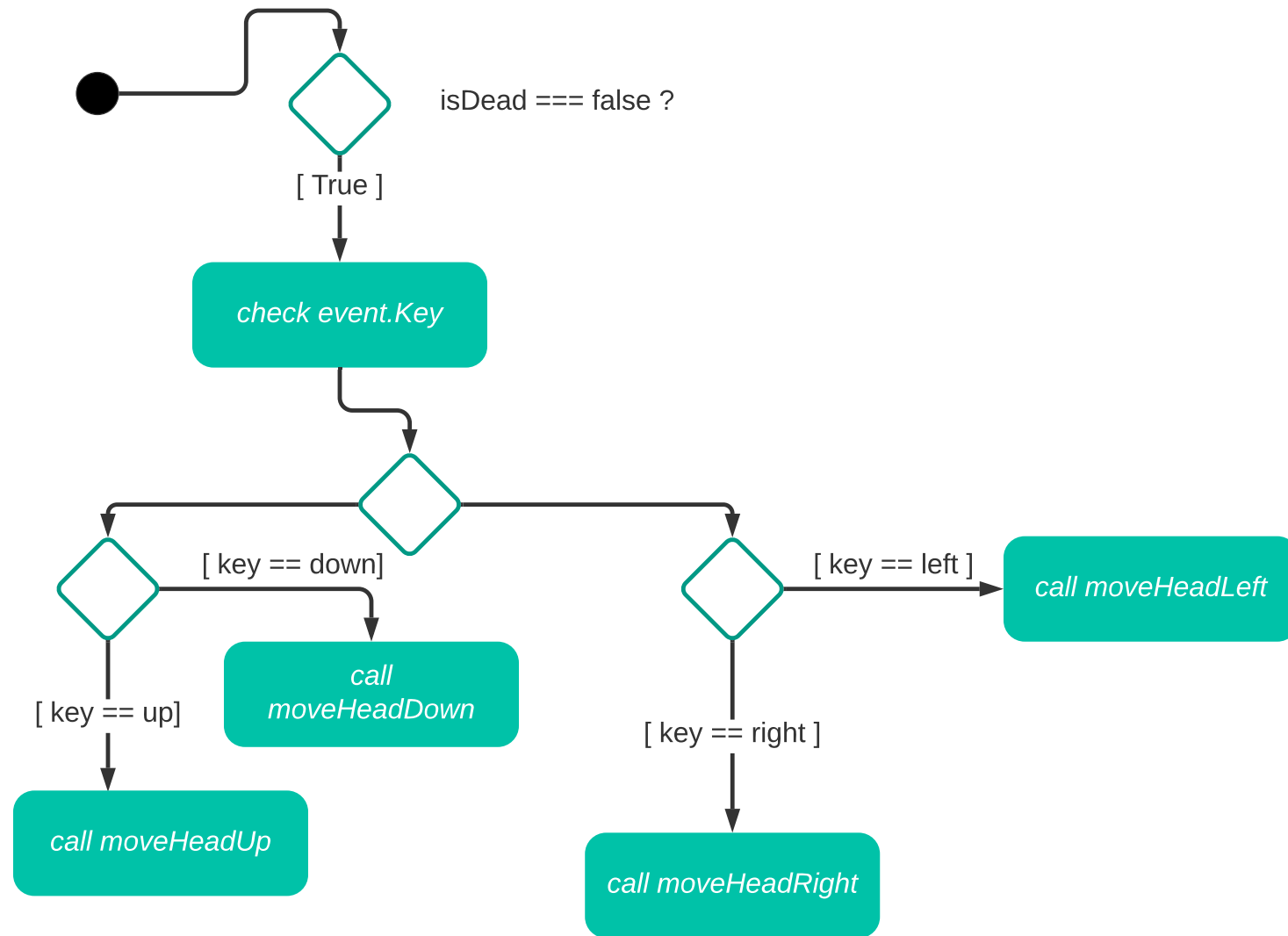
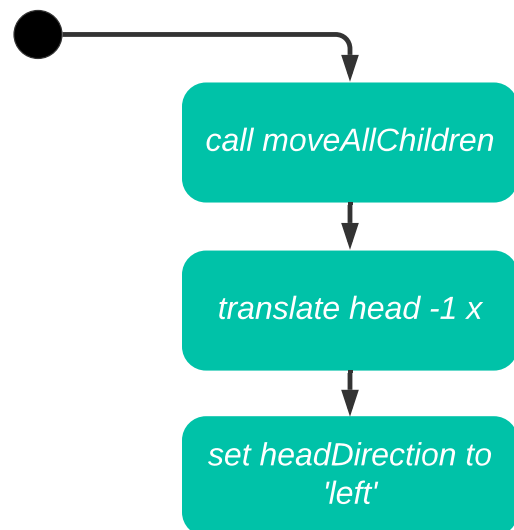


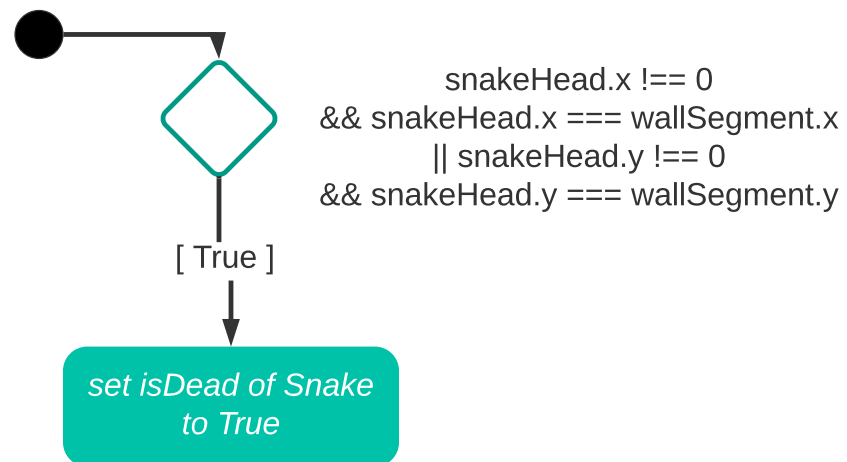
## keyDownHandler



## moveHeadLeft



## checkWallSegment



## checkWallSegment

