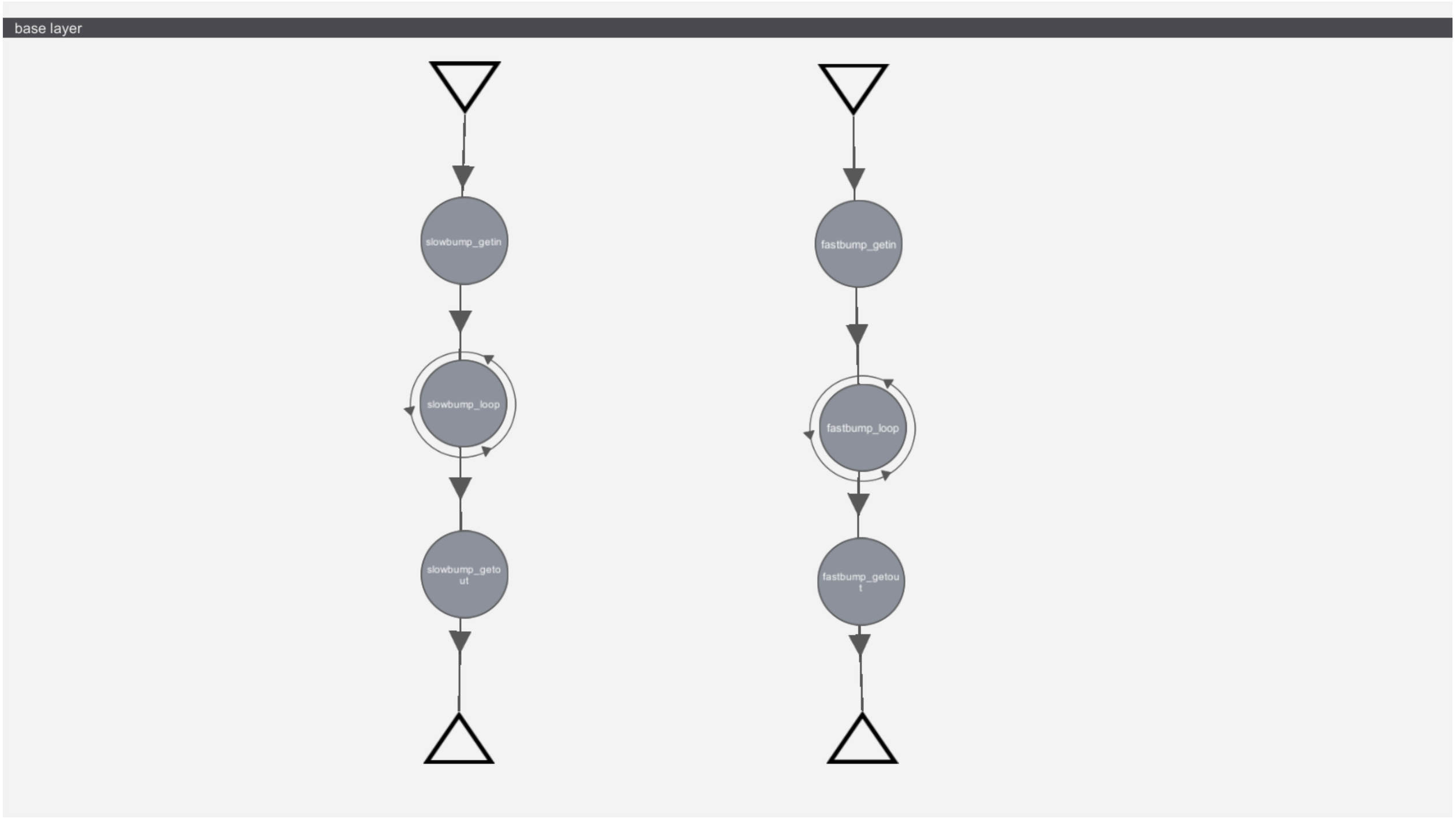
