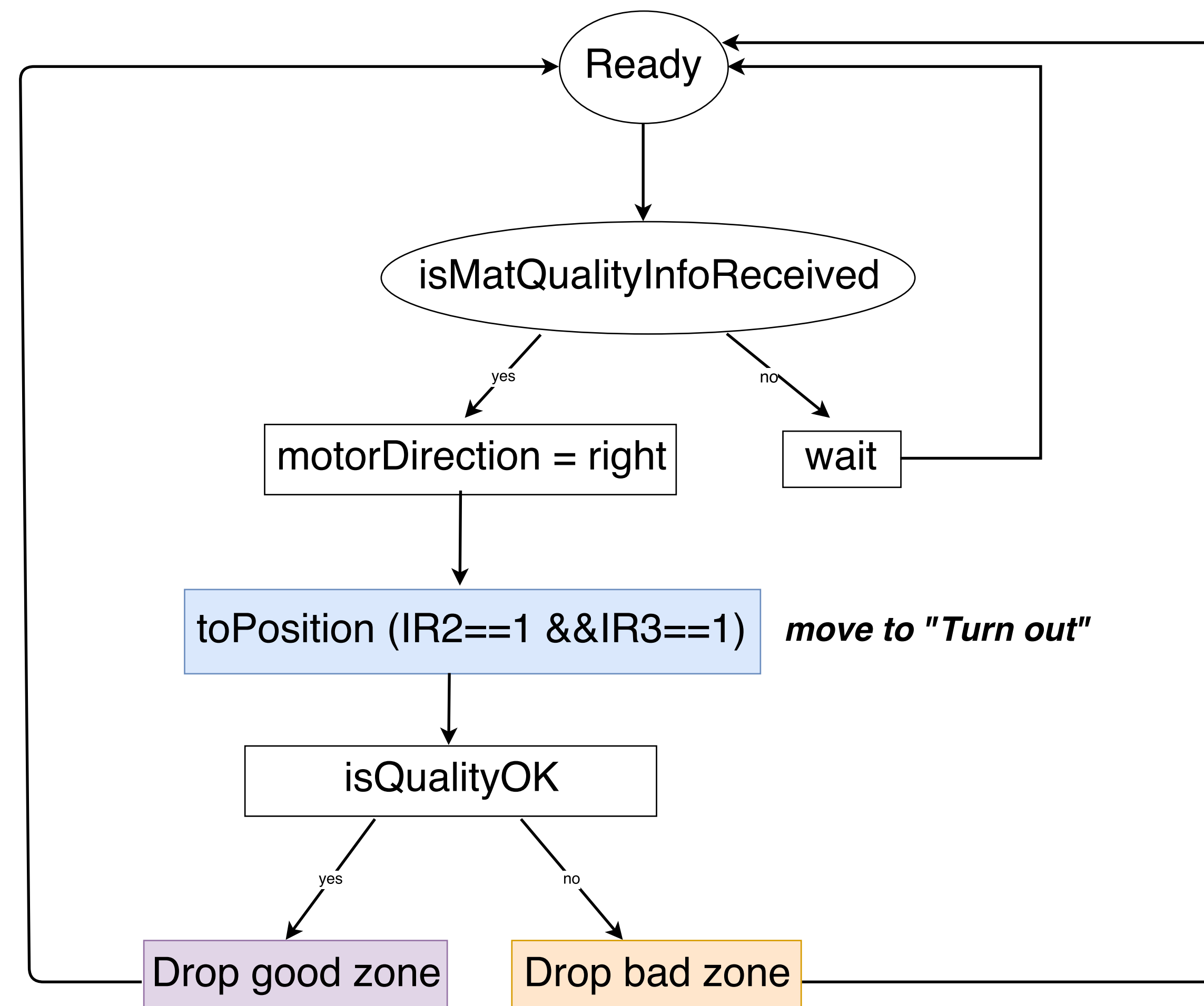
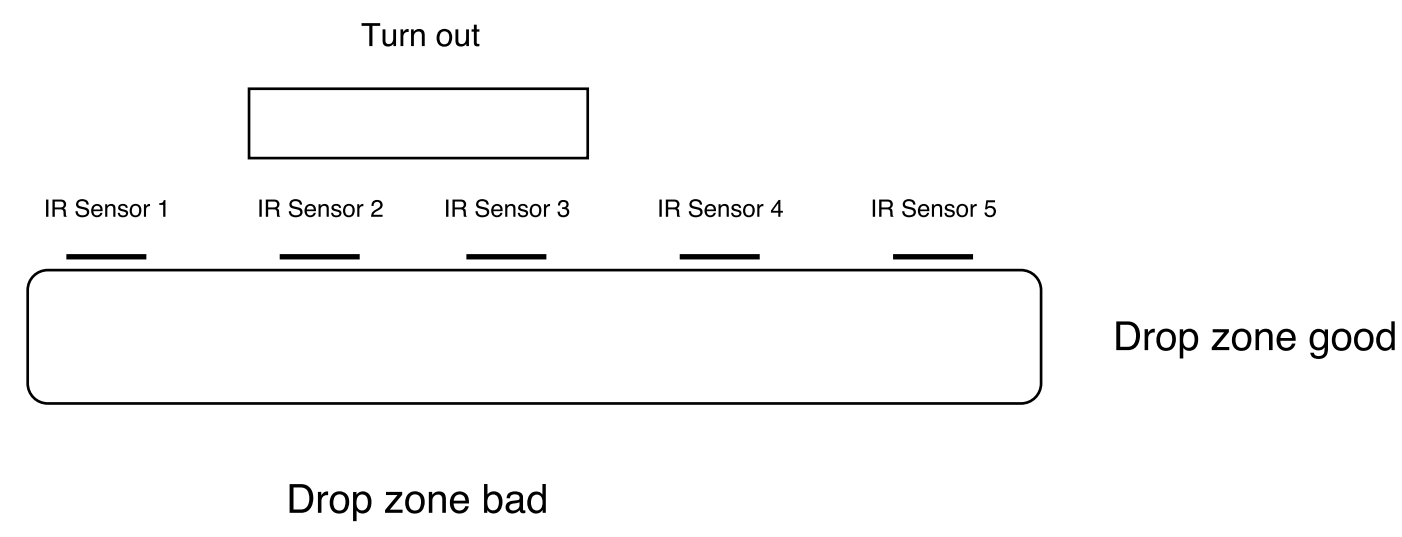
