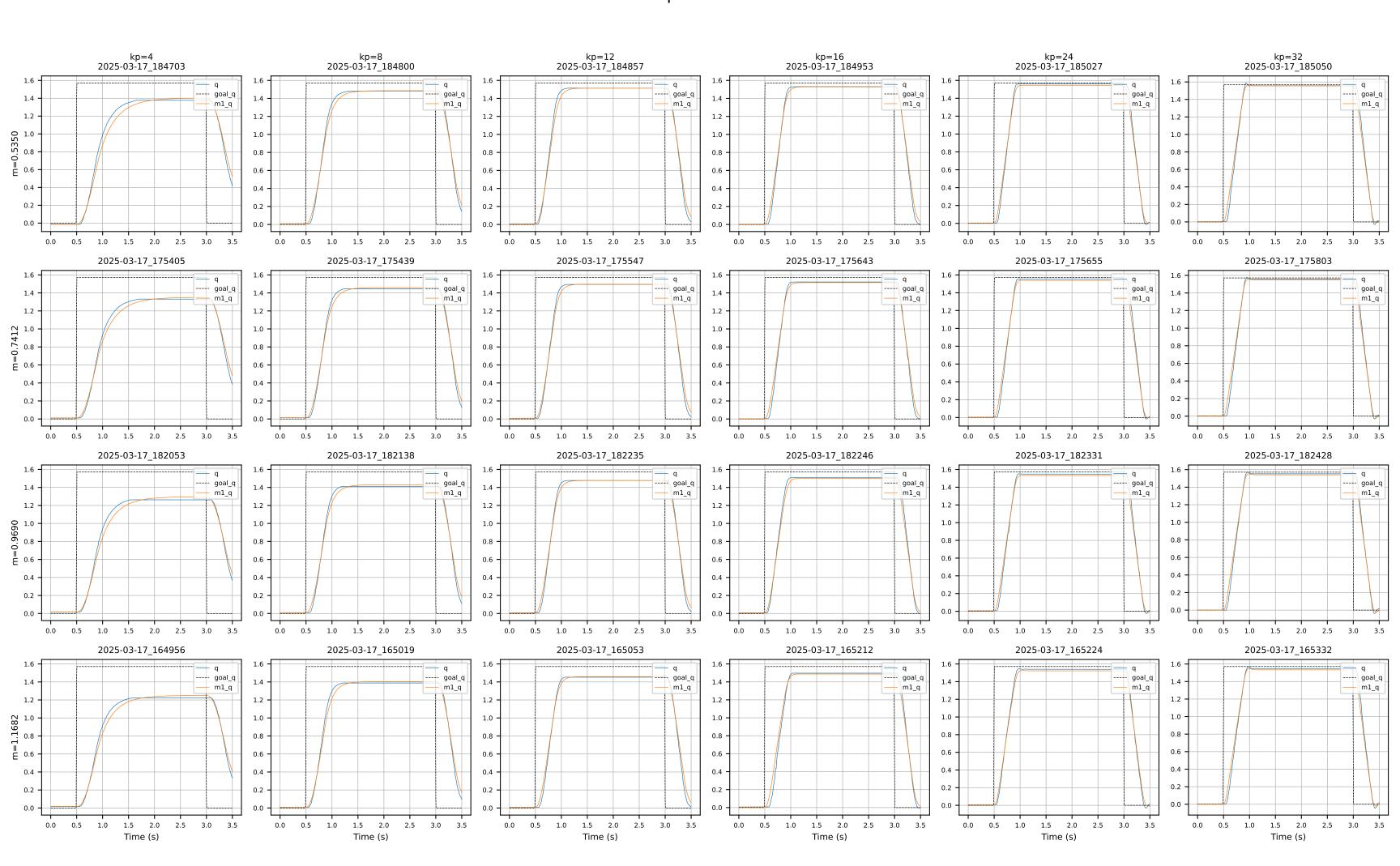
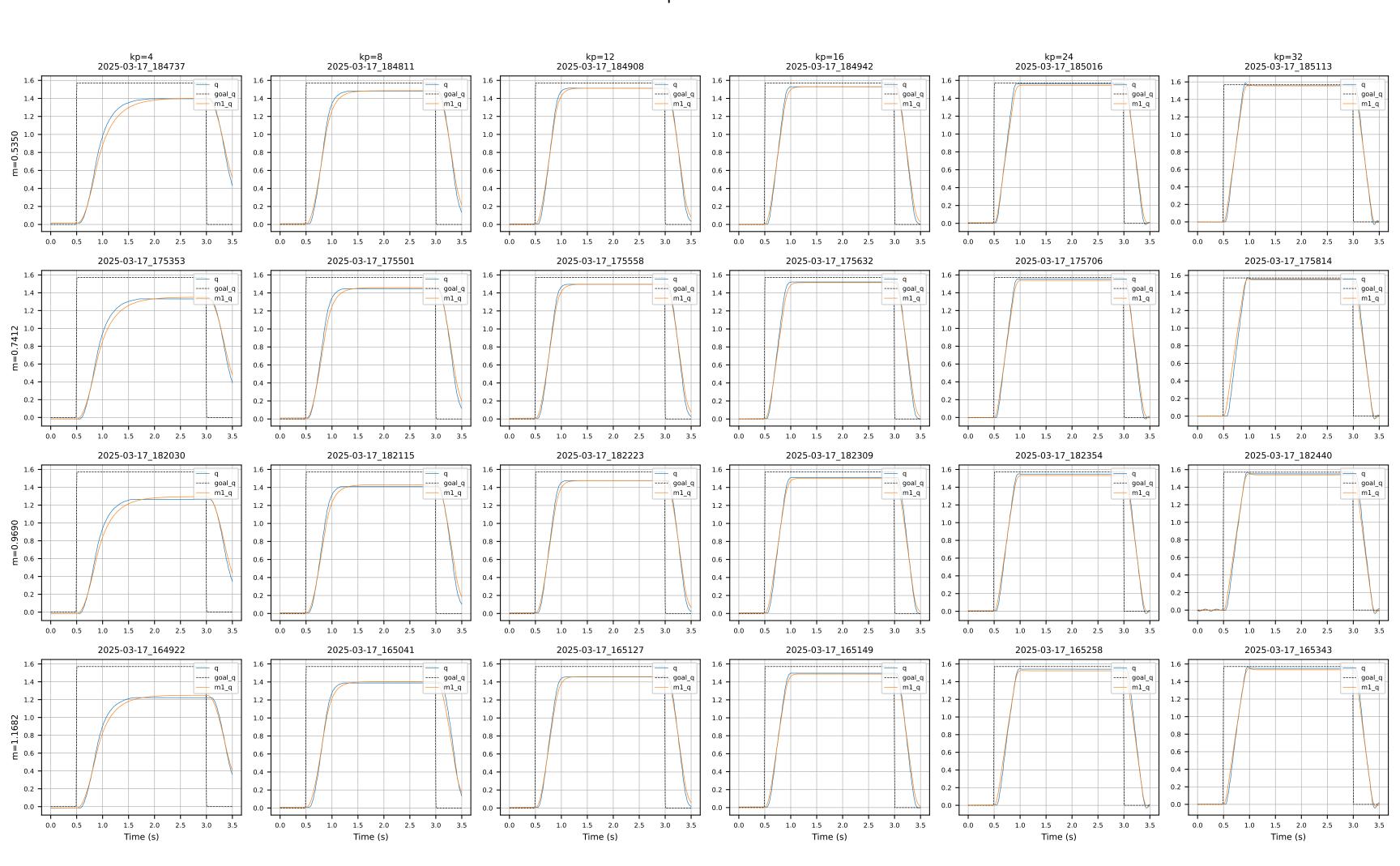
