

Sample Arena Configuration - Launch a Module

Door Area

Cell	Colour Marker
A1	{R,S,L}
B1	{B,C,M}
C1	{G,C,L}
D1	{G,T,M}
E1	{B,S,M}
F1	{R,T,L}

Working Area

Cell	Object / Obstacle
D4	{B,C,M}
F3	{G,T,M}
A9	{R,T,L}
A6	{R,S,L}
E8	{G,C,L}
C2	{B,S,M}
B4	Obstacle
E5	Obstacle