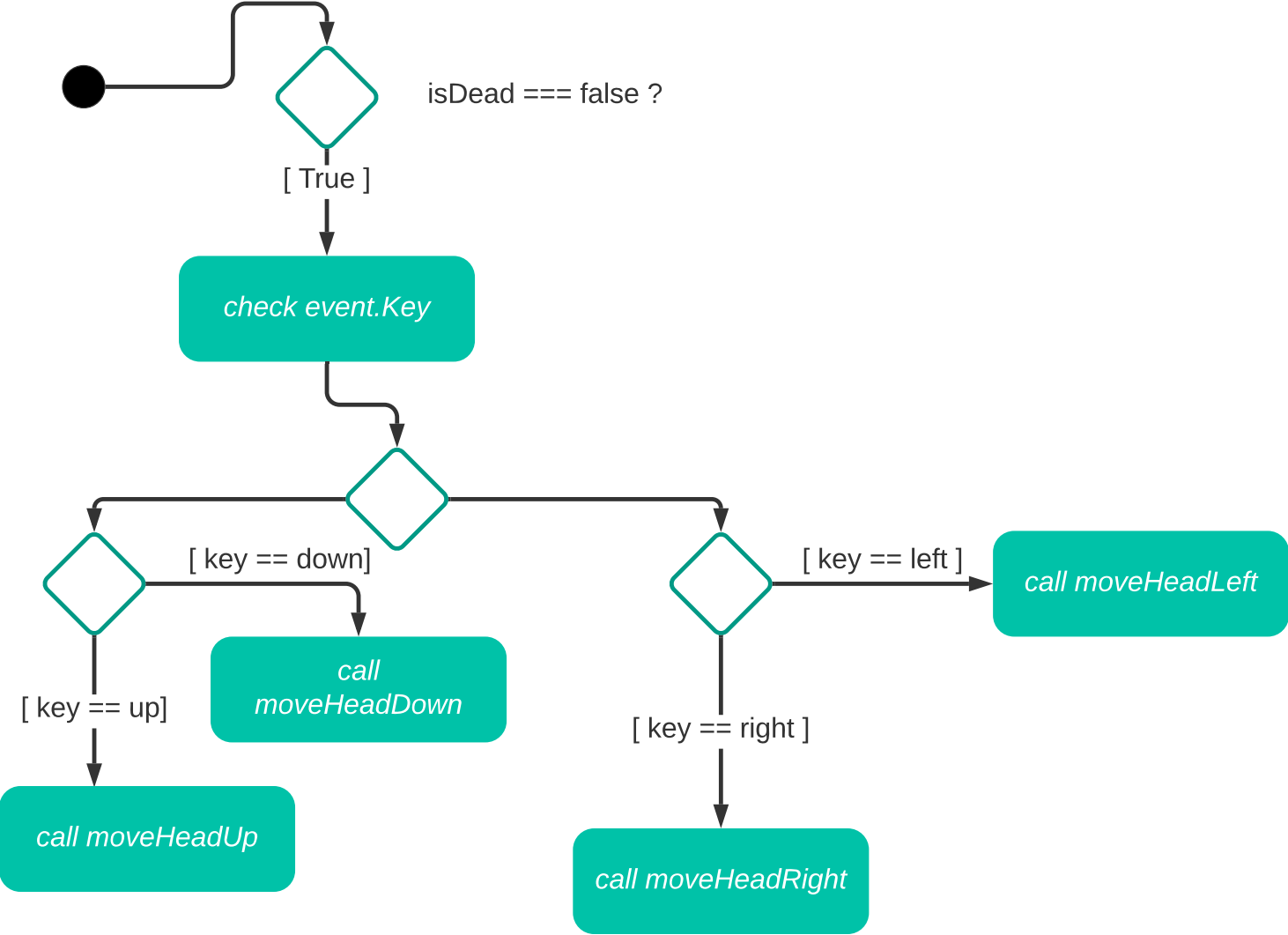
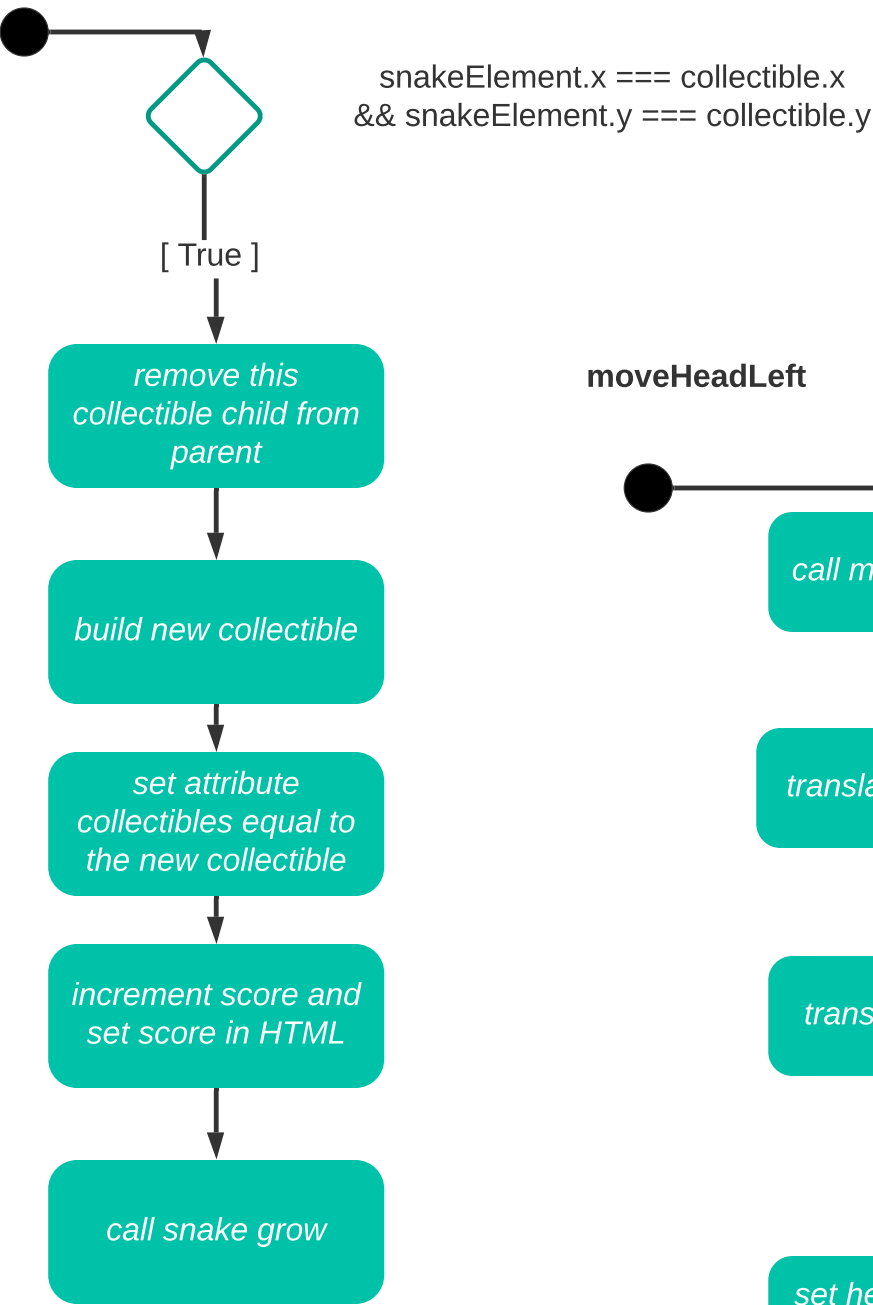