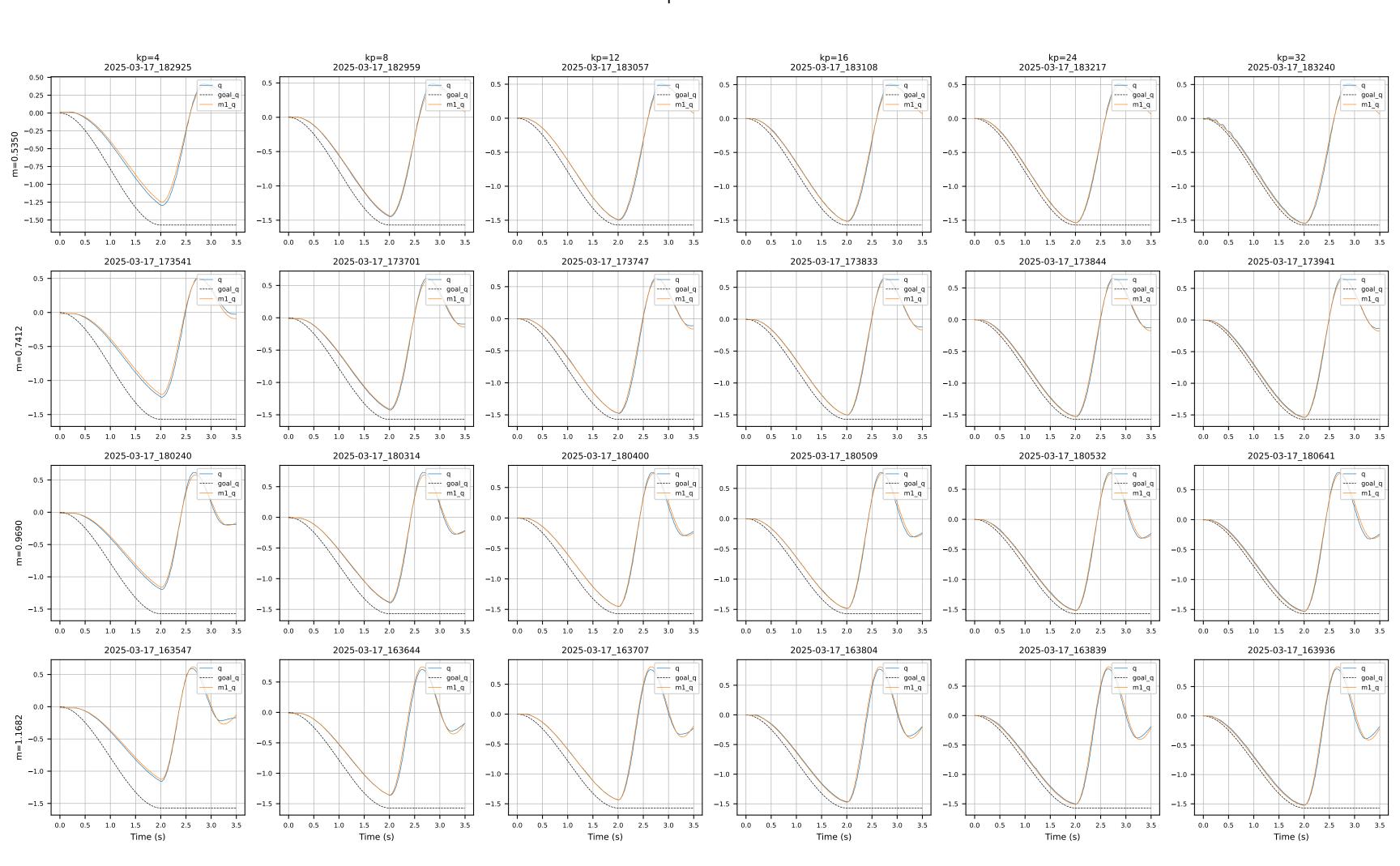
Length: 0.10m, Trajectory: brutal Repetition: 0



