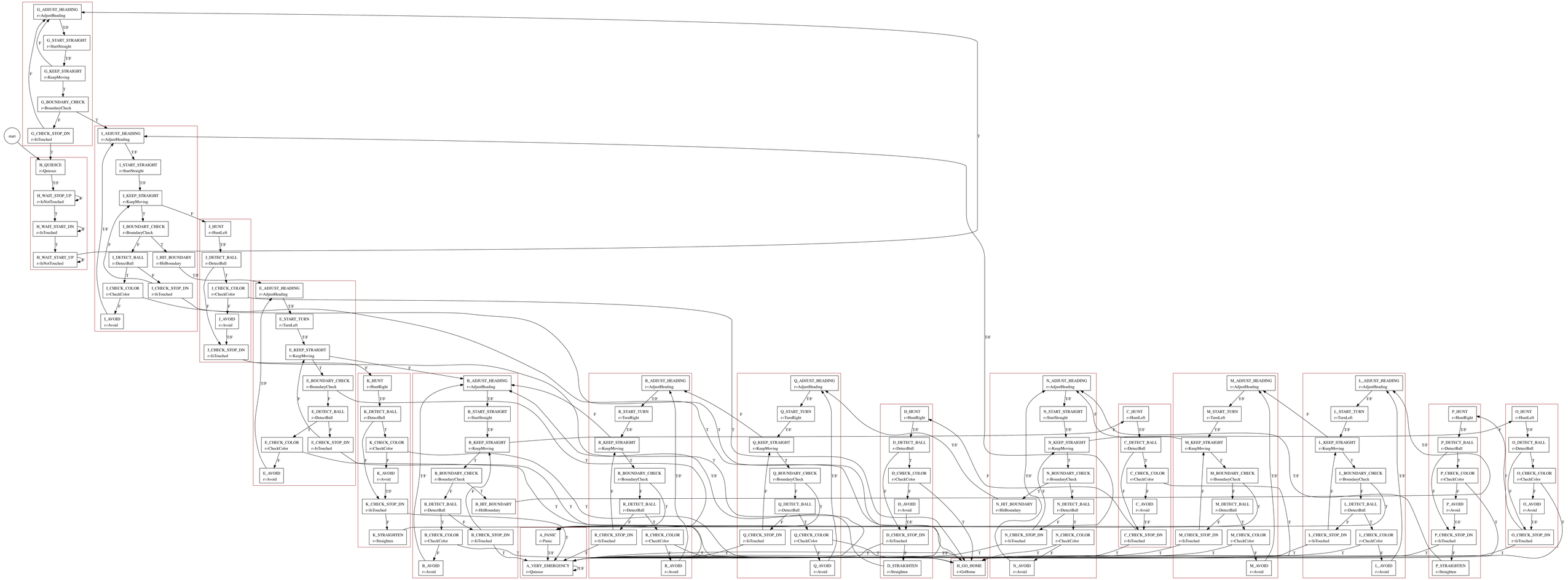
start
G_ADJUST_HEADING
r=AdjustHeading
G_START_STRAIGHT
r=StartStraight
G_KEEP_STRAIGHT
r=KeepMoving
G_BOUNDARY_CHECK
r=BoundaryCheck
G_CHECK_STOP_DN
r=IsTouched
H_QUIESCE
r=Quiesce
H_WAIT_STOP_UP
r=IsNotTouched
H_WAIT_START_DN
r=IsTouched
H_WAIT_START_UP
r=IsNotTouched
I_ADJUST_HEADING
r=AdjustHeading
I_START_STRAIGHT
r=StartStraight
I_KEEP_STRAIGHT
r=KeepMoving
I_BOUNDARY_CHECK
r=BoundaryCheck
I_DETECT_BALL
r=DetectBall
I_HIT_BOUNDARY
r=HitBoundary
I_CHECK_COLOR
r=CheckColor
I_CHECK_STOP_DN
r=IsTouched
I_AVOID
r=Avoid
J_HUNT
r=HuntLeft
J_DETECT_BALL
r=DetectBall
J_CHECK_COLOR
r=CheckColor
J_AVOID
r=Avoid
J_CHECK_STOP_DN
r=IsTouched
E_ADJUST_HEADING
r=AdjustHeading
E_START_TURN
r=TurnLeft
E_KEEP_STRAIGHT
r=KeepMoving
E_BOUNDARY_CHECK
r=BoundaryCheck
E_DETECT_BALL
r=DetectBall
E_CHECK_COLOR
r=CheckColor
E_CHECK_STOP_DN
r=IsTouched
E_AVOID
r=Avoid
K_HUNT
r=HuntRight
K_DETECT_BALL
r=DetectBall
K_CHECK_COLOR
r=CheckColor
K_AVOID
r=Avoid
K_CHECK_STOP_DN
r=IsTouched
K_STRAIGHTEN
r=Straighten
B_ADJUST_HEADING
r=AdjustHeading
B_START_STRAIGHT
r=StartStraight
B_KEEP_STRAIGHT
r=KeepMoving
B_BOUNDARY_CHECK
r=BoundaryCheck
B_DETECT_BALL
r=DetectBall
B_HIT_BOUNDARY
r=HitBoundary
B_CHECK_COLOR
r=CheckColor
B_CHECK_STOP_DN
r=IsTouched
B_AVOID
r=Avoid
A_PANIC
r=Panic
A_VERY_EMERGENCY
r=Quiesce
R_ADJUST_HEADING
r=AdjustHeading
R_START_TURN
r=TurnRight
R_KEEP_STRAIGHT
r=KeepMoving
R_BOUNDARY_CHECK
r=BoundaryCheck
R_DETECT_BALL
r=DetectBall
R_CHECK_STOP_DN
