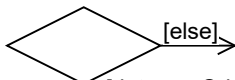


Unload

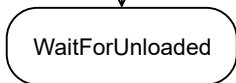


Note:
This check is optional
and should never fail.

sensorEvent(sensorData) /
data = sensorData



[data.posOrientation() == Orientation::EAST] /
actors.startUnload()



unloaded() / processor.unloaded()