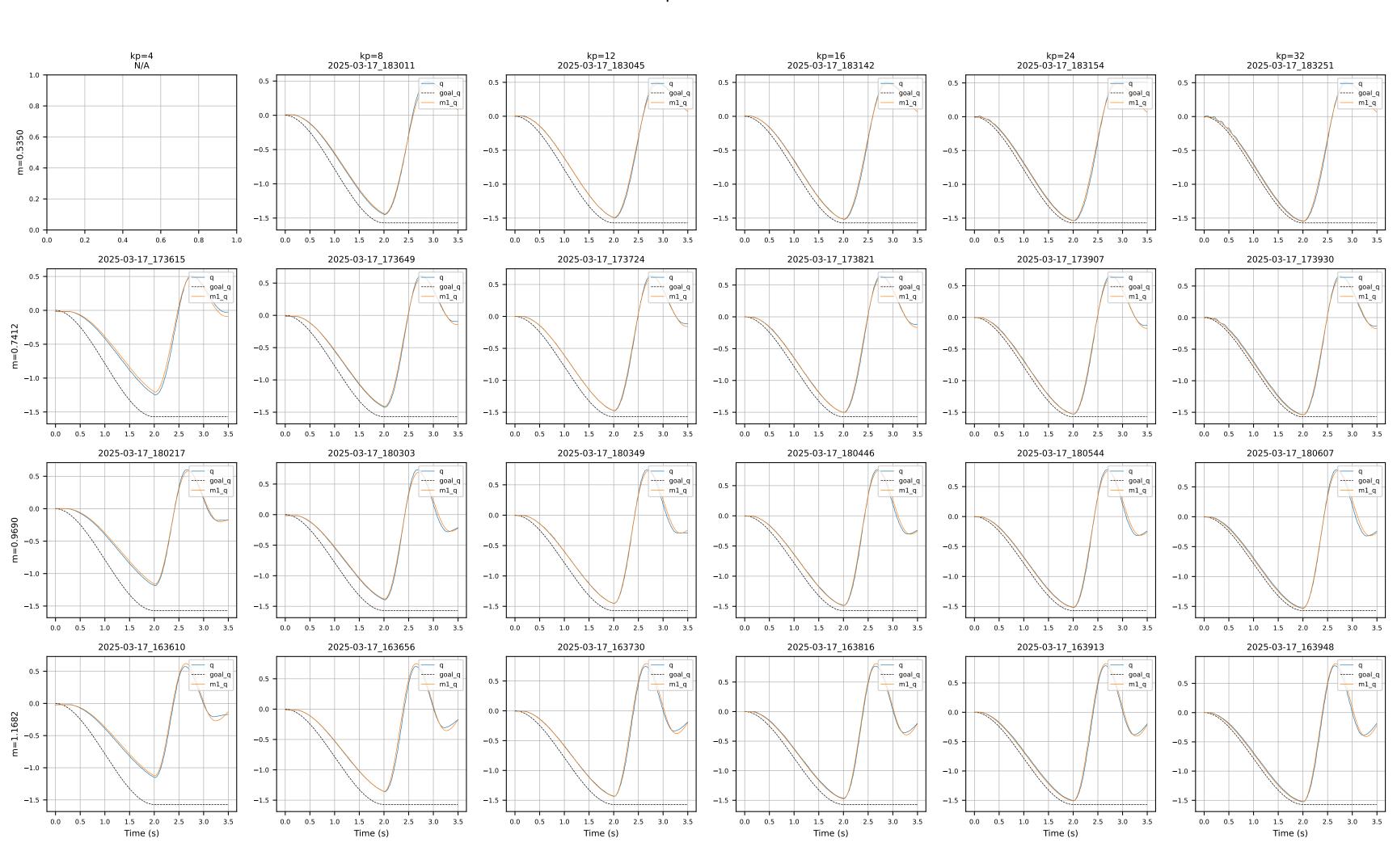
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