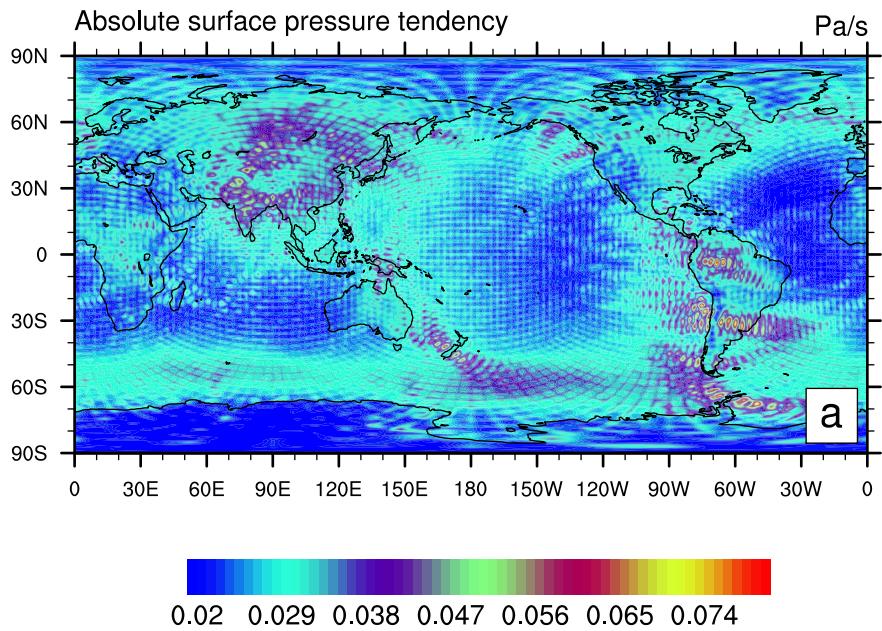
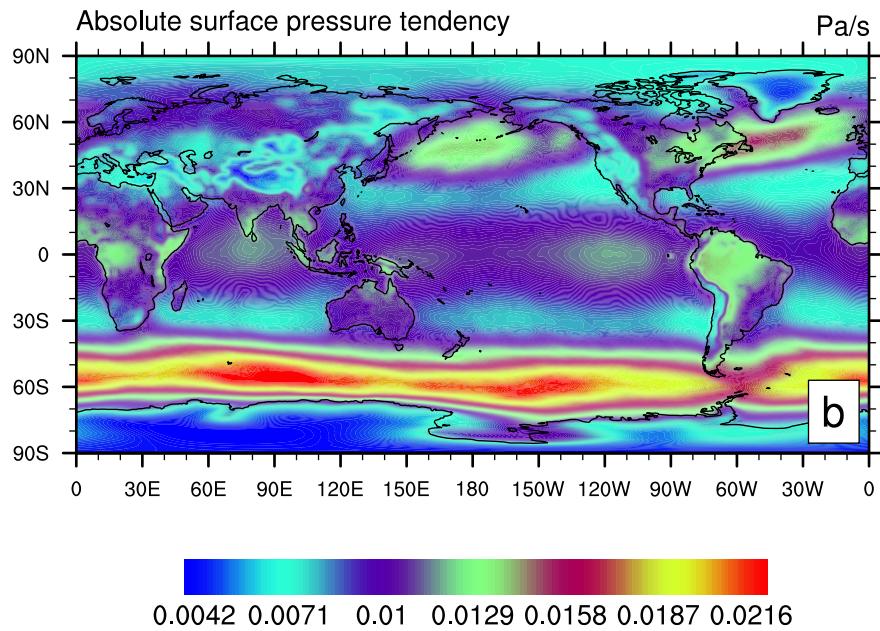


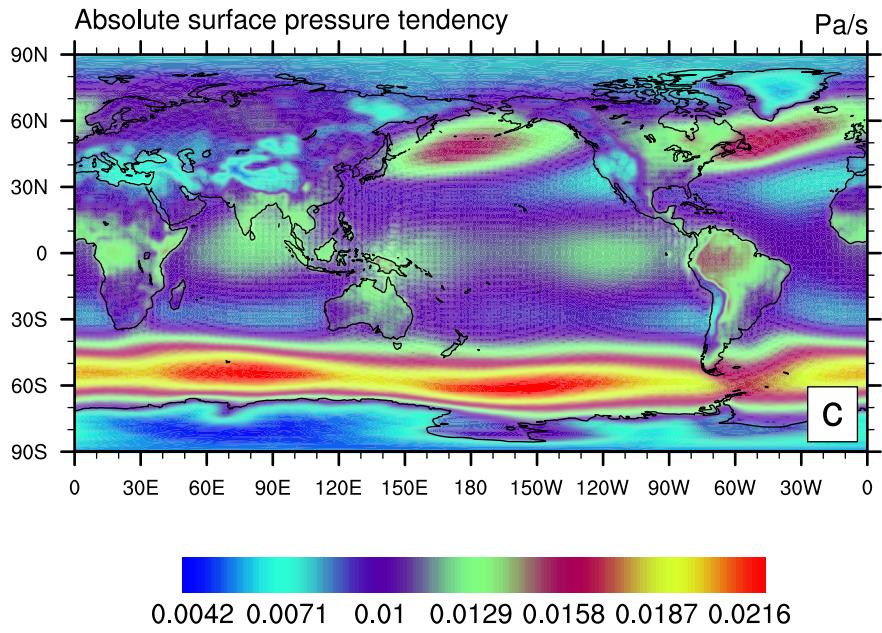
**CAM-SE, cpdry, ftype=1 (state-update)**



**CAM-SE, cpdry, ftype=0 ('dribbling')**



**CAM-SE, ftype=2 (combined)**



**CAM-SE-CSLAM, ftype=2 (combined)**

