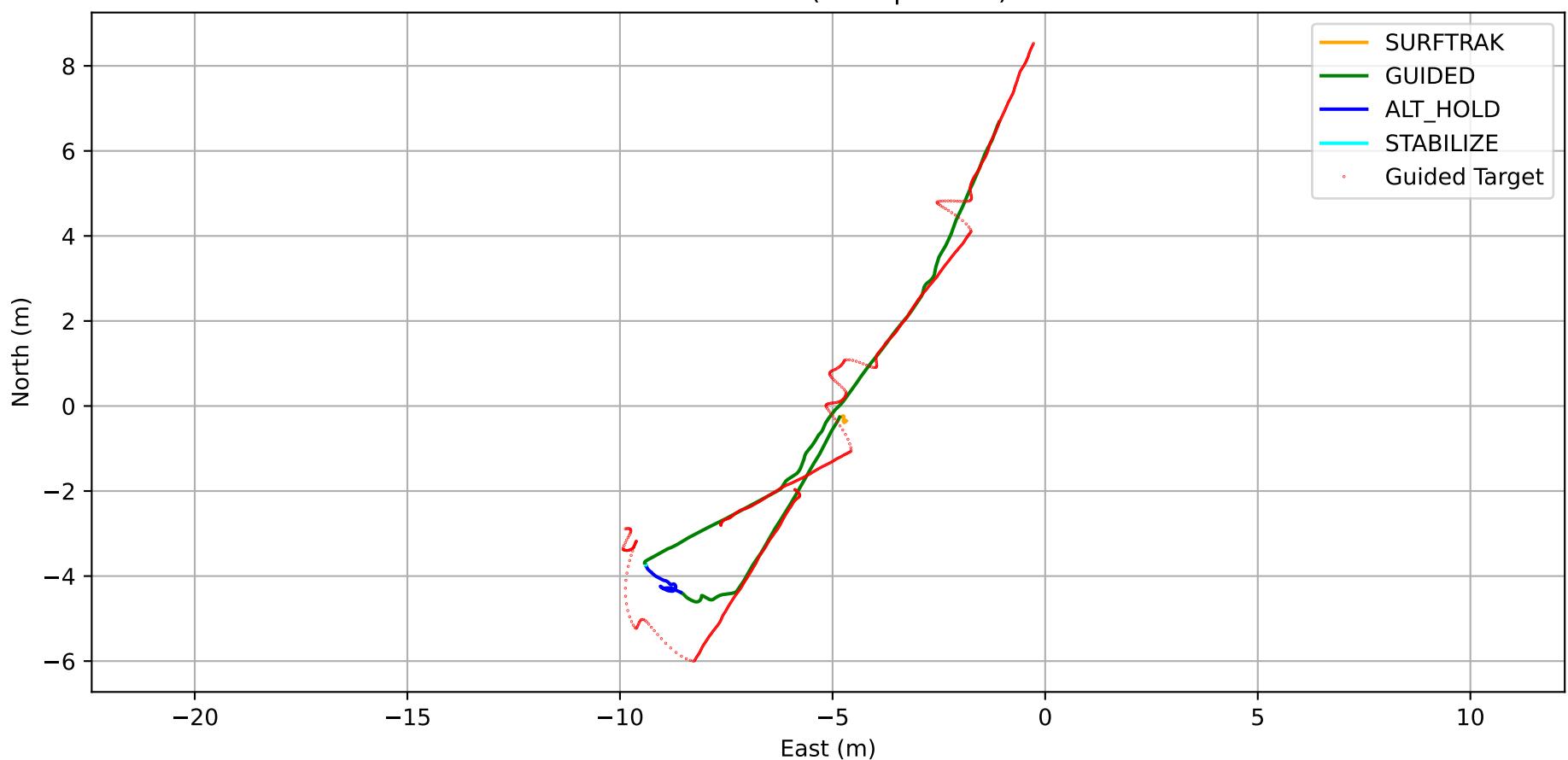
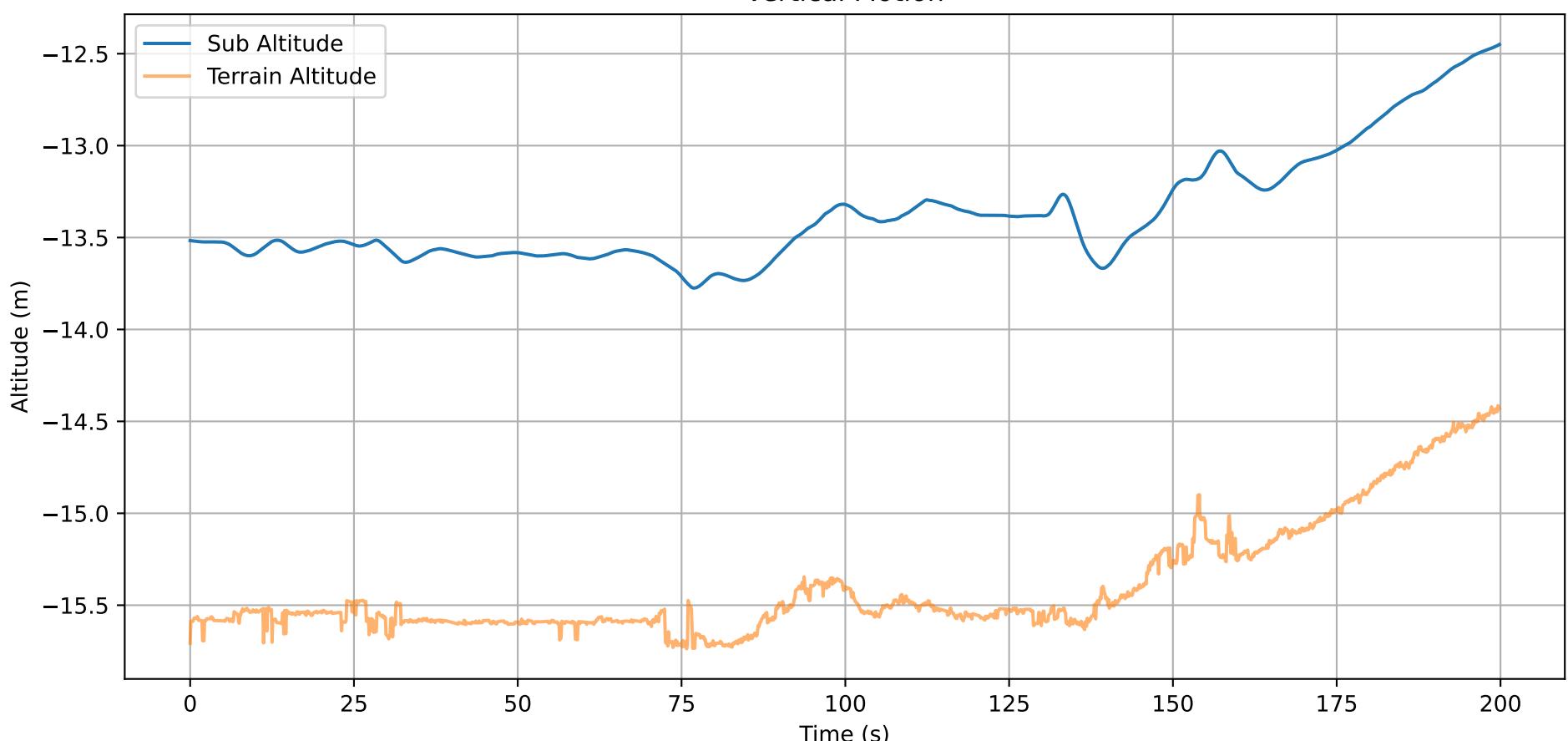


Sub Motion (XY Top-Down)



Vertical Motion



Rangefinder vs Target

