MaterialHandler

- dropOffPosition1 : struct
- dropOffPosition2 : struct
- dropOffPosition3 : struct
- pickUpPosition1 : struct
- pickUpPosition2 : struct
- pickUpPosition3 : struct

+ getDropOff1() : struct
+ getDropOff2() : struct
+ getDropOff3() : struct
+ getPickUp1() : struct
+ getPickUp2() : struct
+ getPickUp3() : struct