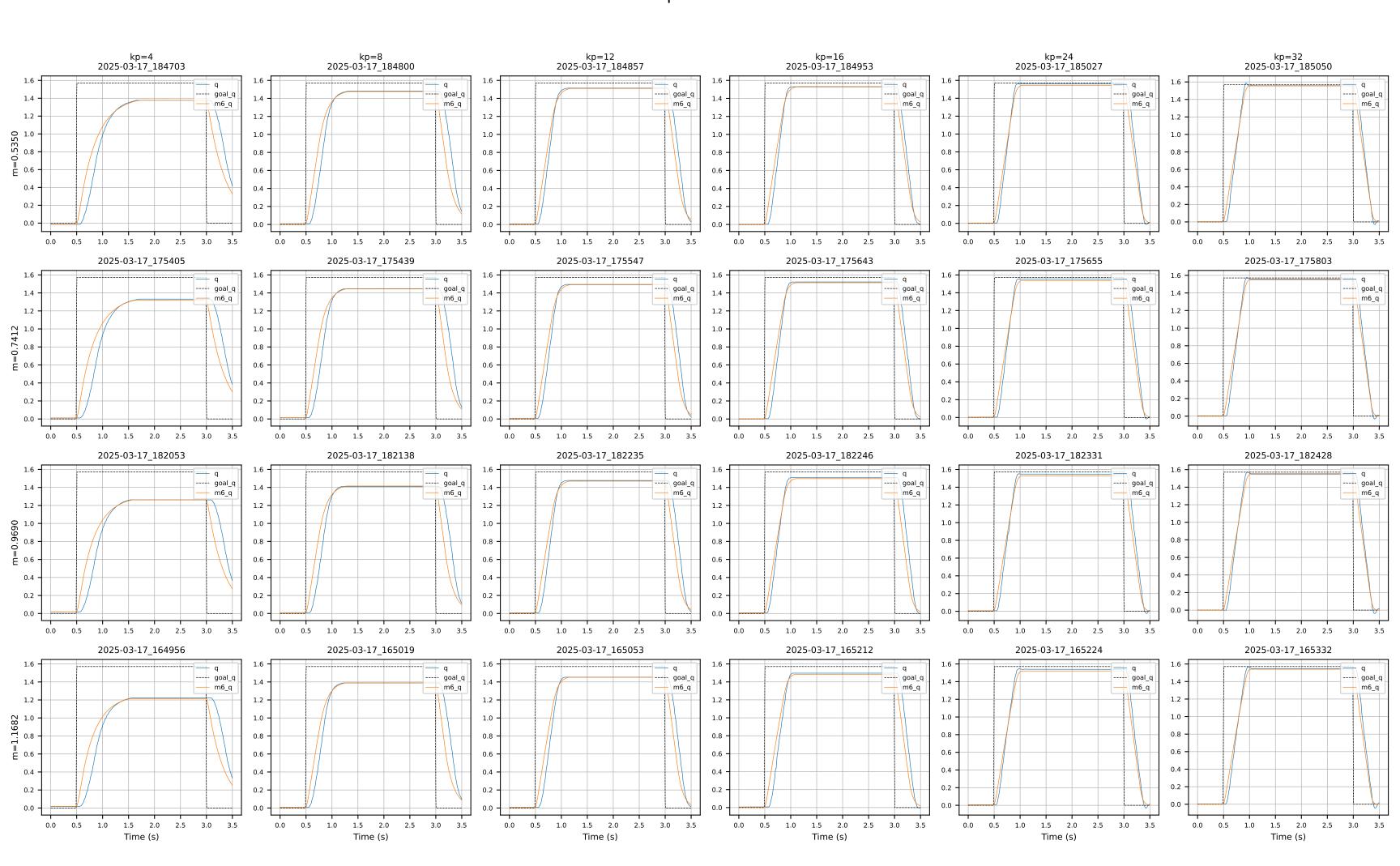
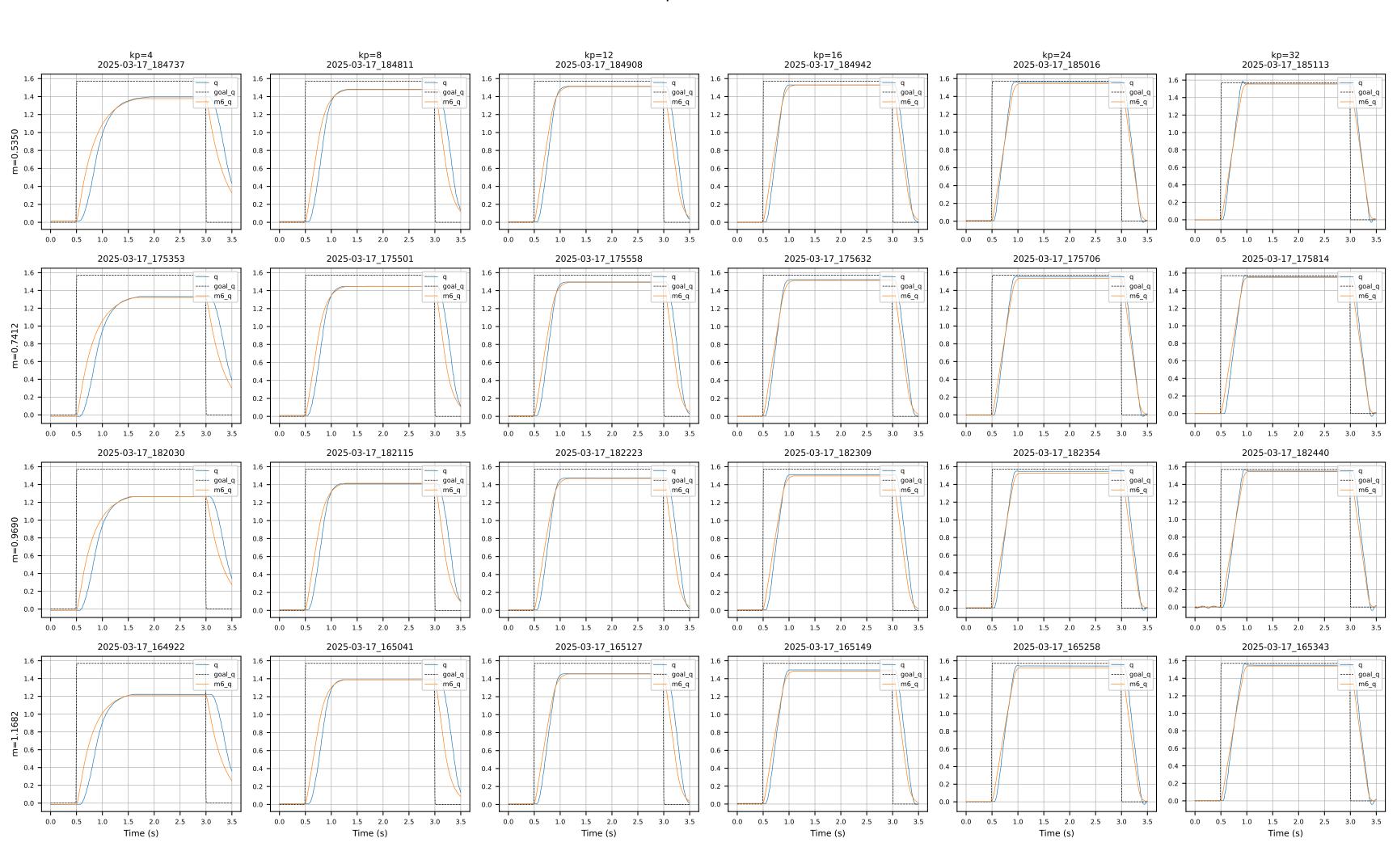
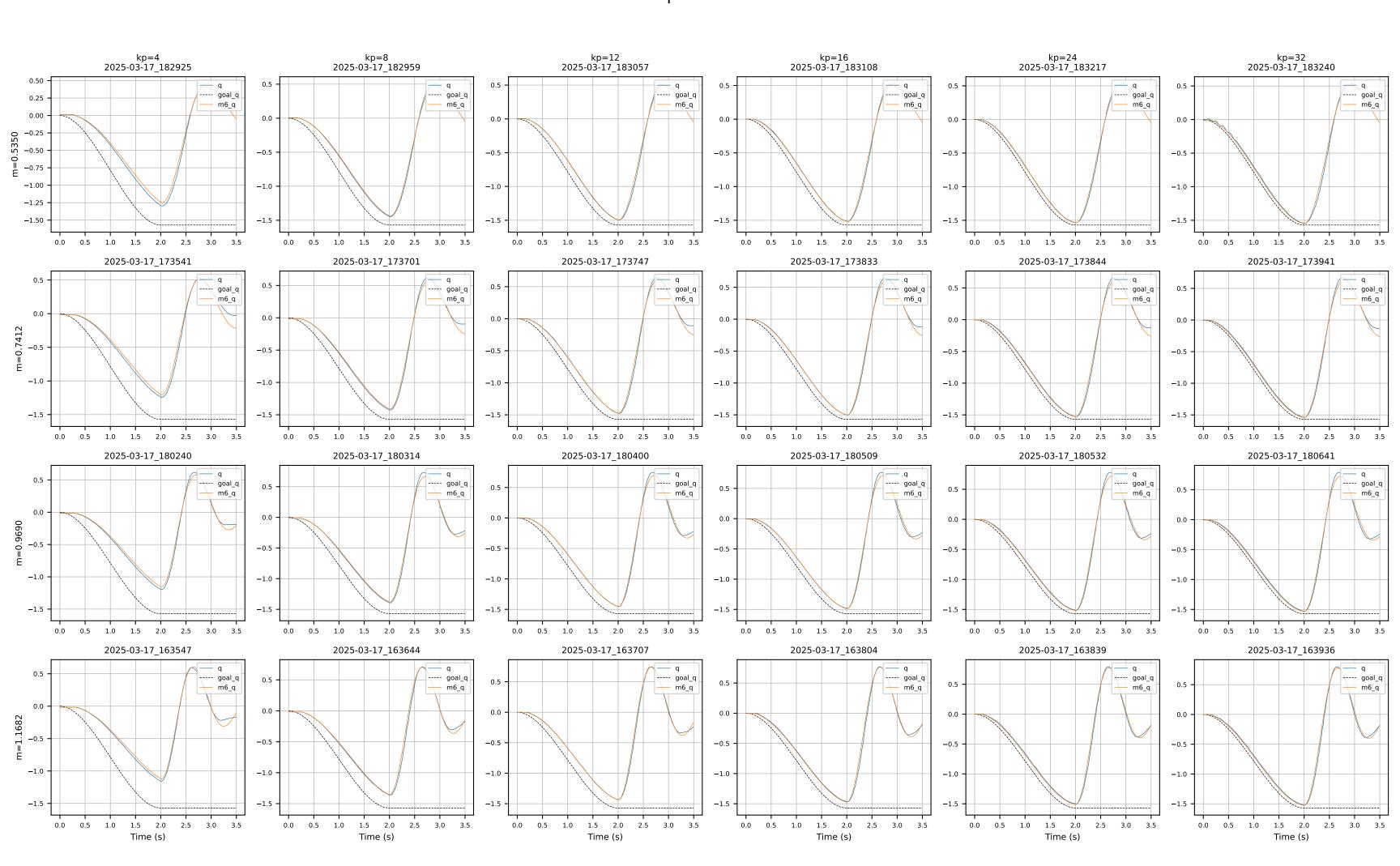
Length: 0.10m, Trajectory: brutal Repetition: 0



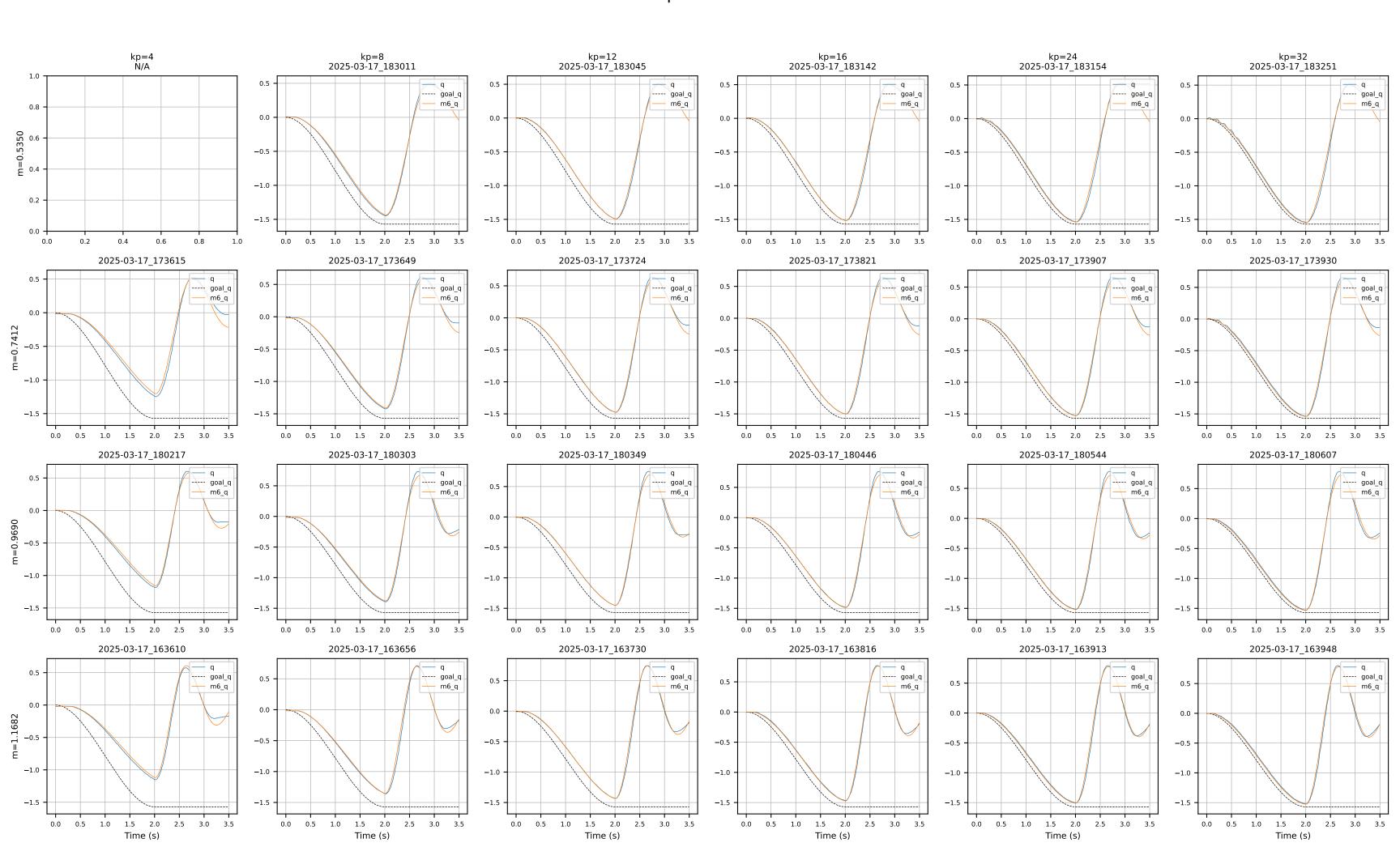
