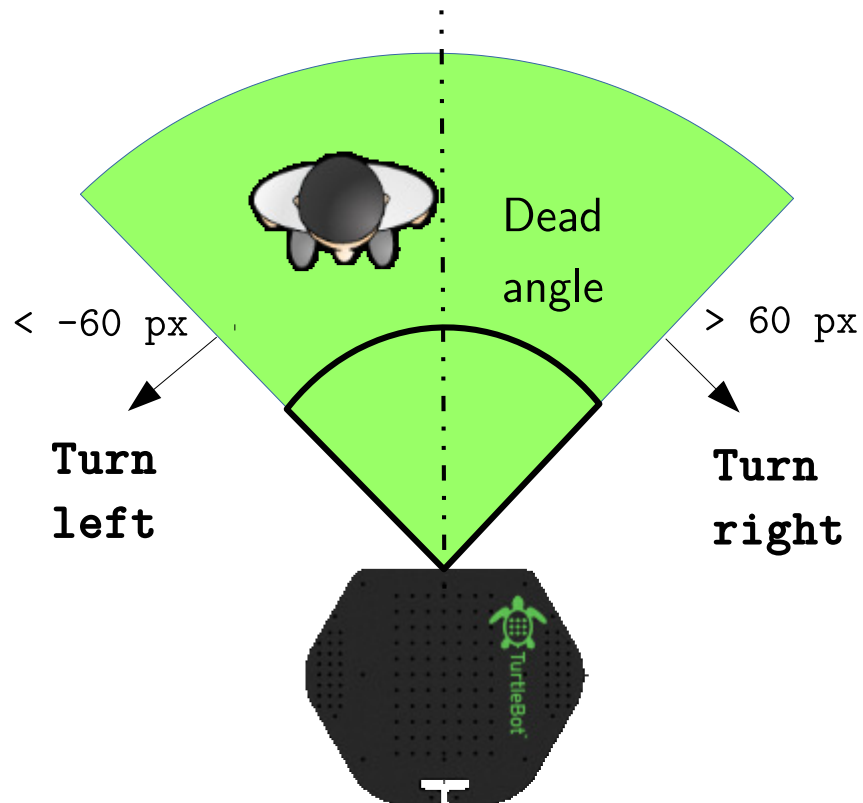


## ANGLE (ANGULAR MOVEMENT)



## DISTANCE (LINEAR MOVEMENT)

Too far. Go forward

