





M1; val

M1; val

M1; val





BODY SENS

- s1; val s2; val
- s3; val
- s4; val
- s5; val

CLAW 1

s1; val s2; val drk1; true drk2; false

CLAW 4

M1; val s1; val s2; val drk1; true

CONSOLE

BODY MOTOR

- m1; val m2; val m3; val m4; val
- CLAW 2
- s1; val s2; val drk1; true drk2; false

CLAW 5

drk2; false

s1; val M1; val s2; val

M1; val

drk1; true drk2; false

CLAW 3

- s1; val s2; val drk1; true
- drk2; false

- CLAW 6
- s1; val
- s2; val drk1; true
- drk2; false