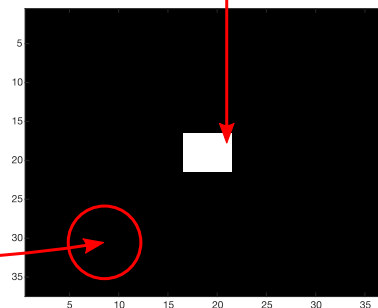


world_obstacles



The EDT, that is going to be used, requires that a free pixel is represented with the value 255 and an occupied pixel is represented with the value 0. But in this lecture a free pixel is represented with the value 0 and the occupied pixel is represented with the value 255.