Length: 0.10m, Trajectory: brutal Repetition: 1



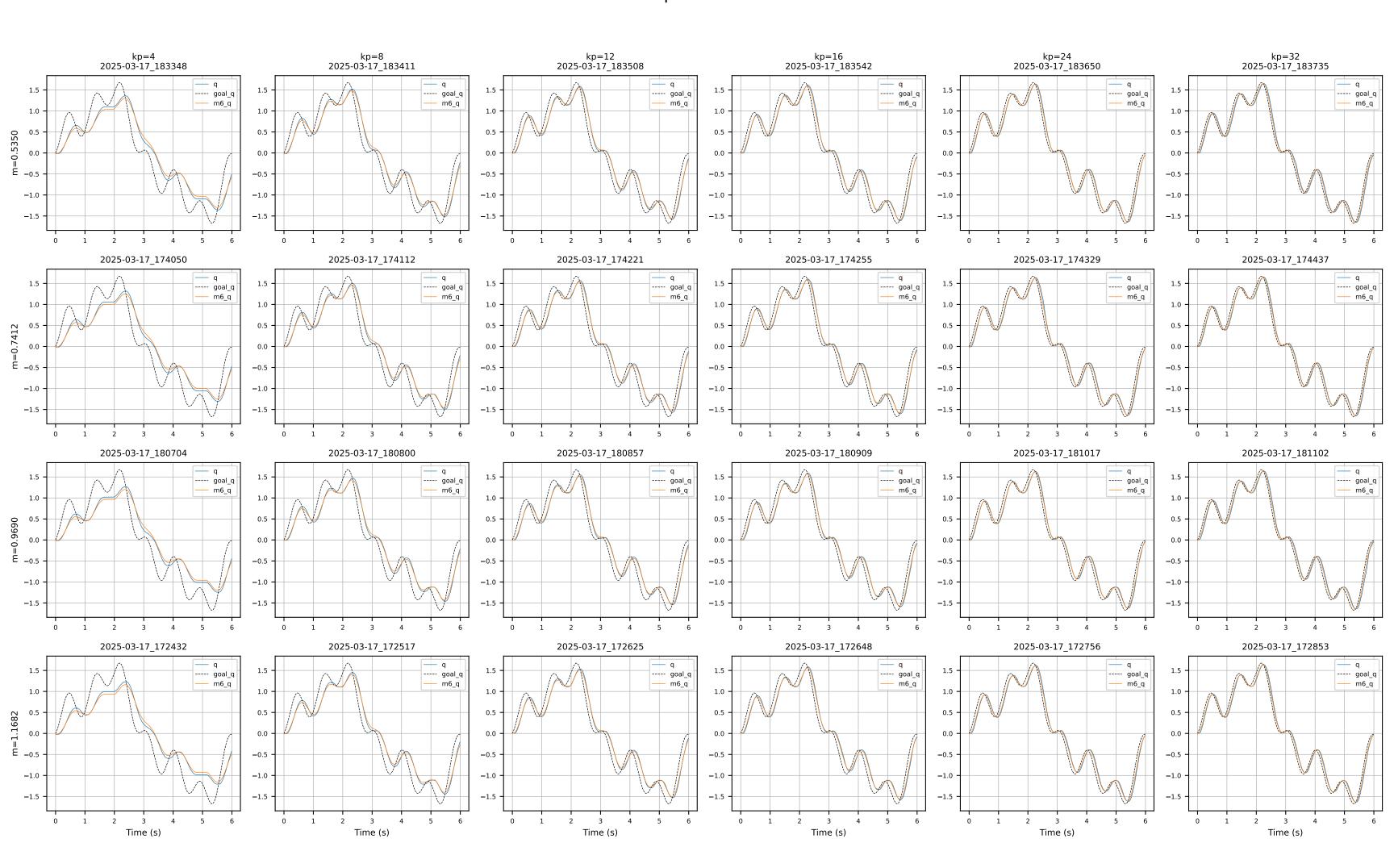
Length: 0.10m, Trajectory: lift\_and\_drop Repetition: 0



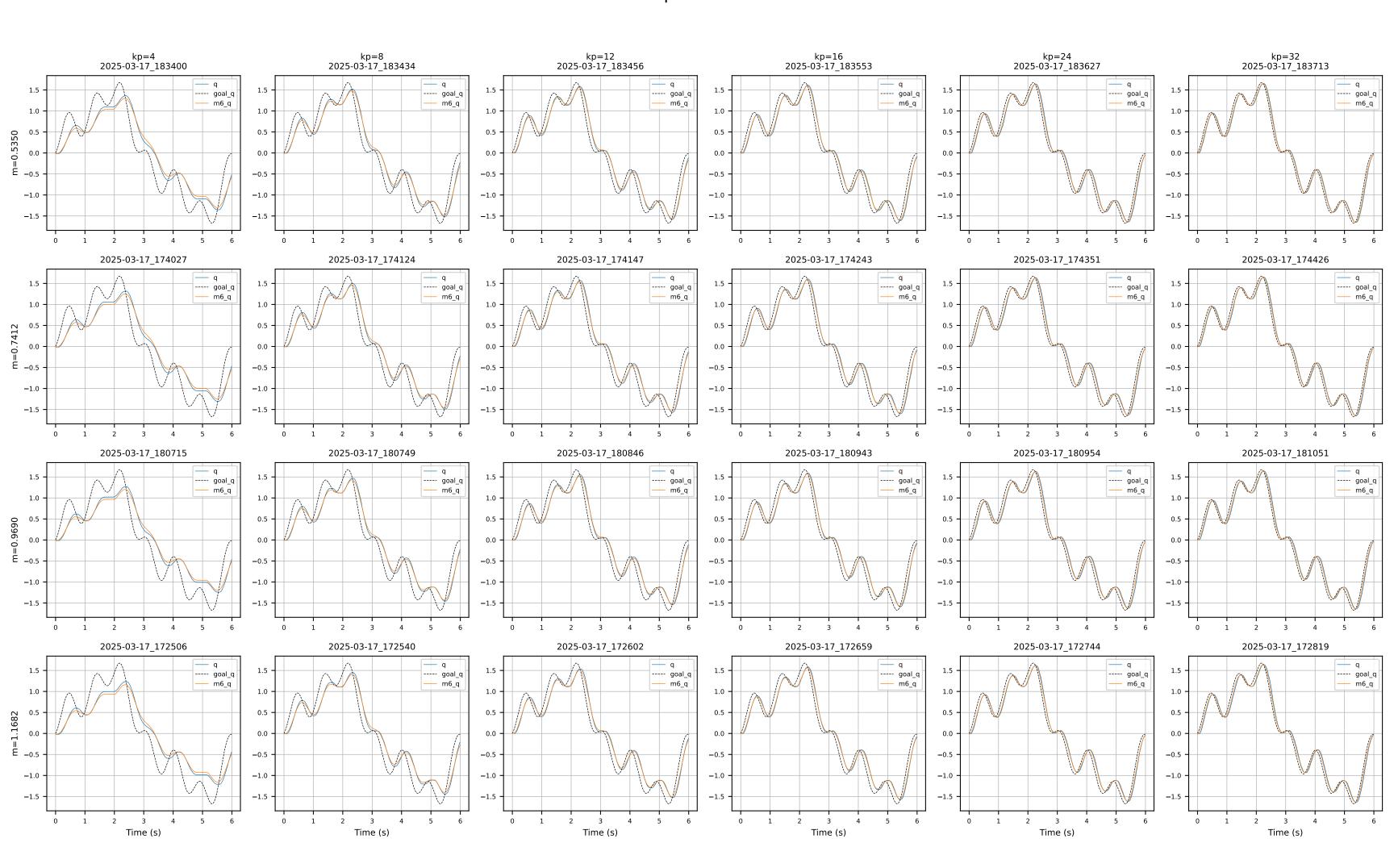
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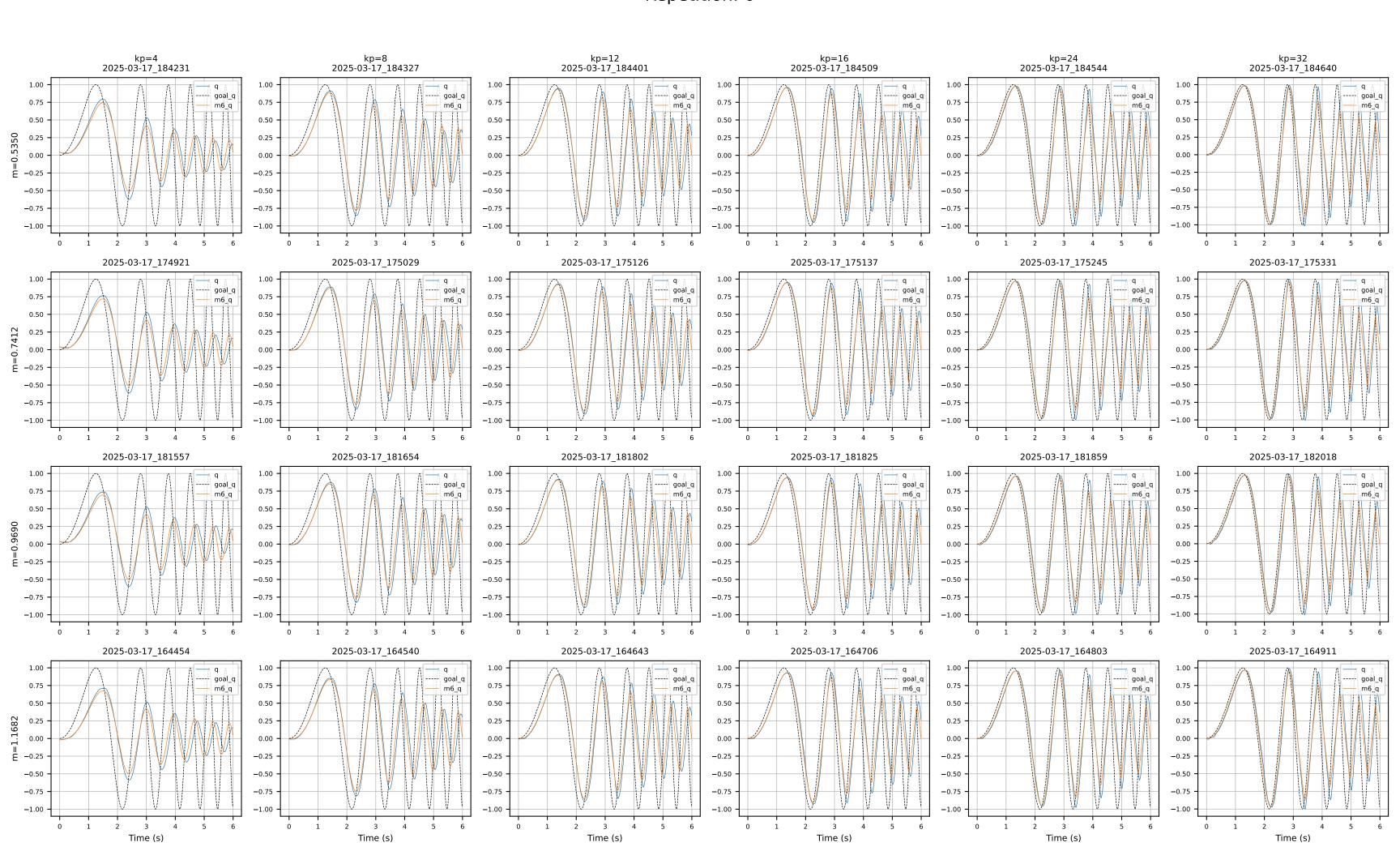