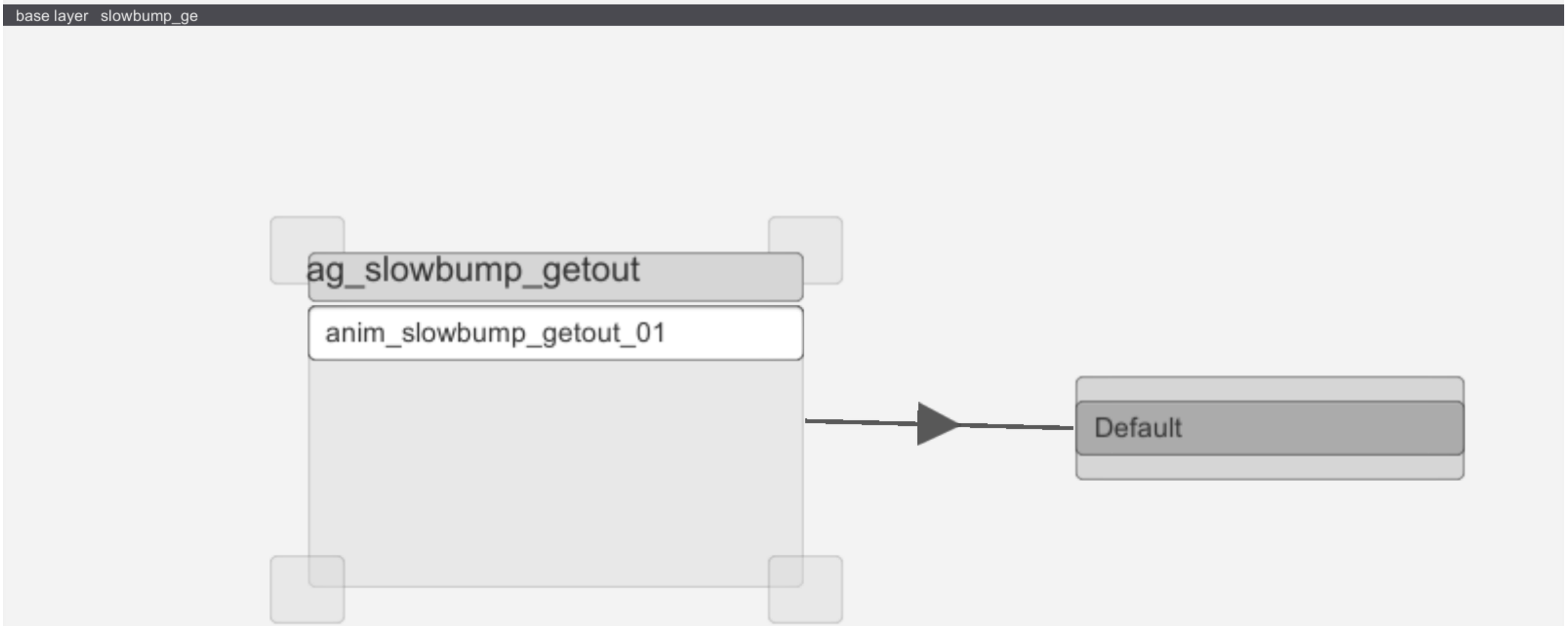
Bump State Machine.

