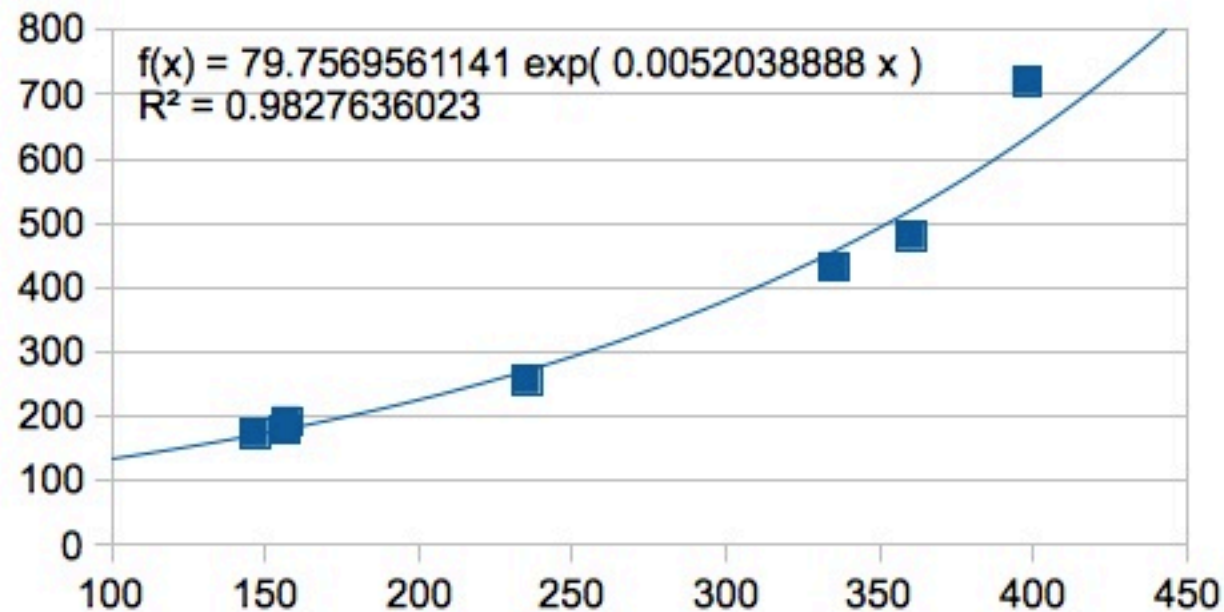


Turning Left (exponential)

Y axis = radius; X axis = steering input



Turning Right (Exponential)

Y axis = radius; X axis = steering input