Length: 0.10m, Trajectory: sin\_sin Repetition: 0



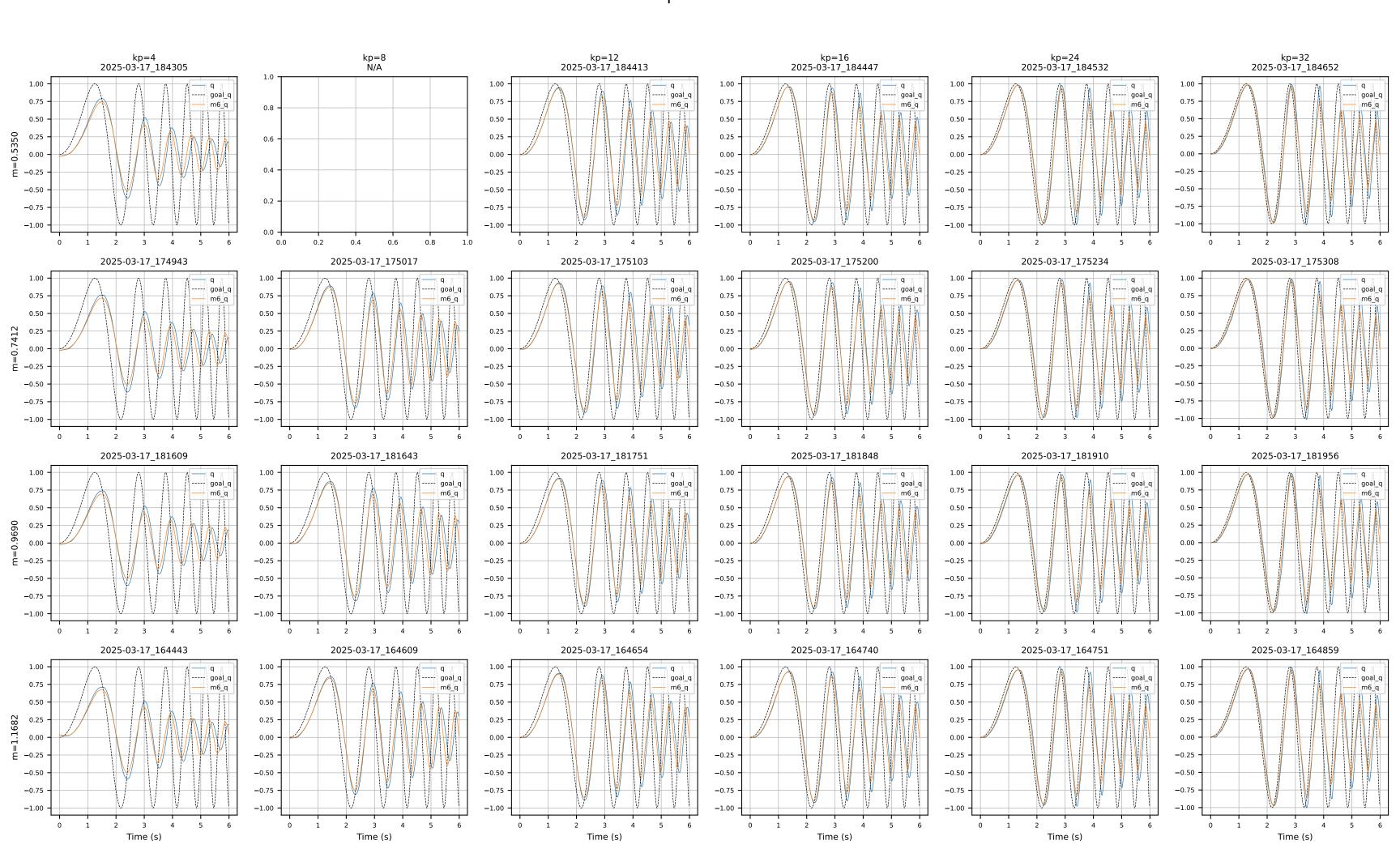
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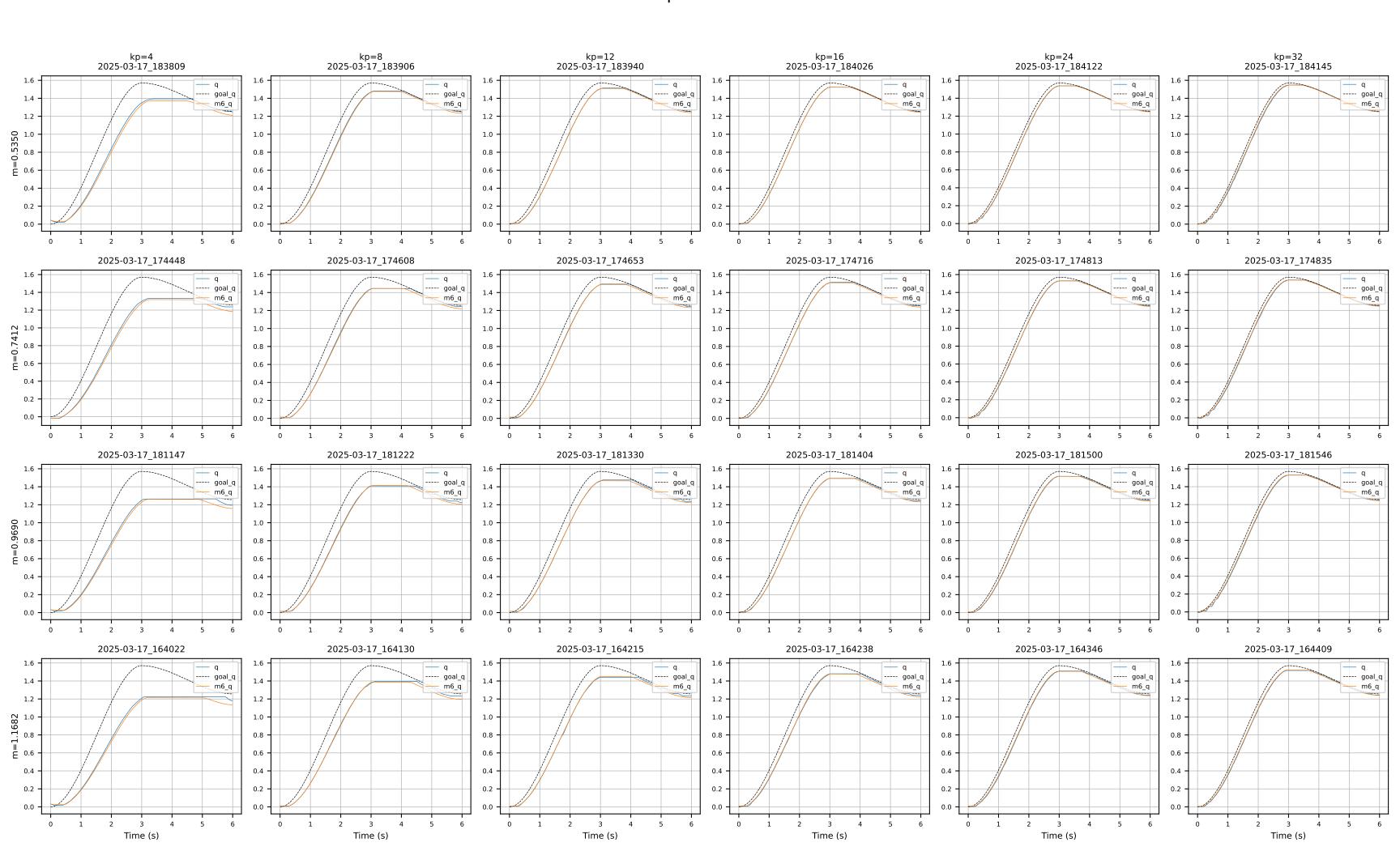