base layer



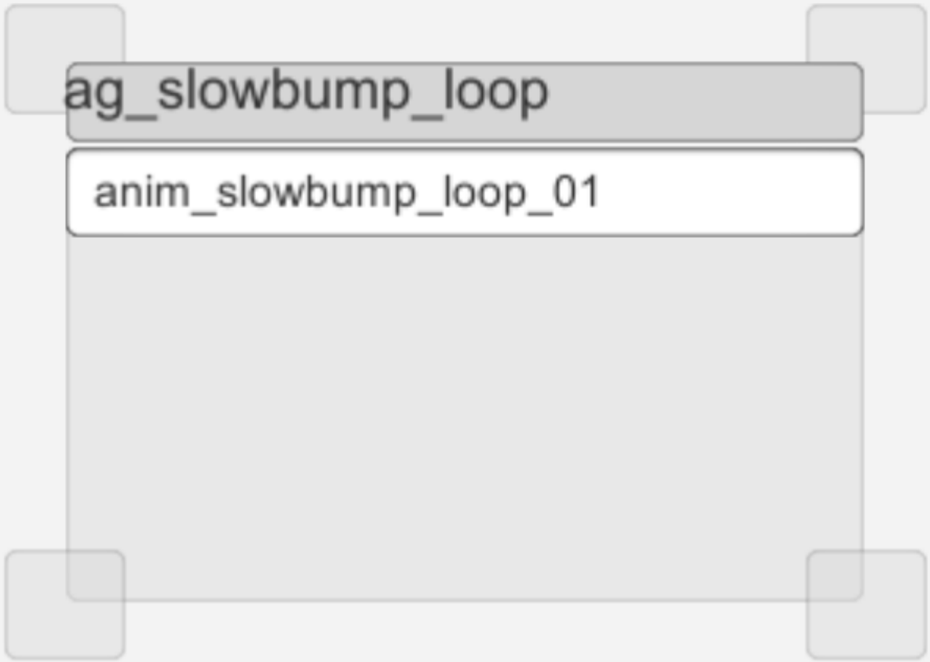
slowbump getin

slowbump getout

