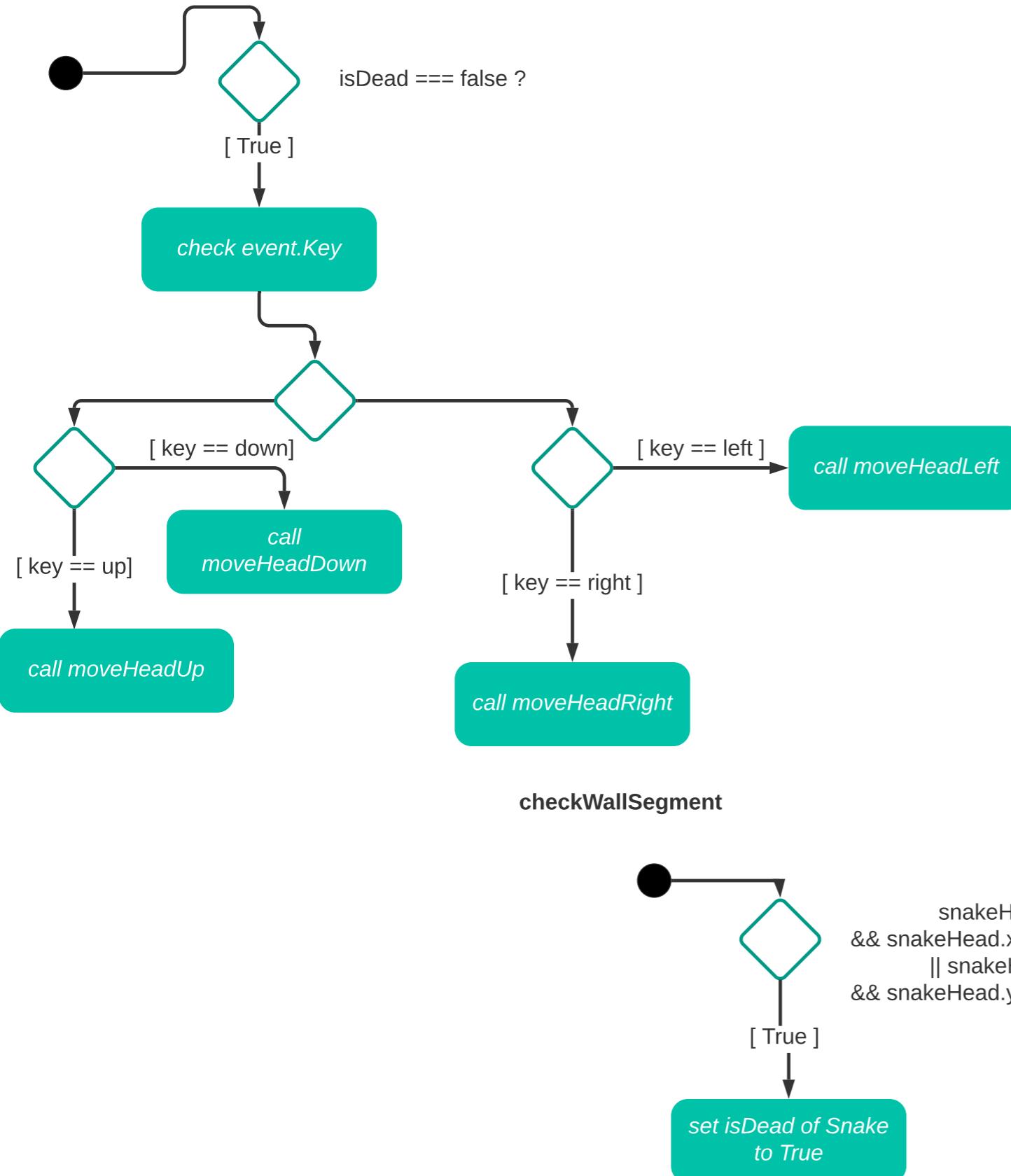
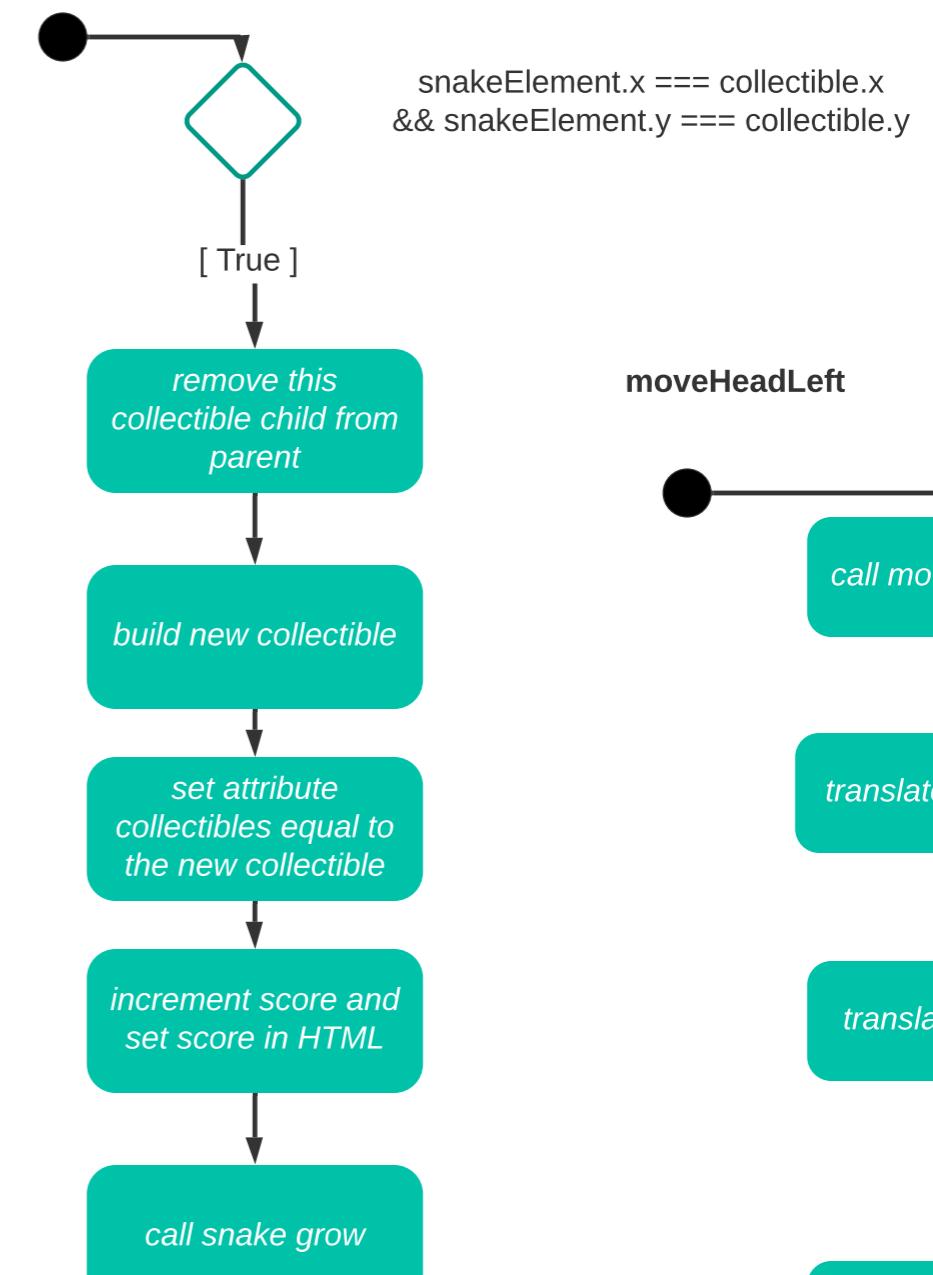


keyDownHandler



checkWallSegment



moveHeadLeft