Length: 0.10m, Trajectory: sin\_time\_square Repetition: 0



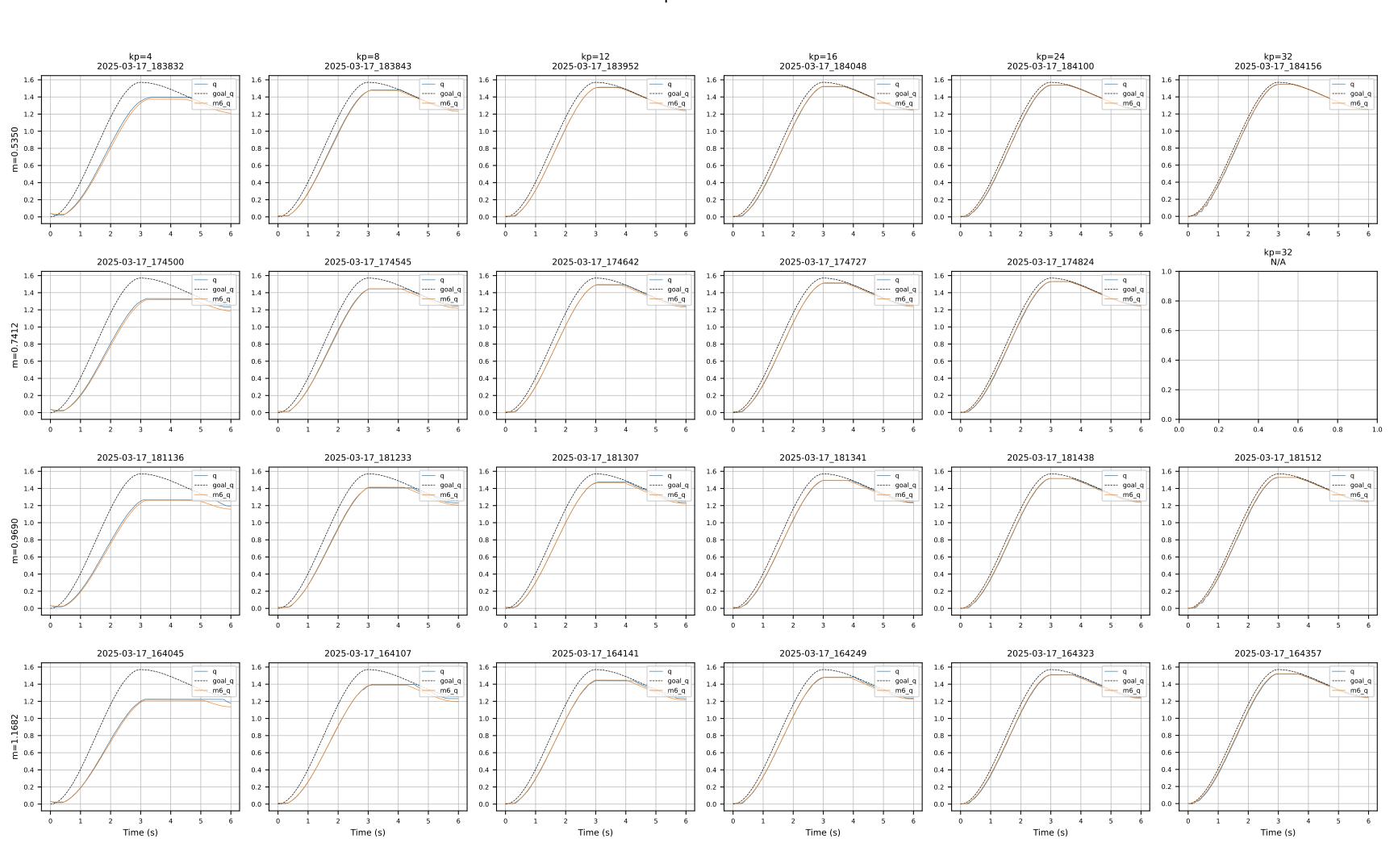
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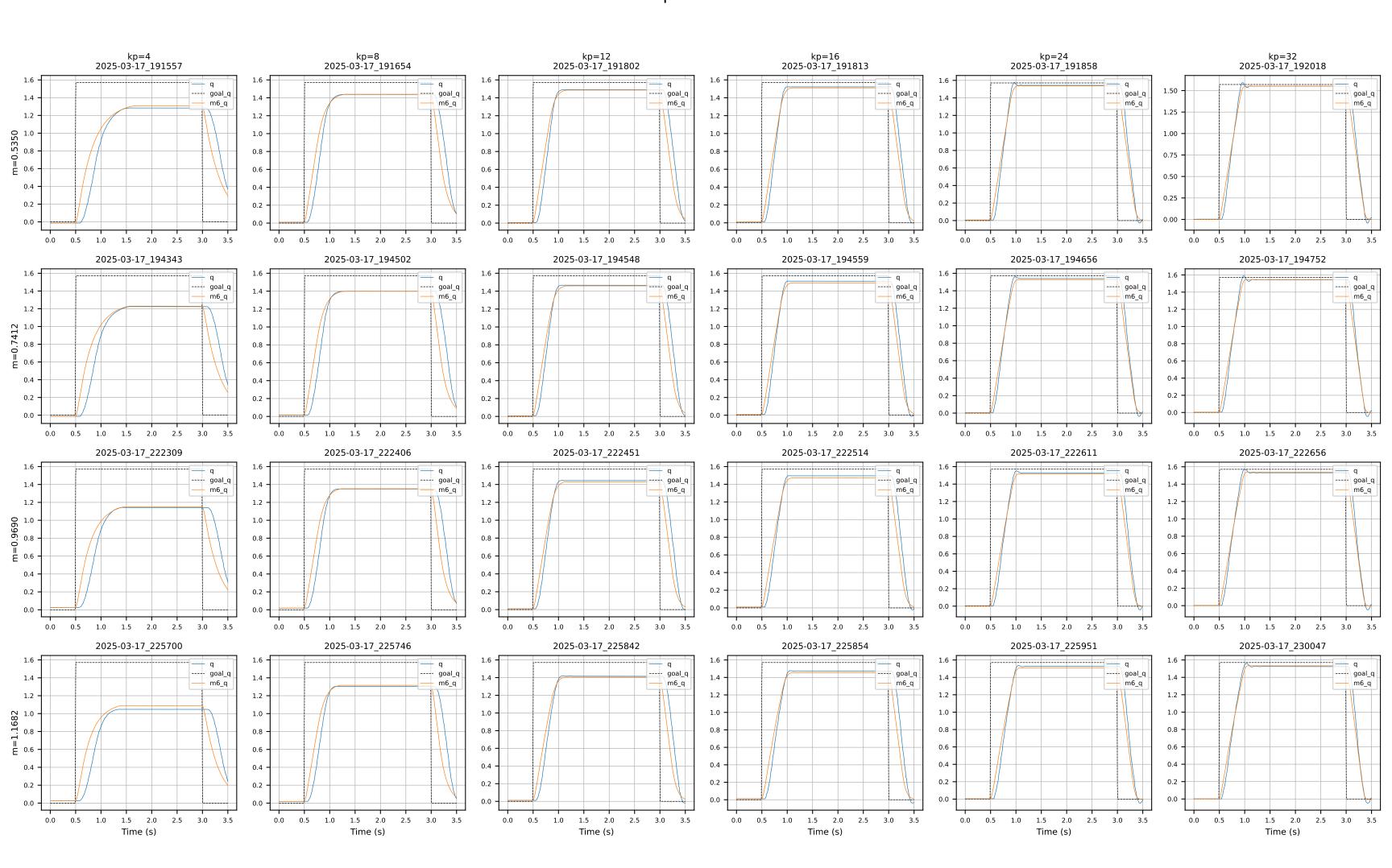
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