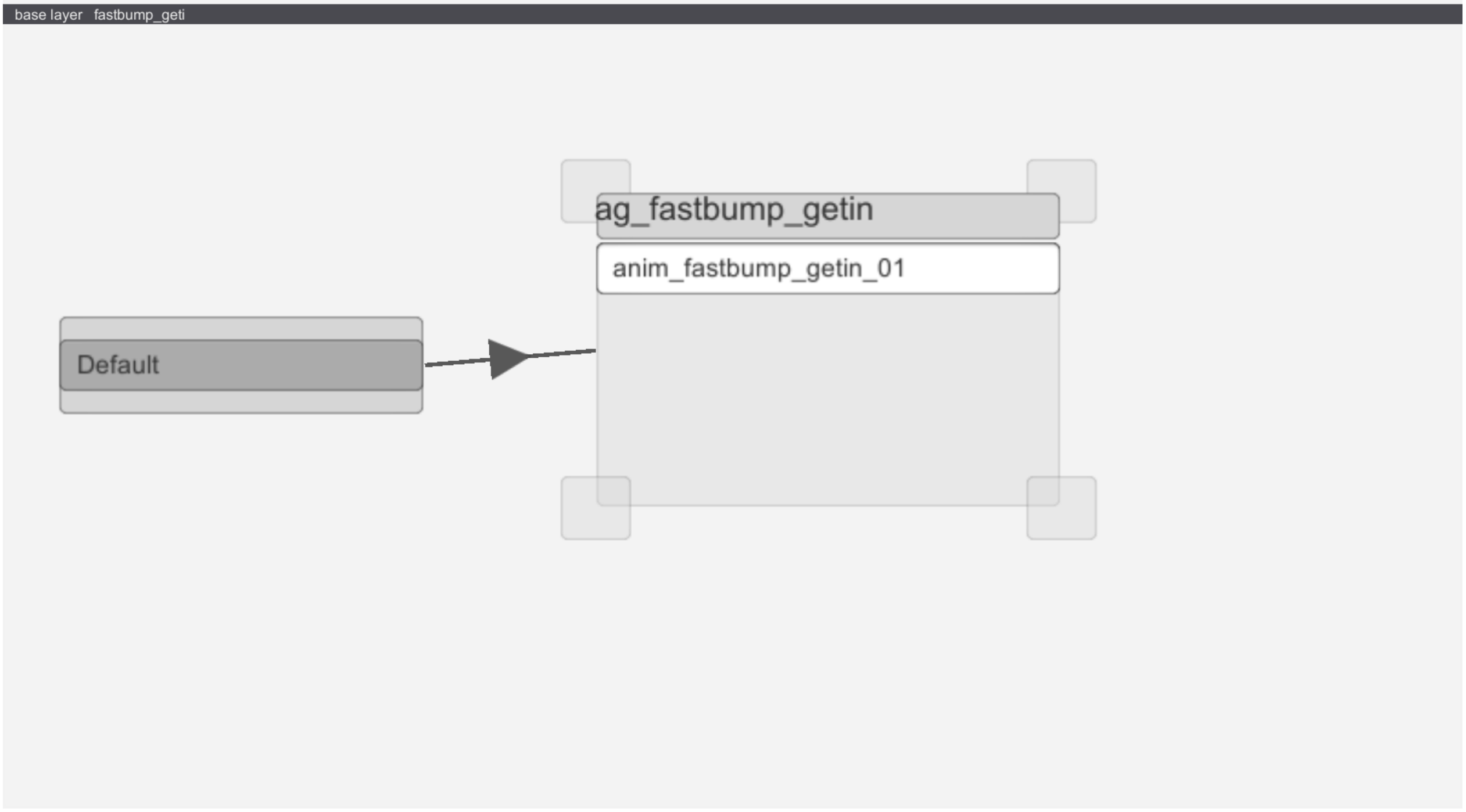


slowbump loop

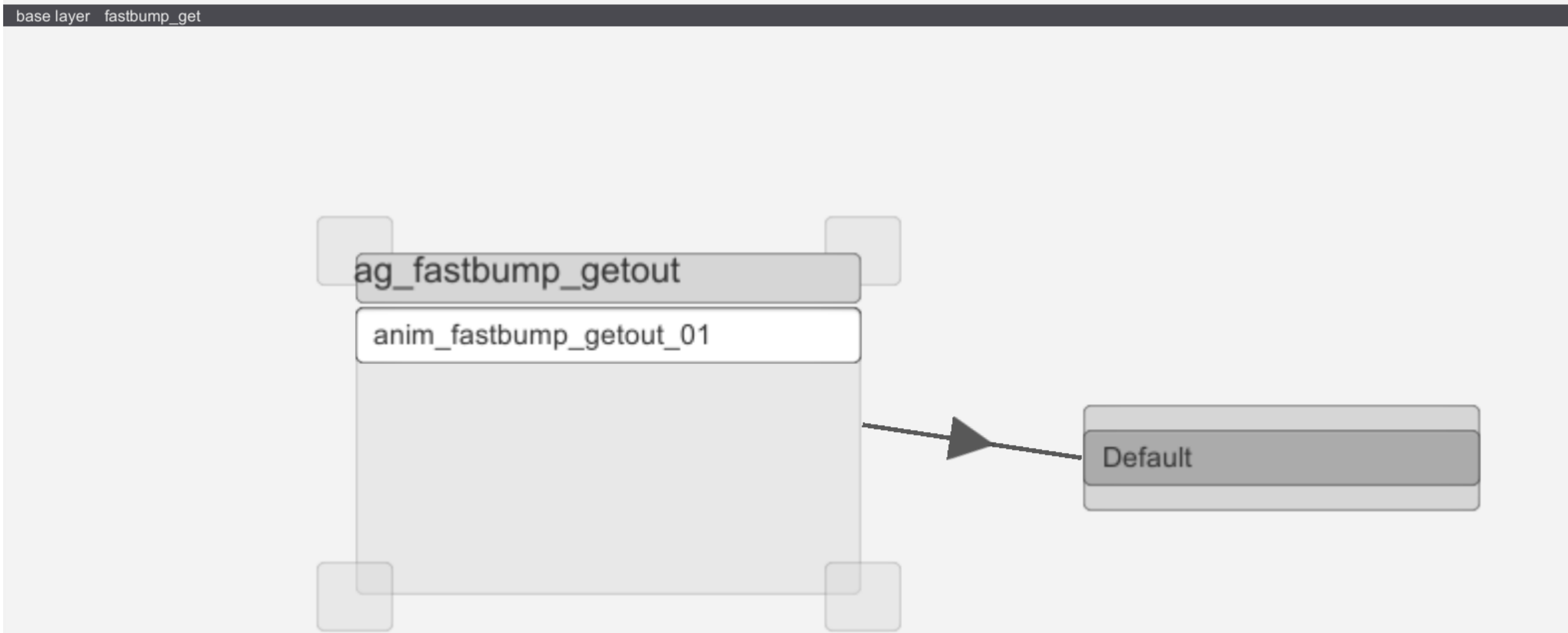
