Now the obstacle threshold is important because. object move left because meets the theshold. Which means oronge = view prints However, with the Jollaner vokot, because its doing the opposites. We'll say 4 3 to fer

for the follower rabot 50 'f

won't read it as an abject

to follow Instead, anything

with less than 4, it will

follow! 4 3 + We know the feeder Robot will never We know that the leader robot will not break a certain threshold. go neer an object with racking 4.