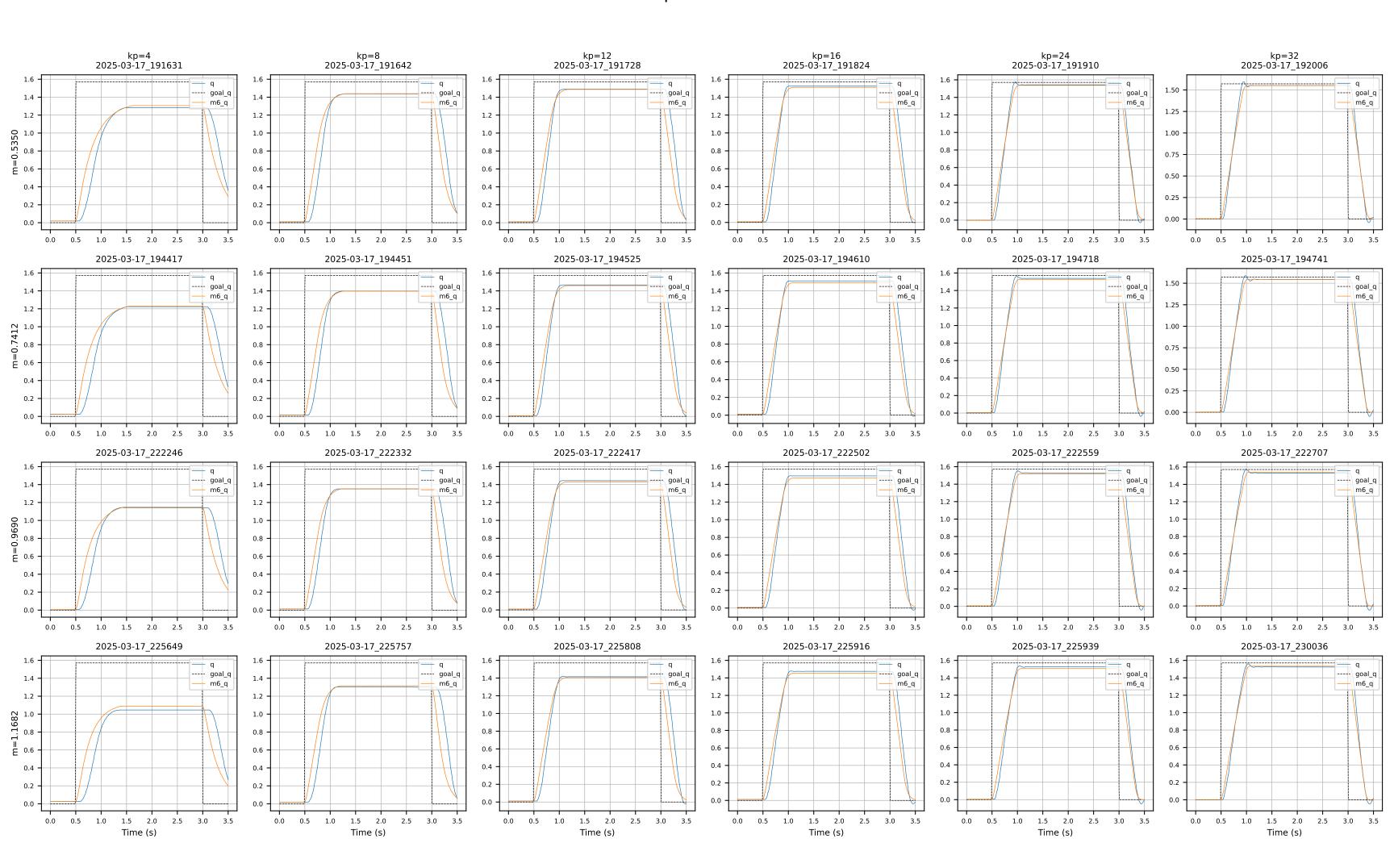
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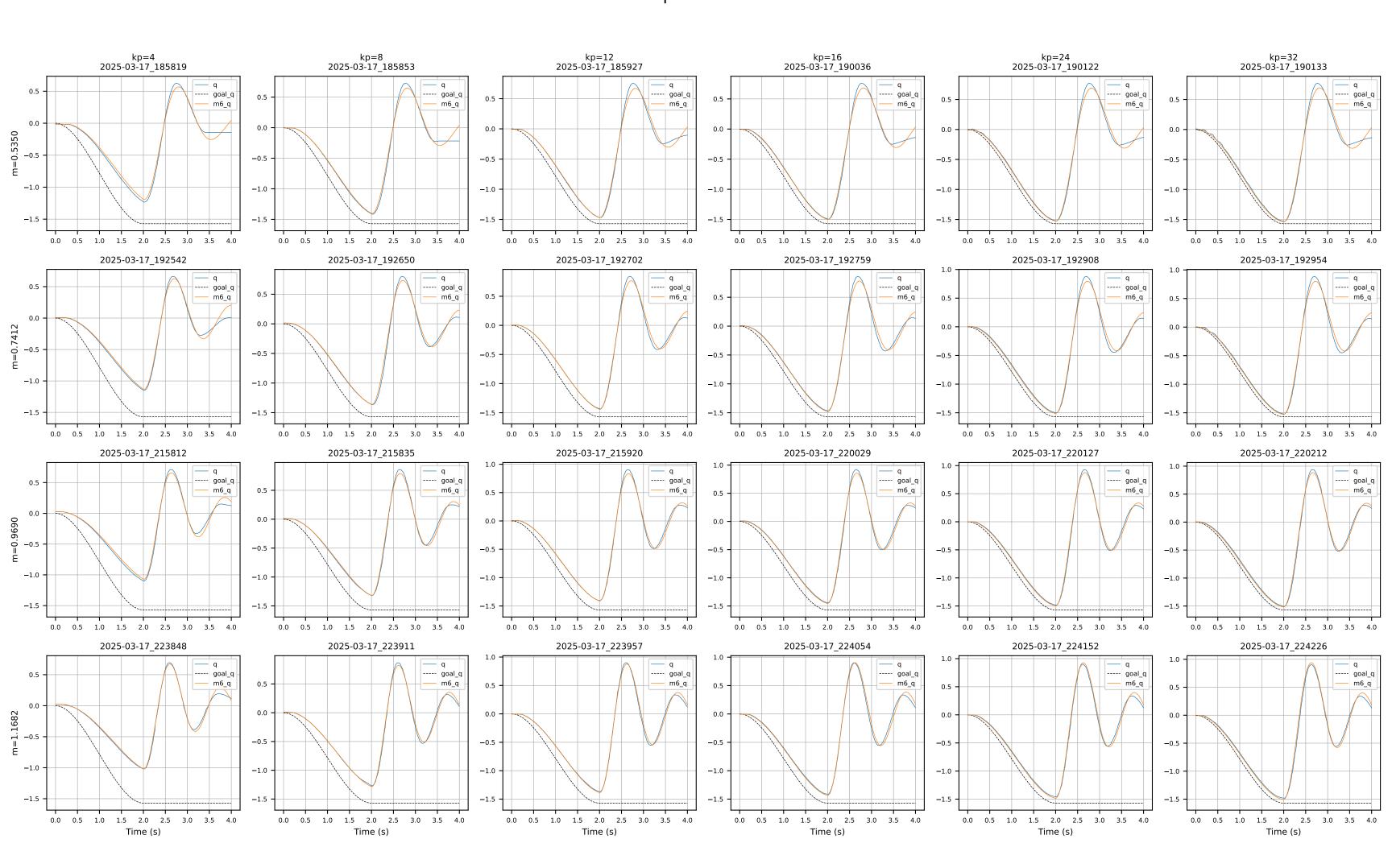
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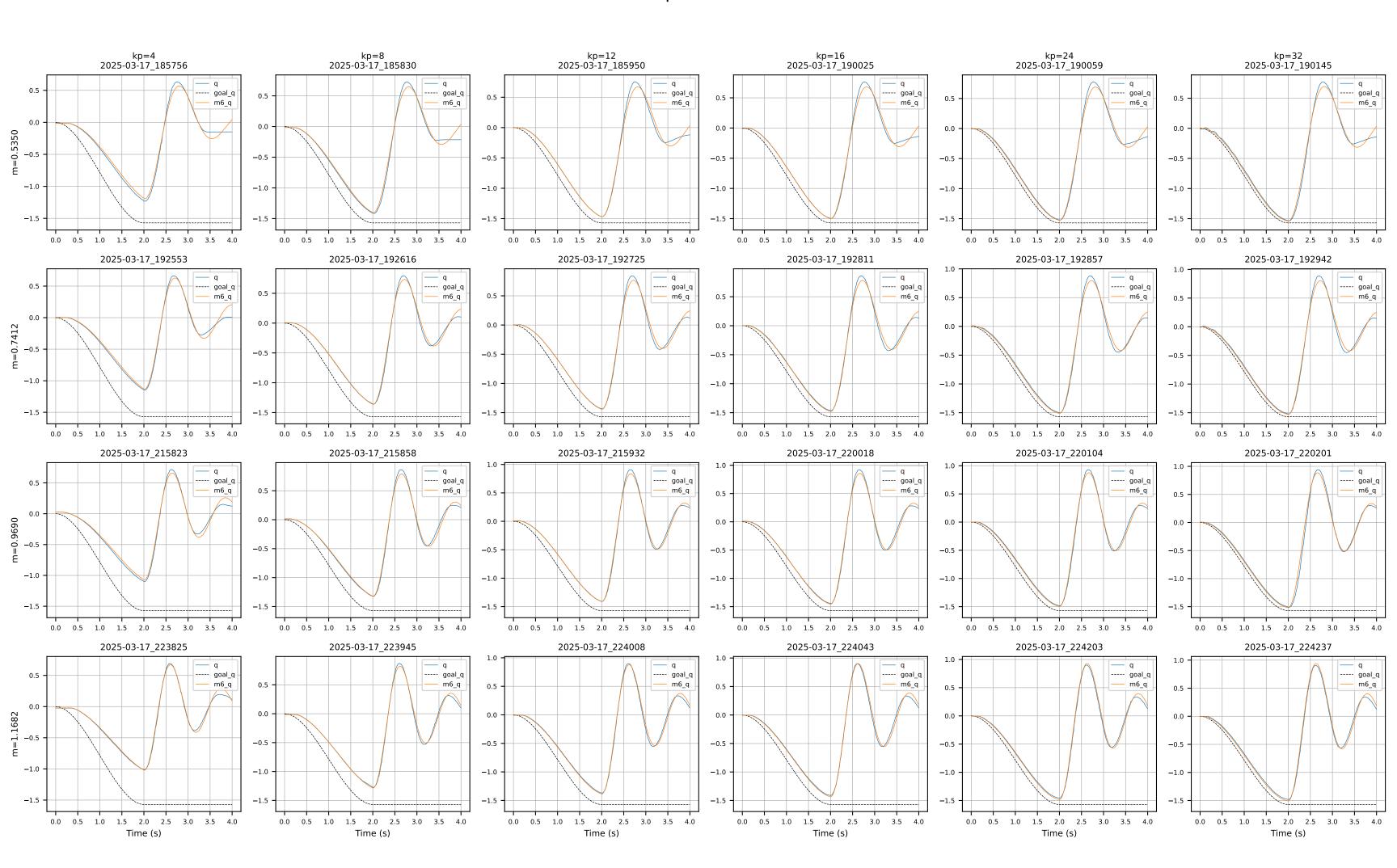
