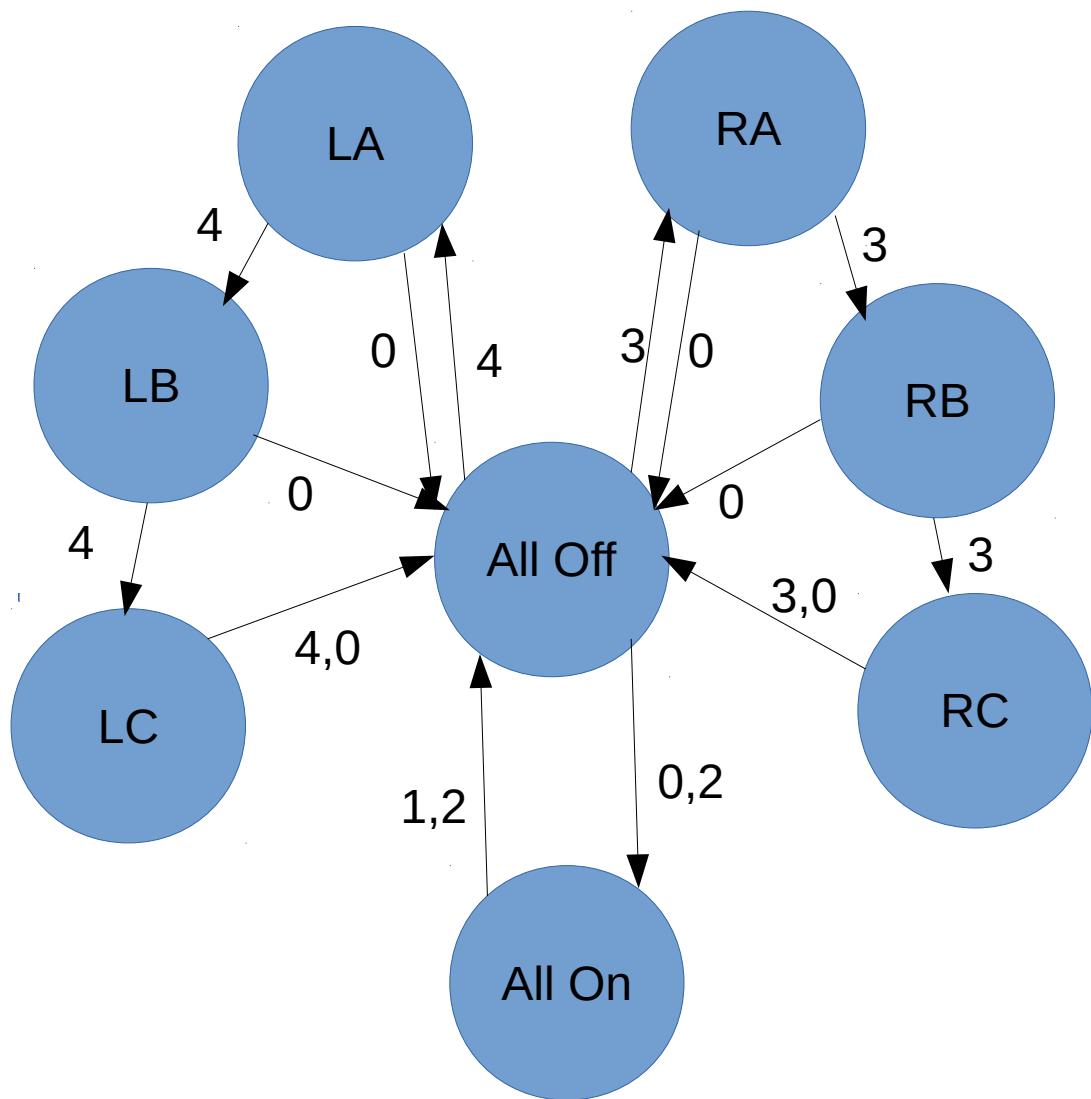


Using Binary Encoding



0 - No Input
1 - Break
2 - Hazard
3 - Right
4 - Left