r=IsTouched
R_CHECK_COLOR
r=CheckColor
R_AVOID
r=Avoid
Q_ADJUST_HEADING
r=AdjustHeading
Q_START_TURN
r=TurnRight
Q_KEEP_STRAIGHT
r=KeepMoving
Q_BOUNDARY_CHECK
r=BoundaryCheck
Q_DETECT_BALL
r=DetectBall
Q_CHECK_STOP_DN
r=IsTouched
Q_CHECK_COLOR
r=CheckColor
Q_AVOID
r=Avoid
D_HUNT
r=HuntRight
D_DETECT_BALL
r=DetectBall
D_CHECK_COLOR
r=CheckColor
D_AVOID
r=Avoid
D_CHECK_STOP_DN
r=IsTouched
D_STRAIGHTEN
r=Straighten
H_GO_HOME
r=GoHome
N_ADJUST_HEADING
r=AdjustHeading
N_START_STRAIGHT
r=StartStraight
N_KEEP_STRAIGHT
r=KeepMoving
N_BOUNDARY_CHECK
r=BoundaryCheck
N_HIT_BOUNDARY
r=HitBoundary
N_DETECT_BALL
r=DetectBall
N_CHECK_STOP_DN
r=IsTouched
N_CHECK_COLOR
r=CheckColor
N_AVOID
r=Avoid
C_HUNT
r=HuntLeft
C_DETECT_BALL
r=DetectBall
C_CHECK_COLOR
r=CheckColor
C_AVOID
r=Avoid
C_CHECK_STOP_DN
r=IsTouched
M_ADJUST_HEADING
r=AdjustHeading
M_START_TURN
r=TurnLeft
M_KEEP_STRAIGHT
r=KeepMoving
M_BOUNDARY_CHECK
r=BoundaryCheck
M_DETECT_BALL
r=DetectBall
M_CHECK_STOP_DN
r=IsTouched
M_CHECK_COLOR
r=CheckColor
M_AVOID
r=Avoid
L_ADJUST_HEADING
r=AdjustHeading
L_START_TURN
r=TurnLeft
L_KEEP_STRAIGHT
r=KeepMoving
L_BOUNDARY_CHECK
r=BoundaryCheck
L_DETECT_BALL
r=DetectBall
L_CHECK_STOP_DN
r=IsTouched
L_CHECK_COLOR
r=CheckColor
L_AVOID
r=Avoid
P_HUNT
r=HuntRight
P_DETECT_BALL
r=DetectBall
P_CHECK_COLOR
r=CheckColor
P_AVOID
r=Avoid
P_CHECK_STOP_DN
r=IsTouched
P_STRAIGHTEN
r=Straighten
O_HUNT
r=HuntLeft
O_DETECT_BALL
r=DetectBall
O_CHECK_COLOR
r=CheckColor
O_AVOID
r=Avoid
O_CHECK_STOP_DN
r=IsTouched