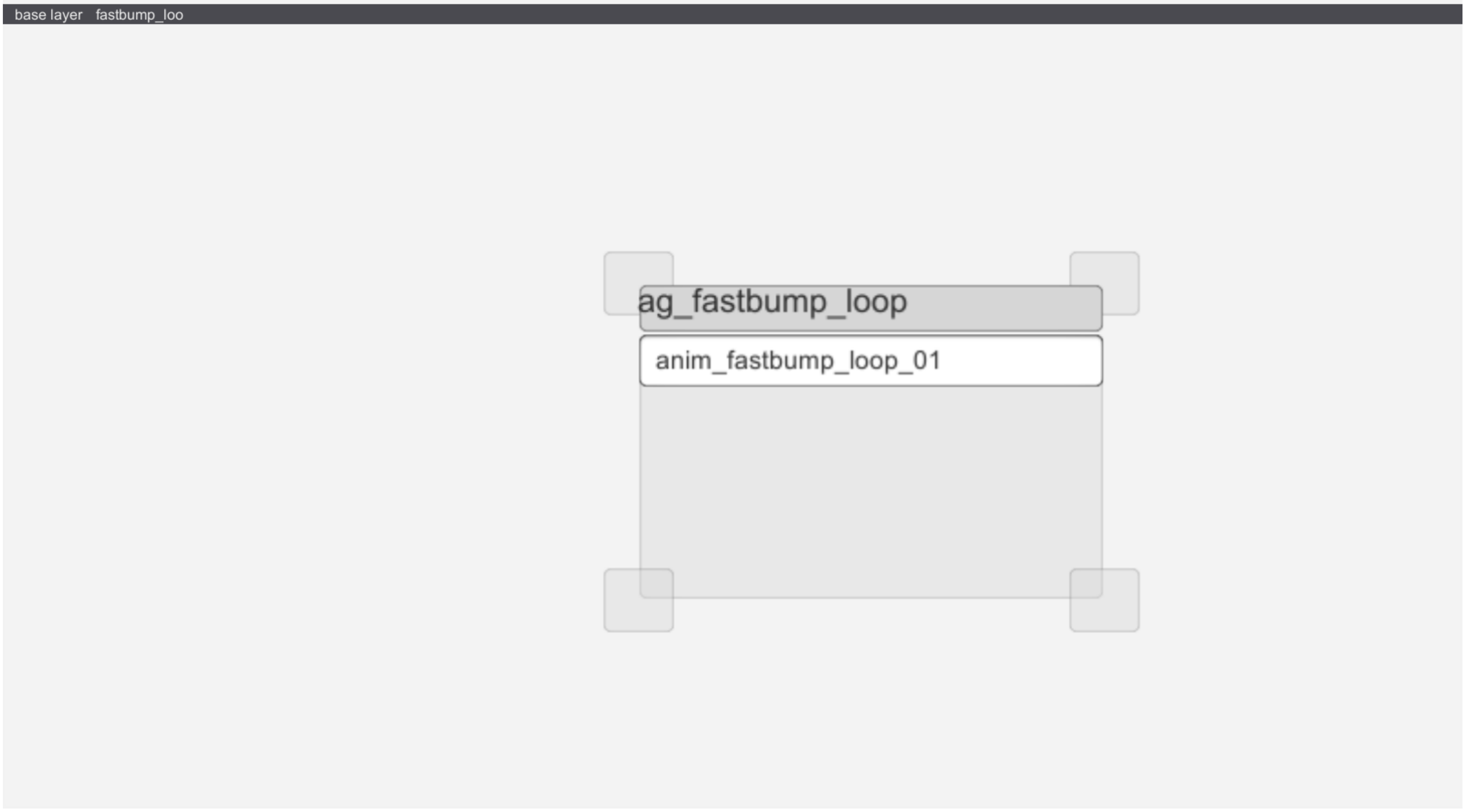
base layer slowbump_lo



fastbump getin



fastbump getout



fastbump loop