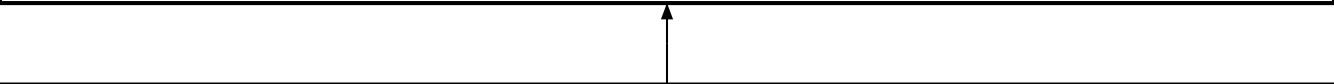


mae::movement\_controller< fl\_skeleton, laban::laban\_sequence >



mae::fl::fl\_movement\_controller