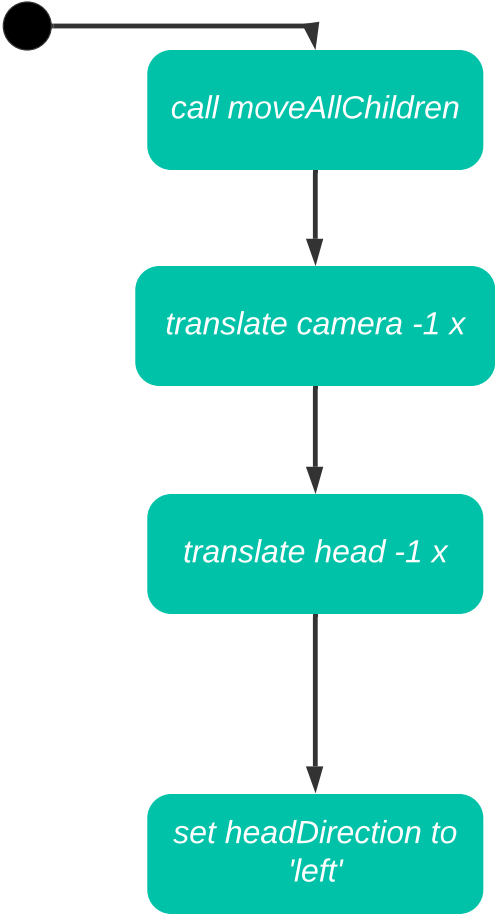
keyDownHandler



checkWallSegment



moveHeadLeft



checkWallSegment

