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| # | Cases | Next Case (with same Commander input) |  |
| 1 | Suggested gait; Playing same gait   * nextGait = desiredGait | 1 |  |
| 2 | Suggested gait; Playing same gait, different speed   * g8RunnerPlay(diff speed) * nextGait = desiredGait | 1 |  |
| 3 | Suggested gait; playing start | 3 or 5 |  |
| 4 | Suggested gait; playing different gait | 4 or 5 |  |
| 5 | Suggested gait; not playing another; in start position | 1 |  |
| 6 | Suggested gait; not playing another; in sit position | 3 |  |
| 7 | Suggest none; playing a gait | 7 or 11 |  |
| 8 | Suggest none; playing start gait forwards   * gaitRunnerReverse * nextGait = NO\_GAIT; | 9 |  |
| 9 | Suggest none; playing start gait backwards   * nextGait = NO\_GAIT; | 9 or 11 |  |
| 10 | Suggest none; not playing a gait; in start position   * gaitRunnerPlay(G8\_ANIM\_START, backwards) * nextGait = NO\_GAIT; | 9 |  |
| 11 | Suggest none; not playing a gait; in sit position   * nextGait = NO\_GAIT; | 11 |  |
| 12 |  |  |  |
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