

Augmentation
Complexity

Application Layer

Real-time
Modifications

Motion Guidance

`guideTowards()`, `keepAwayFrom()`, `constrainTo()`

Motion Effort

`amplify()`, `resist()`

Motion Style

`filterVelocity()`
`addJerks()`

Motion Transfer

`mirror()`

Pre-defined
Sequences

Scripted Motion

`gesture()`, `vibrate()`

Basic
Functions

Sensing only

Move

Lock

User Control

Exoskeleton Control