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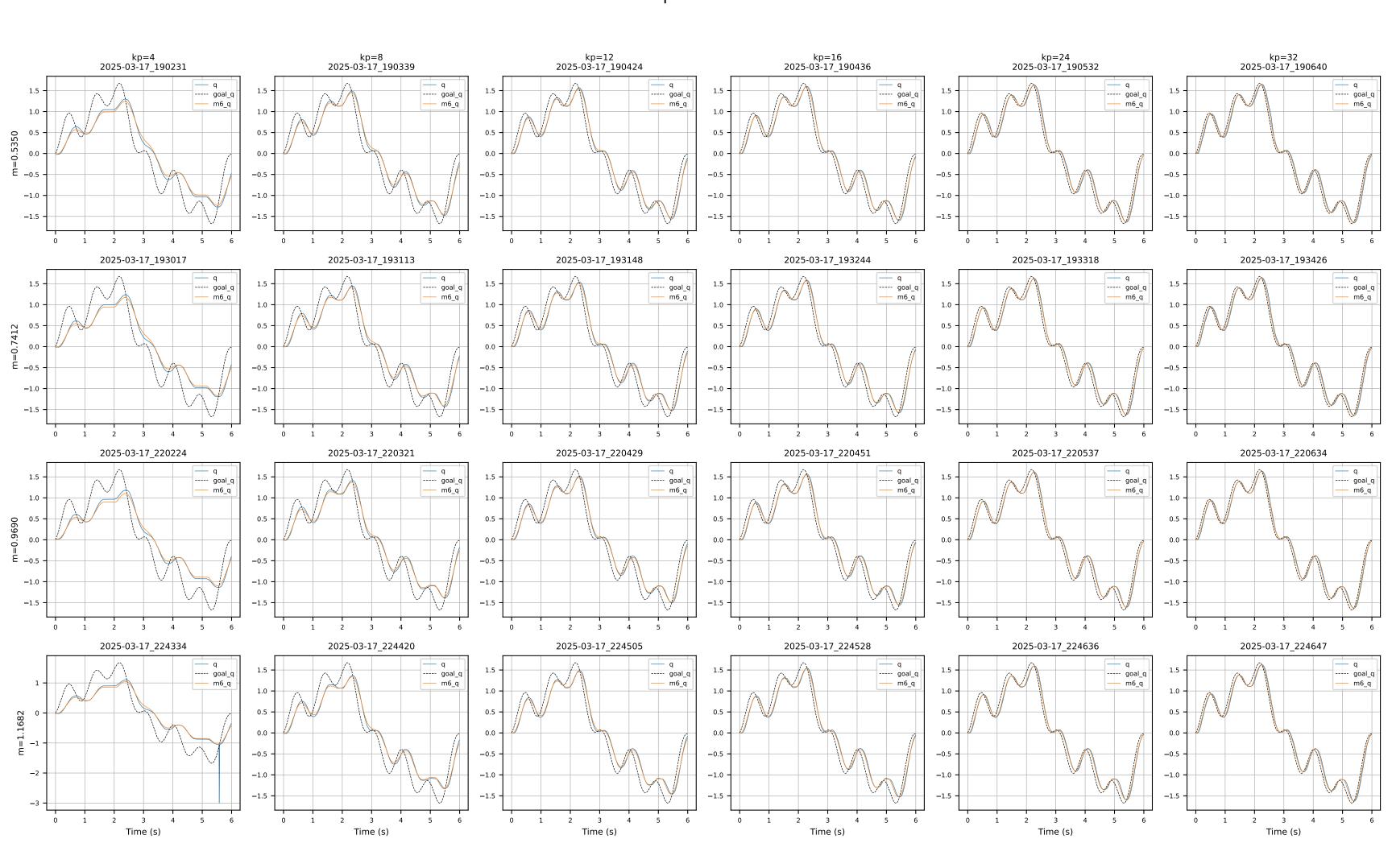
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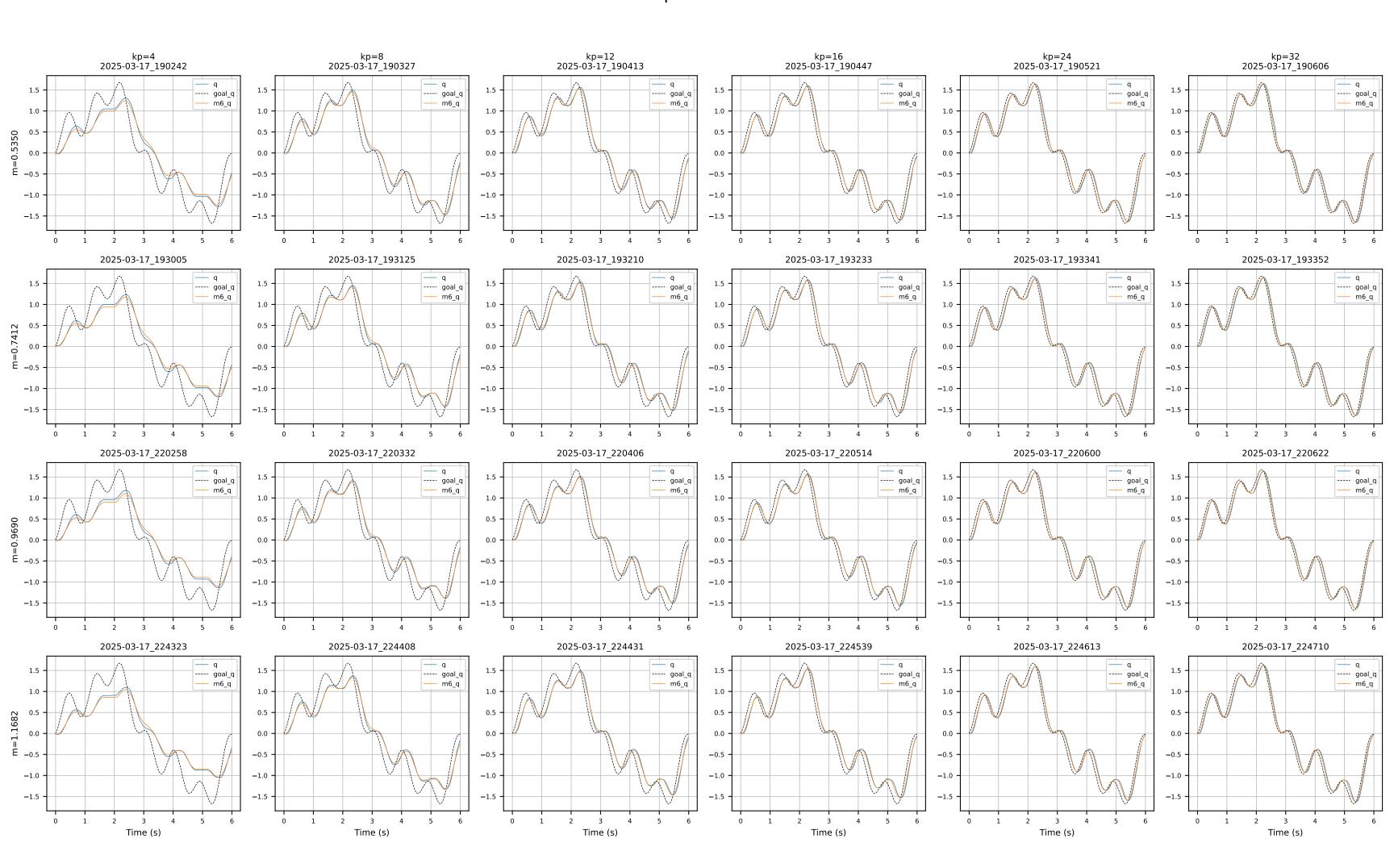
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