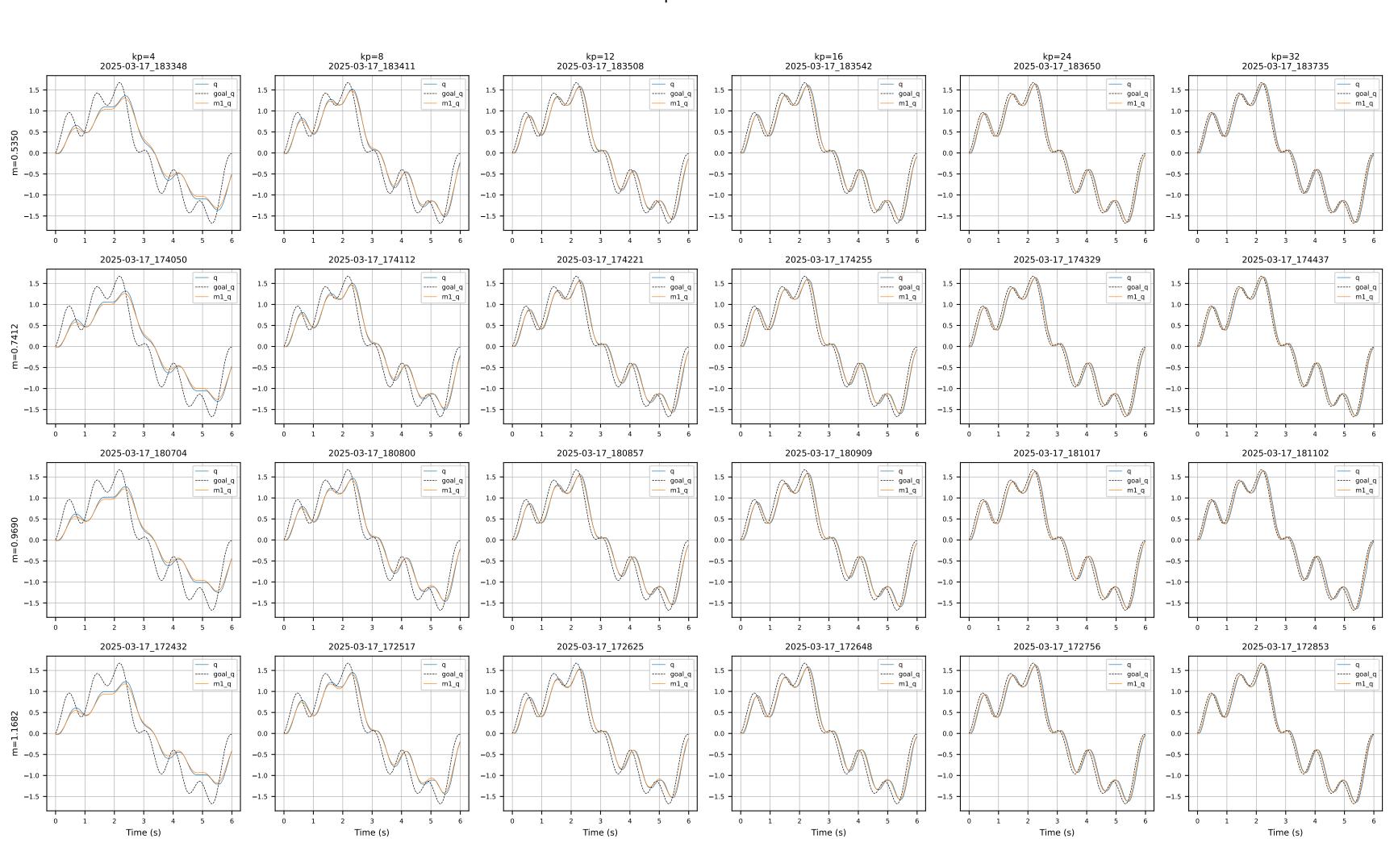
Length: 0.10m, Trajectory: lift_and_drop Repetition: 0



