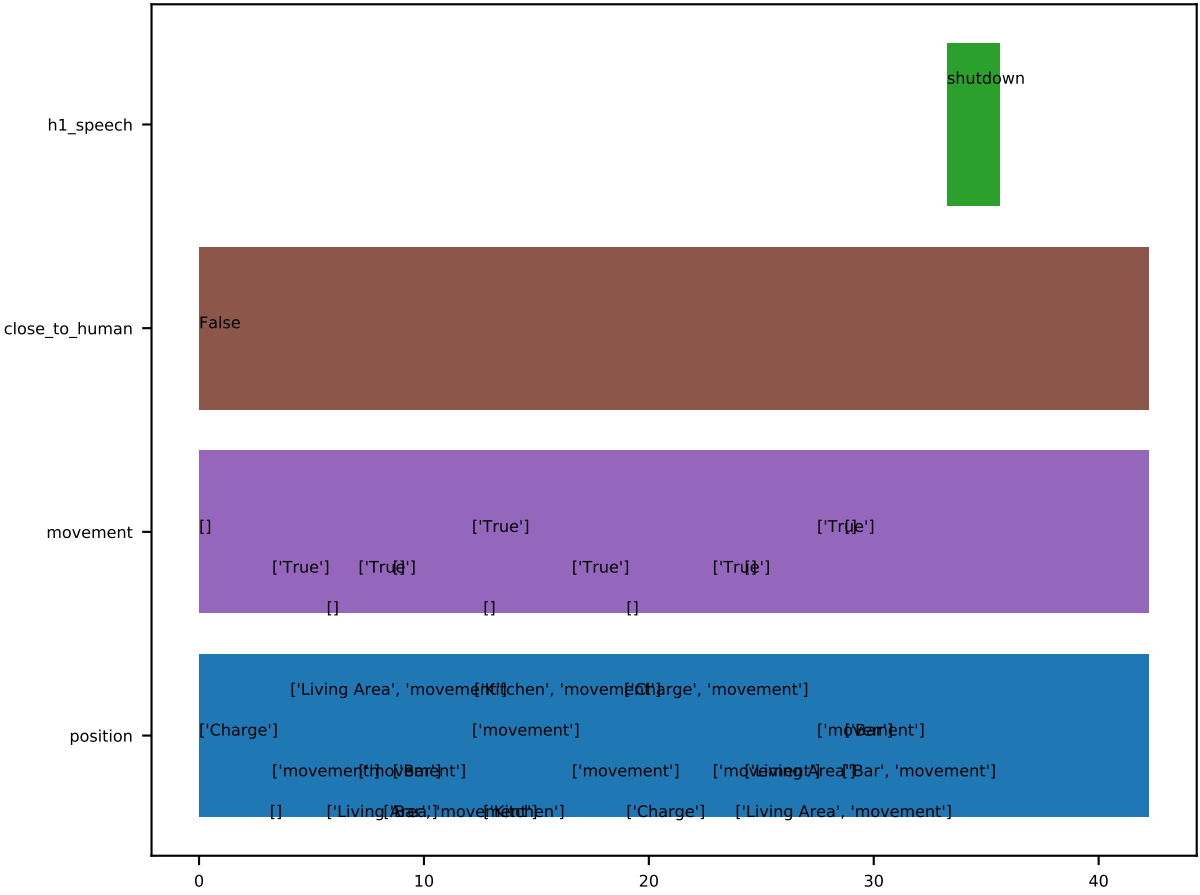
h1_speech
shutdown
close_to_human
False
movement
['True']
position
['Charge']
['movement']
0
10
20
30
40