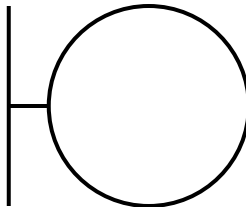
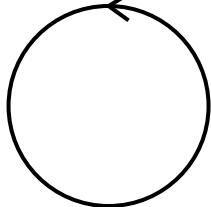


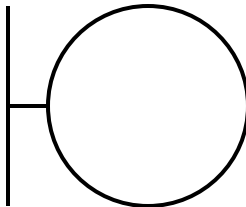
User : actor



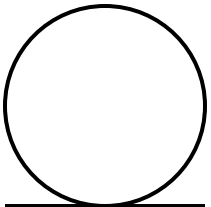
Web interface : boundary



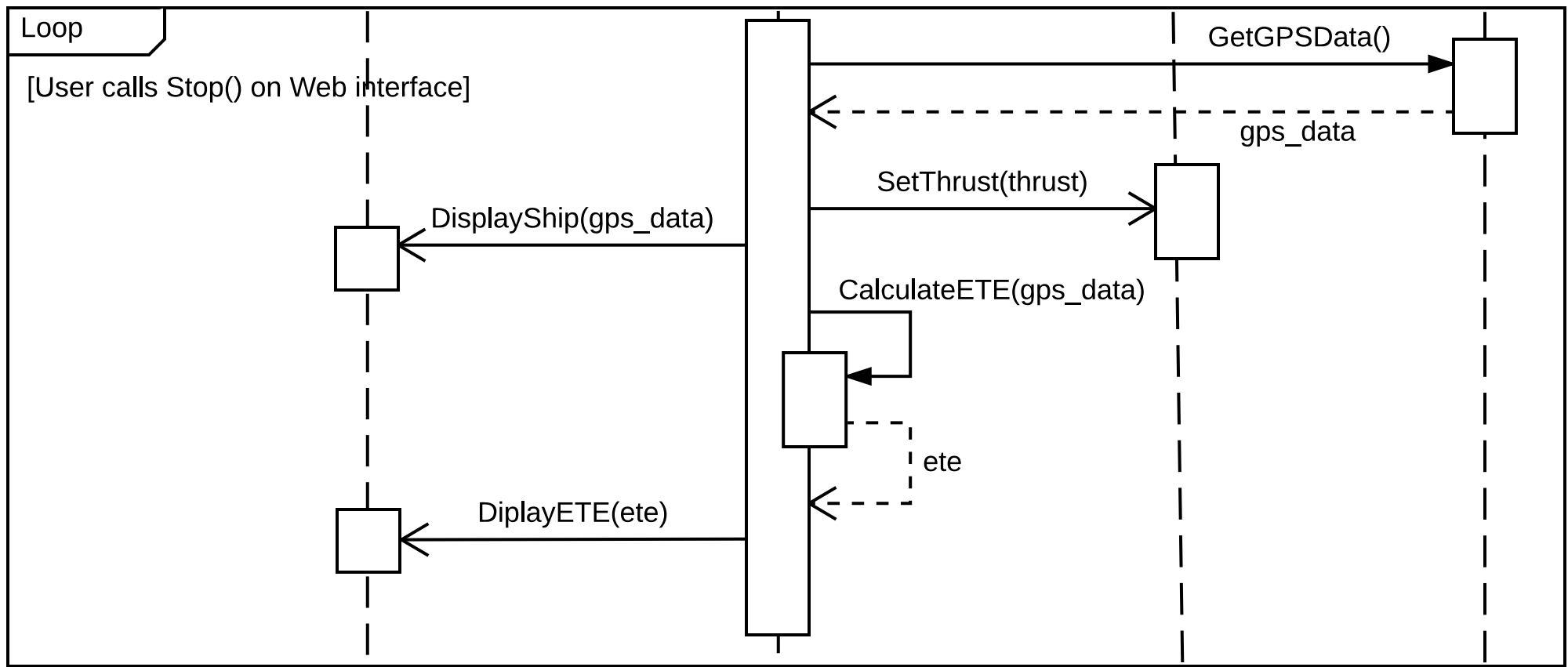
Controller : control



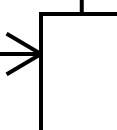
Motor(s) : boundary



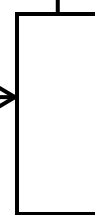
GPS : entity



Stop()



Stop()



SetThrust(0)

