

BlockCompleted



DemoWorking



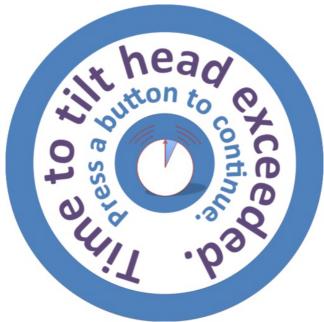
HandRotateTimeout



HandShouldNot



HandTooSoon



HeadAlignmentTimeout



HeadMisalignment



LowerArm



LowerArmTimeout



RaiseArm



RaiseArmTimeout



ReadyToStart



ResponseTimeout



StraightenHead



TimeLimit



VRCompleted