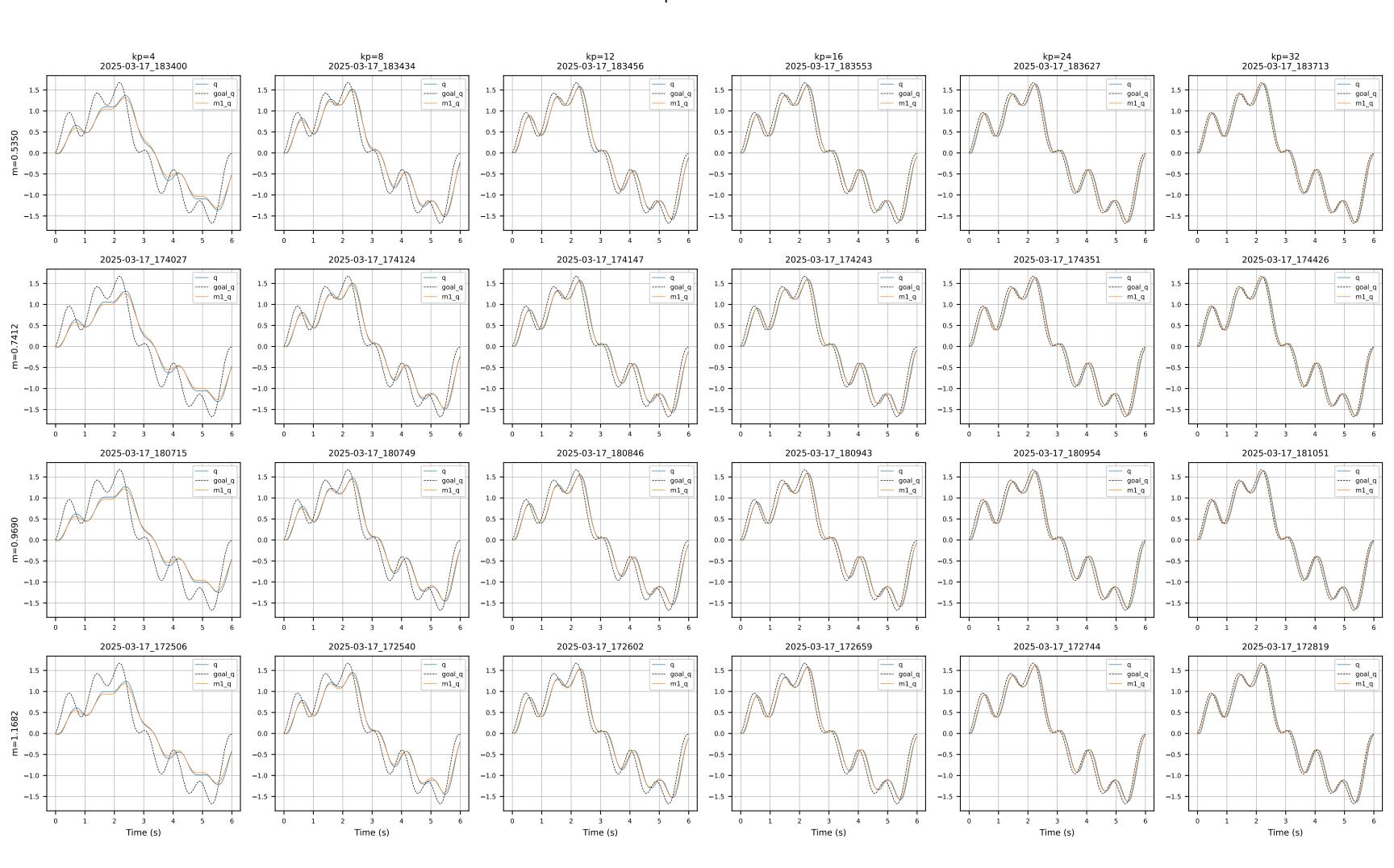
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