```
-------------------------------------------------
-- Stance and velocity limit values
-------------------------------------------------
walk.stanceLimitX={-0.10,0.10};
walk.stanceLimitY={0.09,0.20};
walk.stanceLimitA={-0*math.pi/180,40*math.pi/180};

walk.velLimitX={-.04,.05};
walk.velLimitY={-.02,.02};
walk.velLimitA={-.4,.4};
walk.velDelta={0.02,0.02,0.15}

--Foot overlap check variables
walk.footSizeX = {-0.04,0.08};
walk.stanceLimitMarginY = 0.035;
```