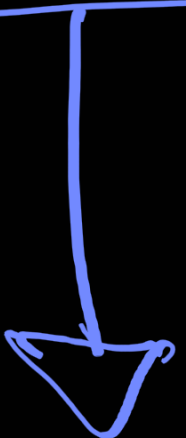
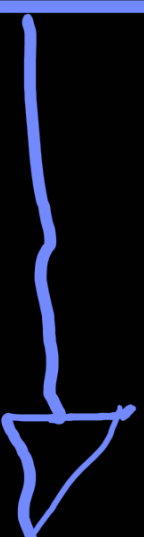


f not  
correl

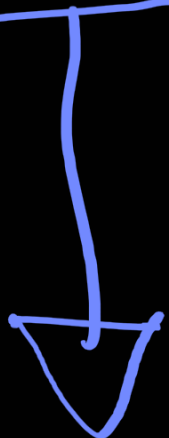


Full  
speed

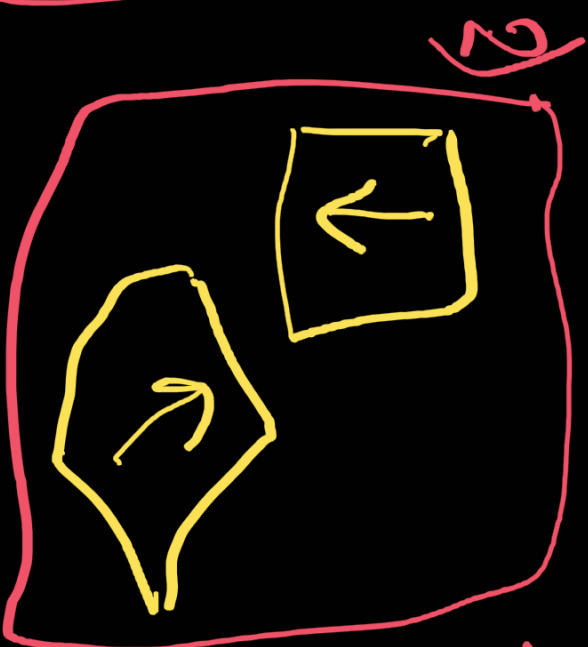
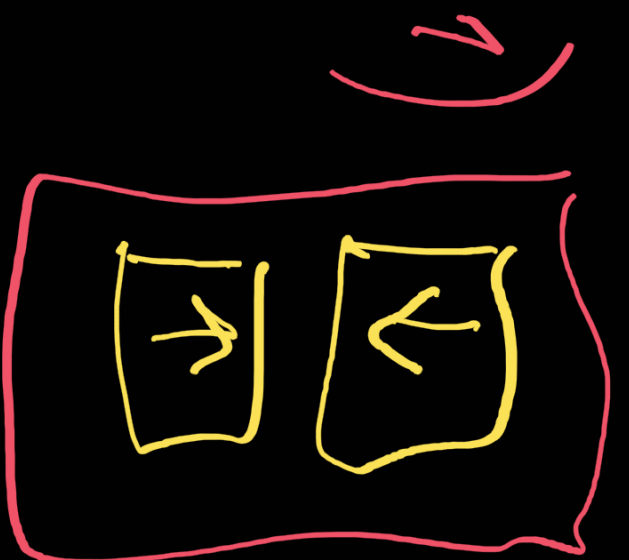
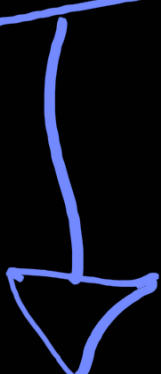


in

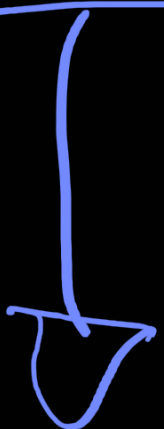
if not  
order



move back  
with  
turn



Full  
speed



return  
to initial