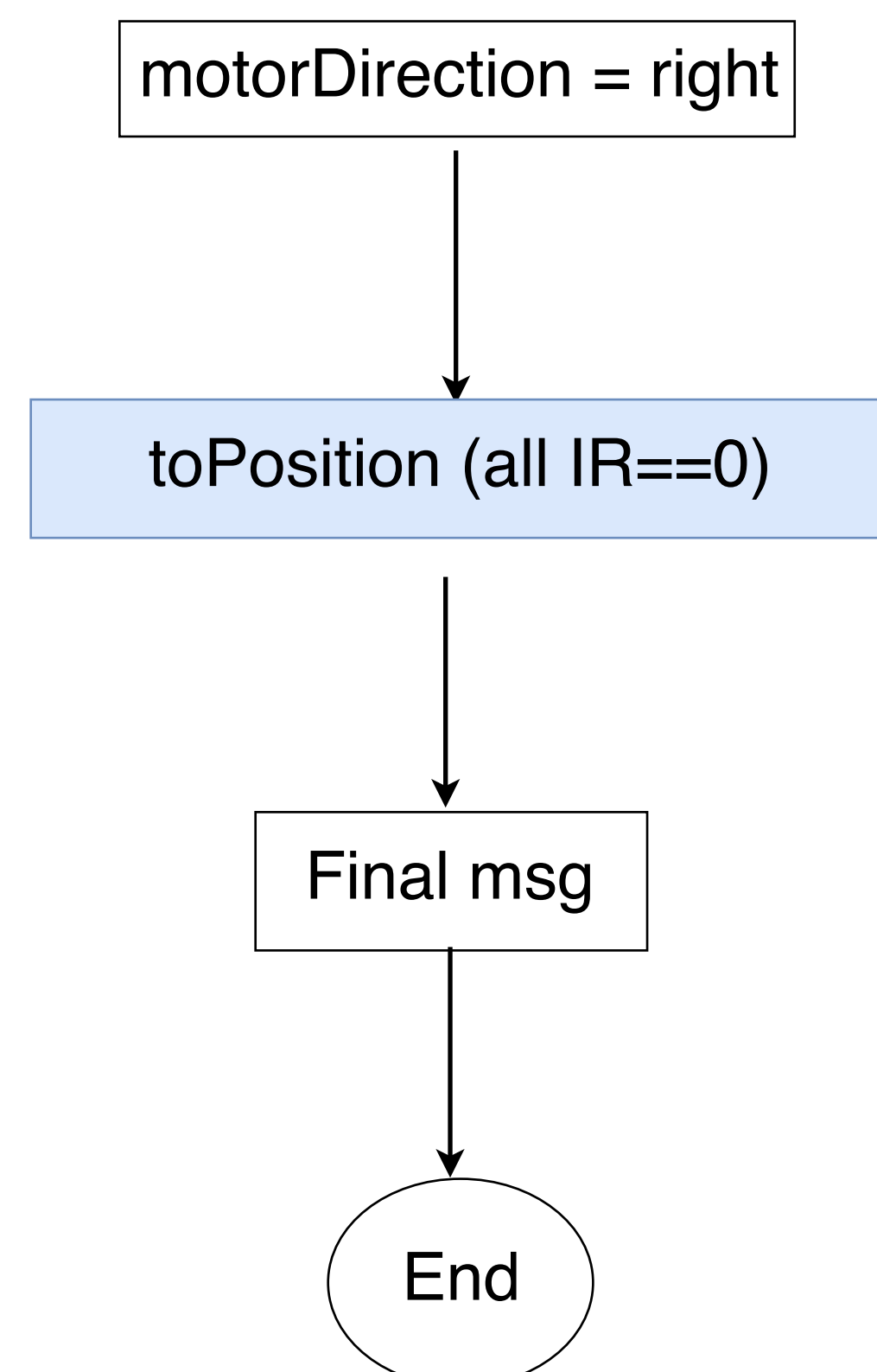


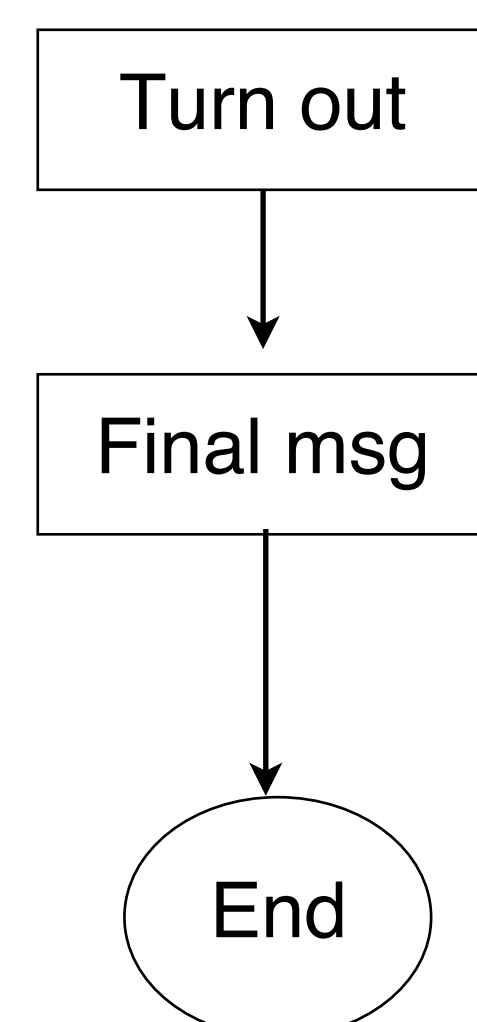
4) Unloading



Drop good zone



Drop bad zone



toPosition (condition)