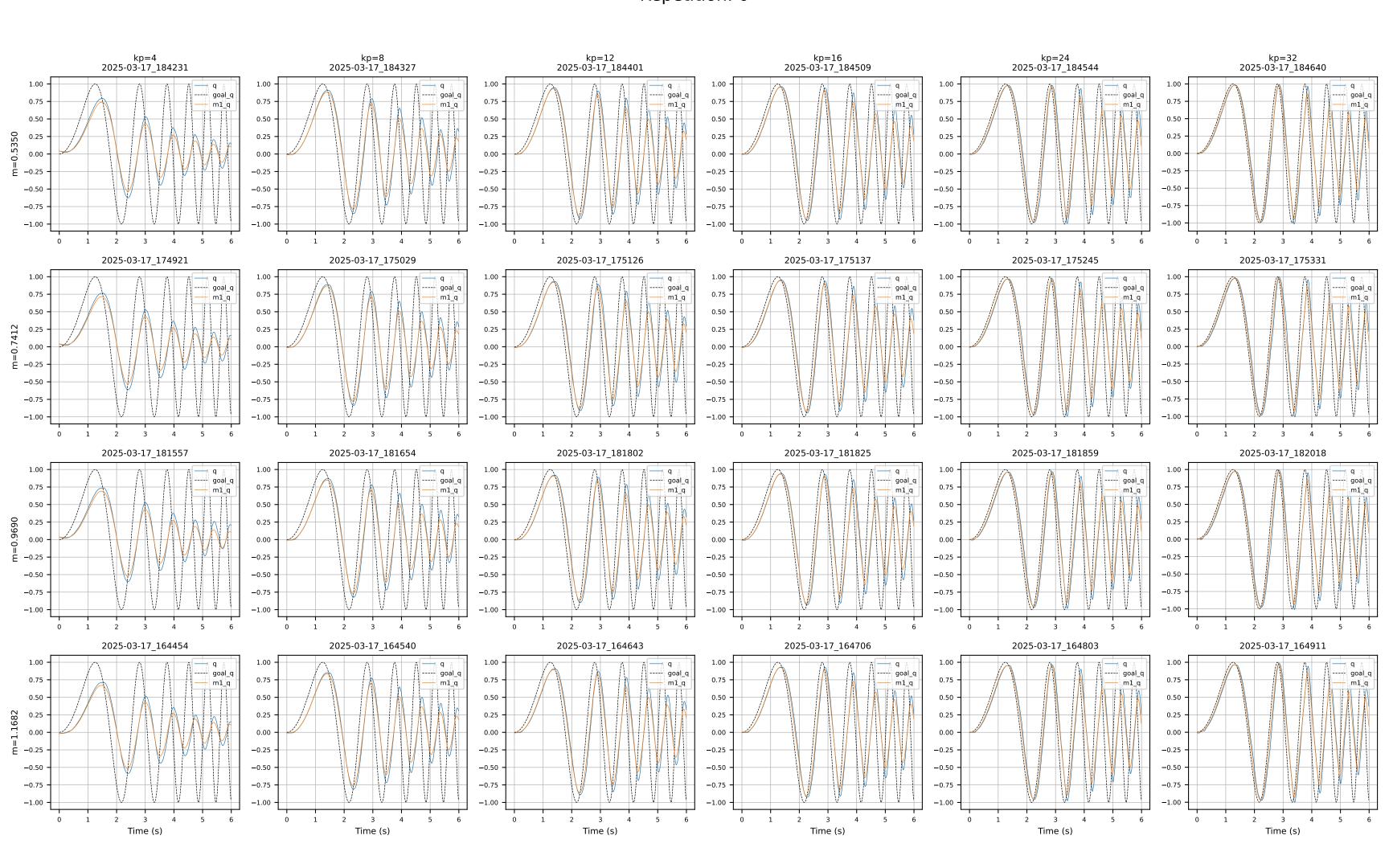
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