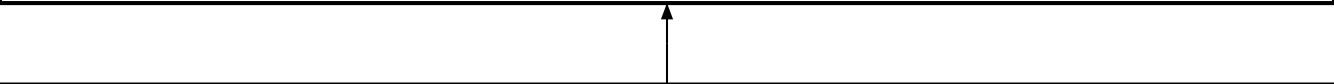


mae::movement_controller< fl_skeleton, laban::laban_sequence >



mae::fl::fl_movement_controller