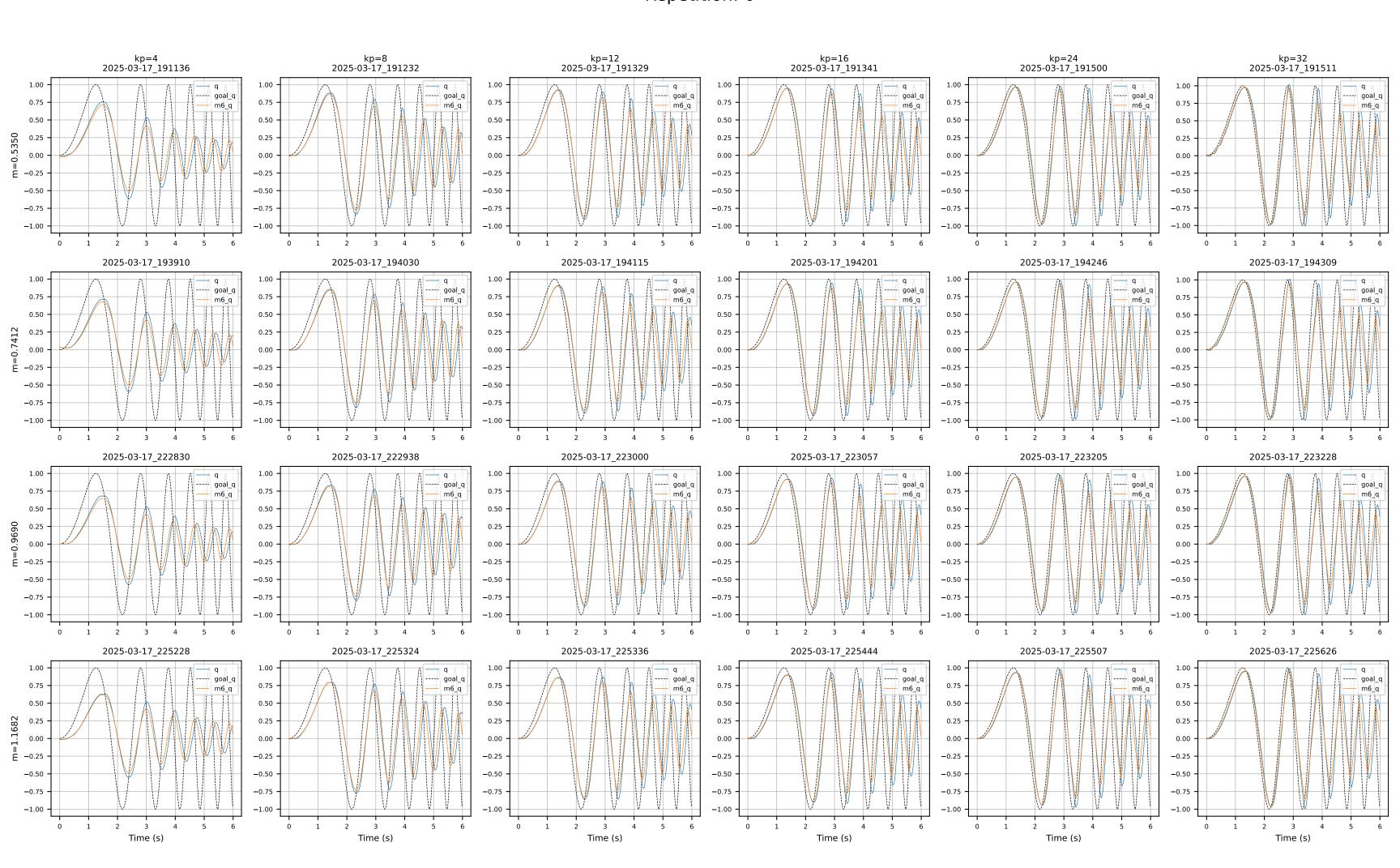
Length: 0.15m, Trajectory: sin\_sin Repetition: 0



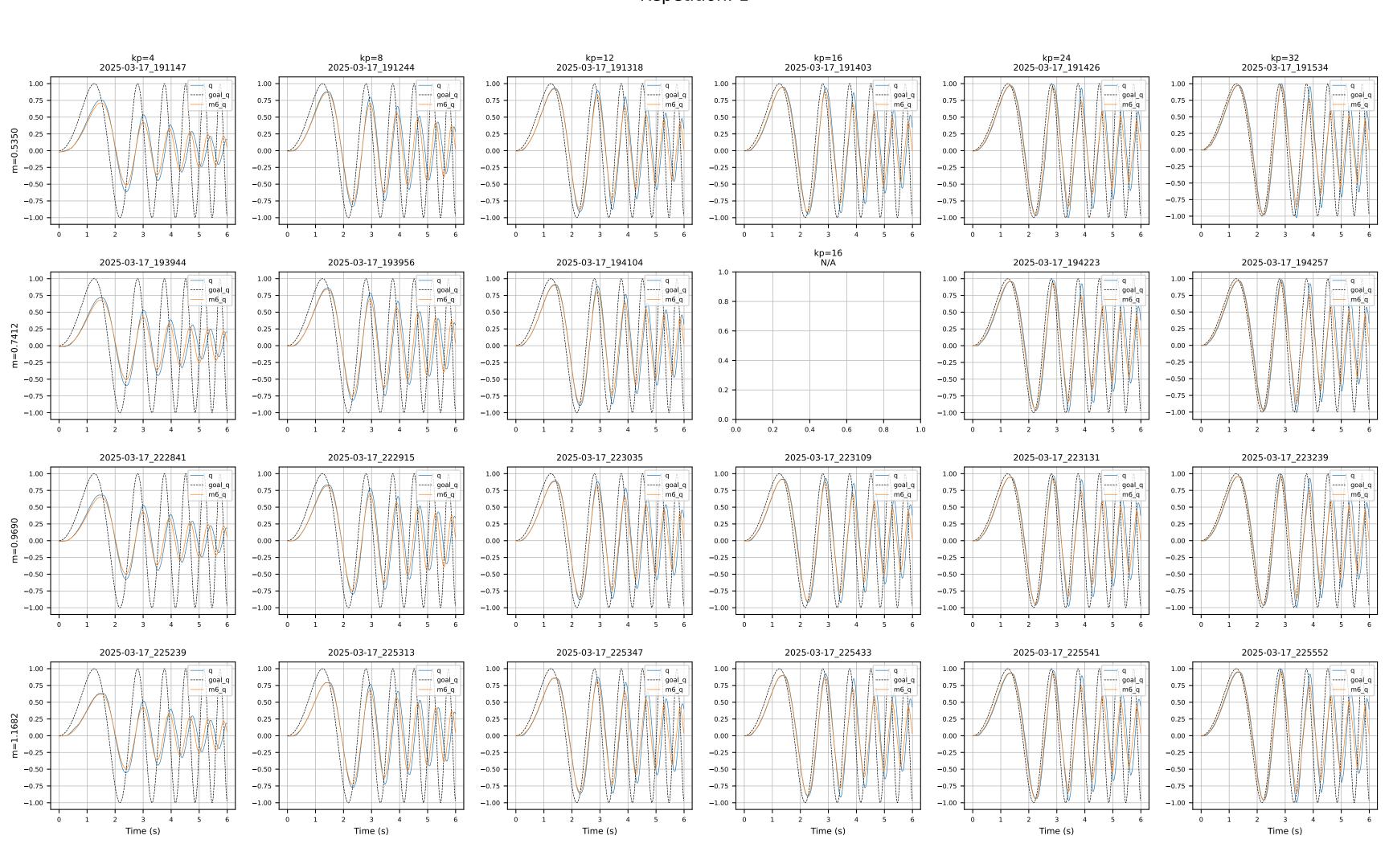
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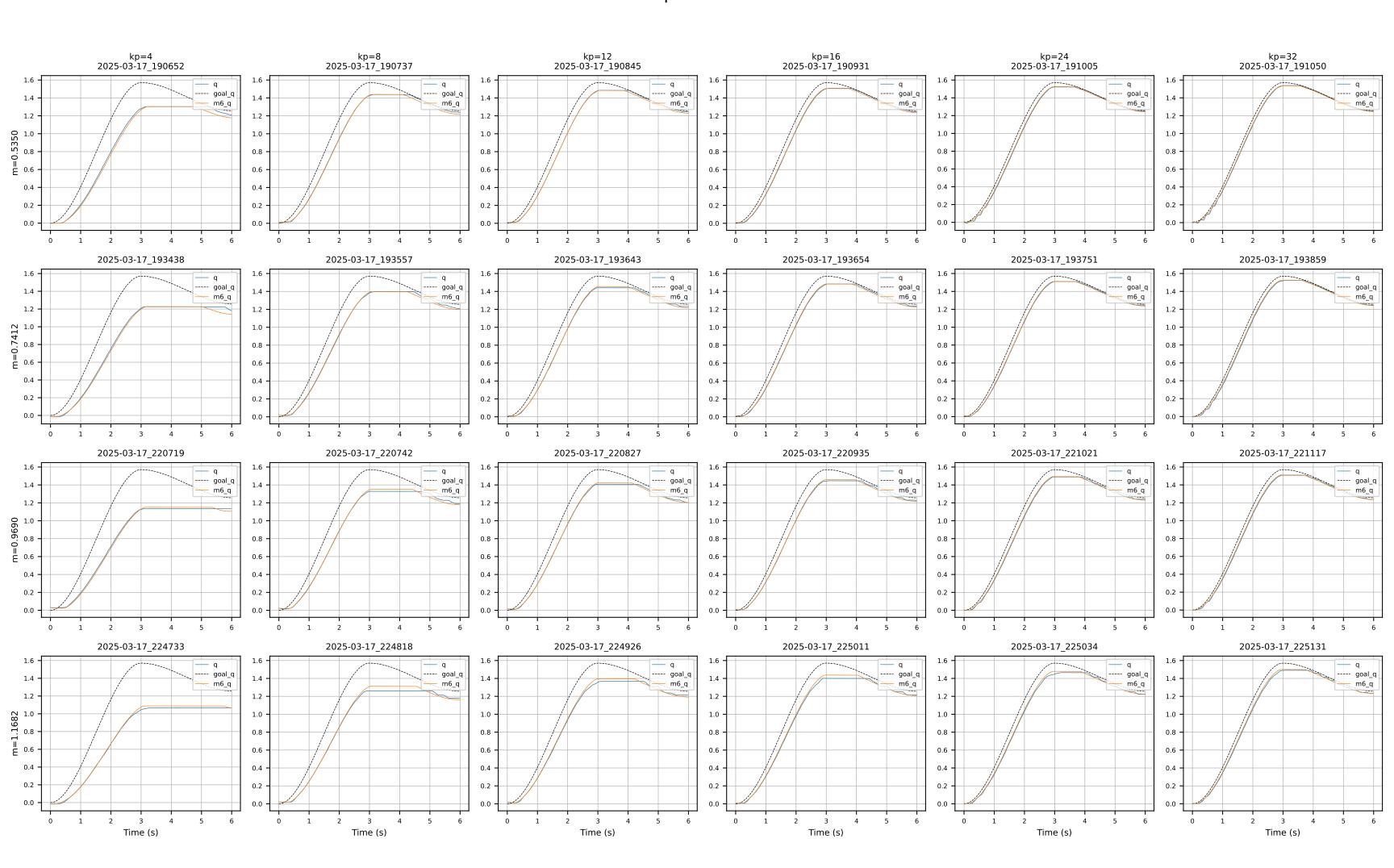
Length: 0.15m, Trajectory: sin\_time\_square Repetition: 0



Length: 0.15m, Trajectory: sin\_time\_square Repetition: 1



Length: 0.15m, Trajectory: up\_and\_down Repetition: 0



Length: 0.15m, Trajectory: up\_and\_down Repetition: 1