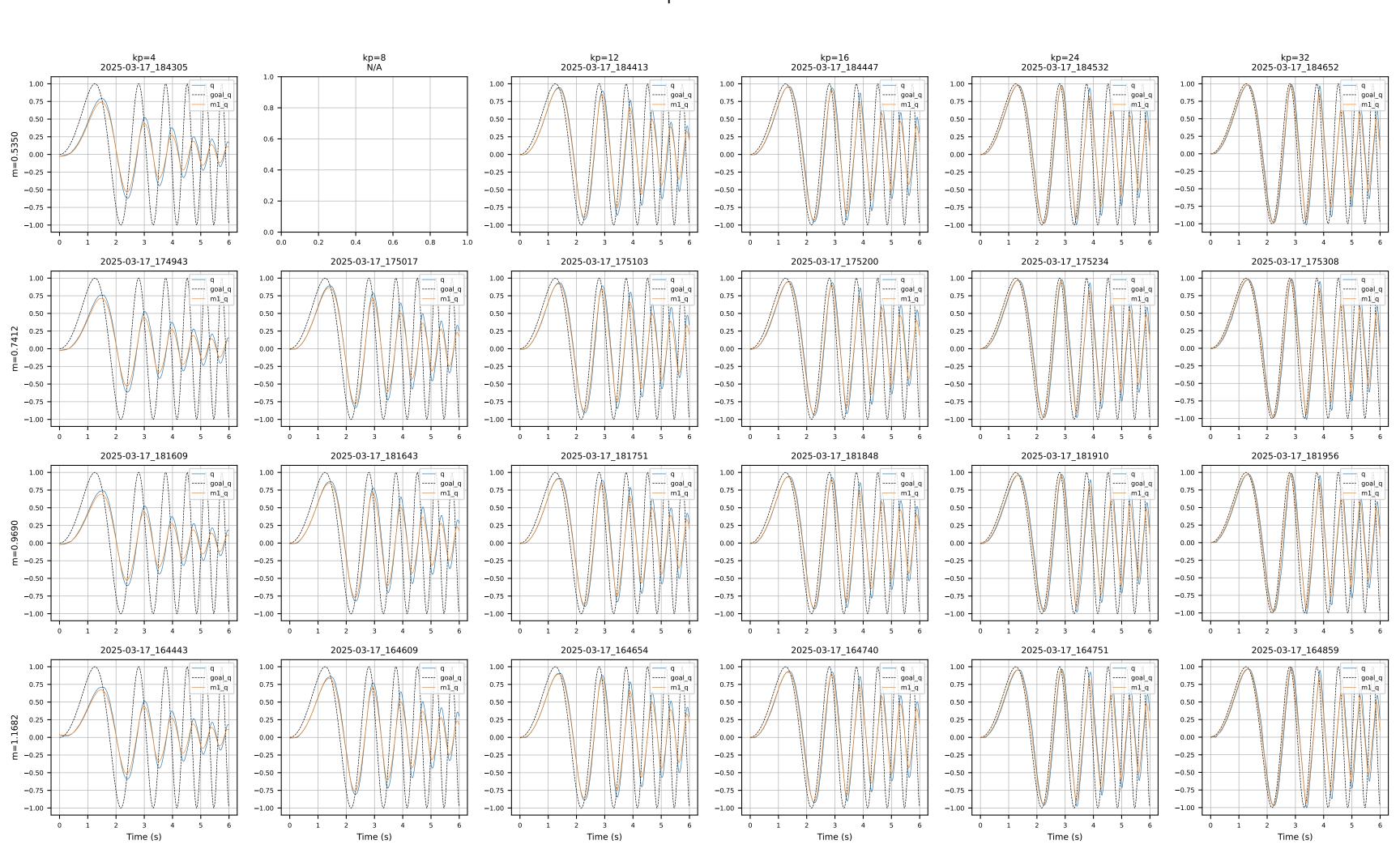
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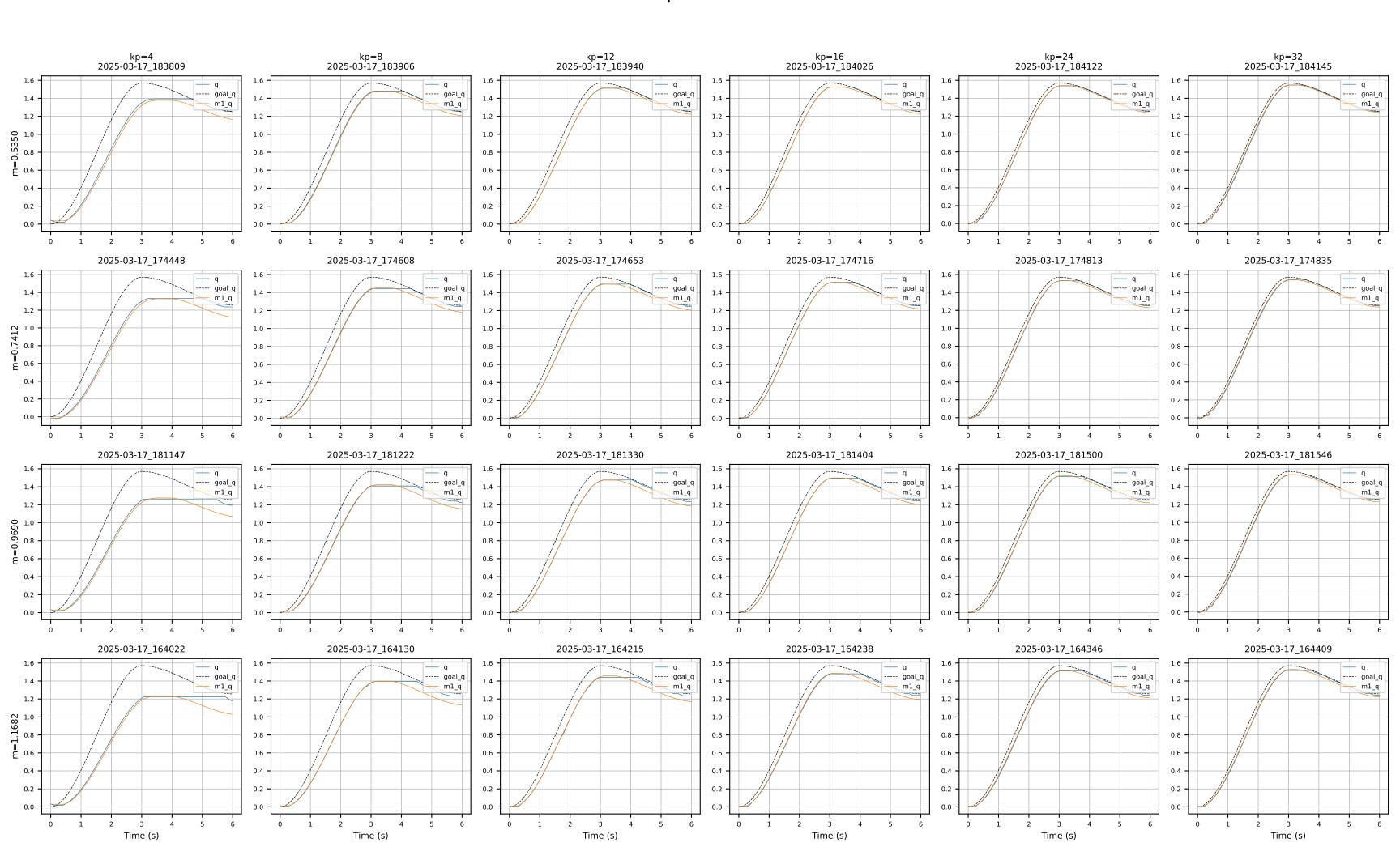
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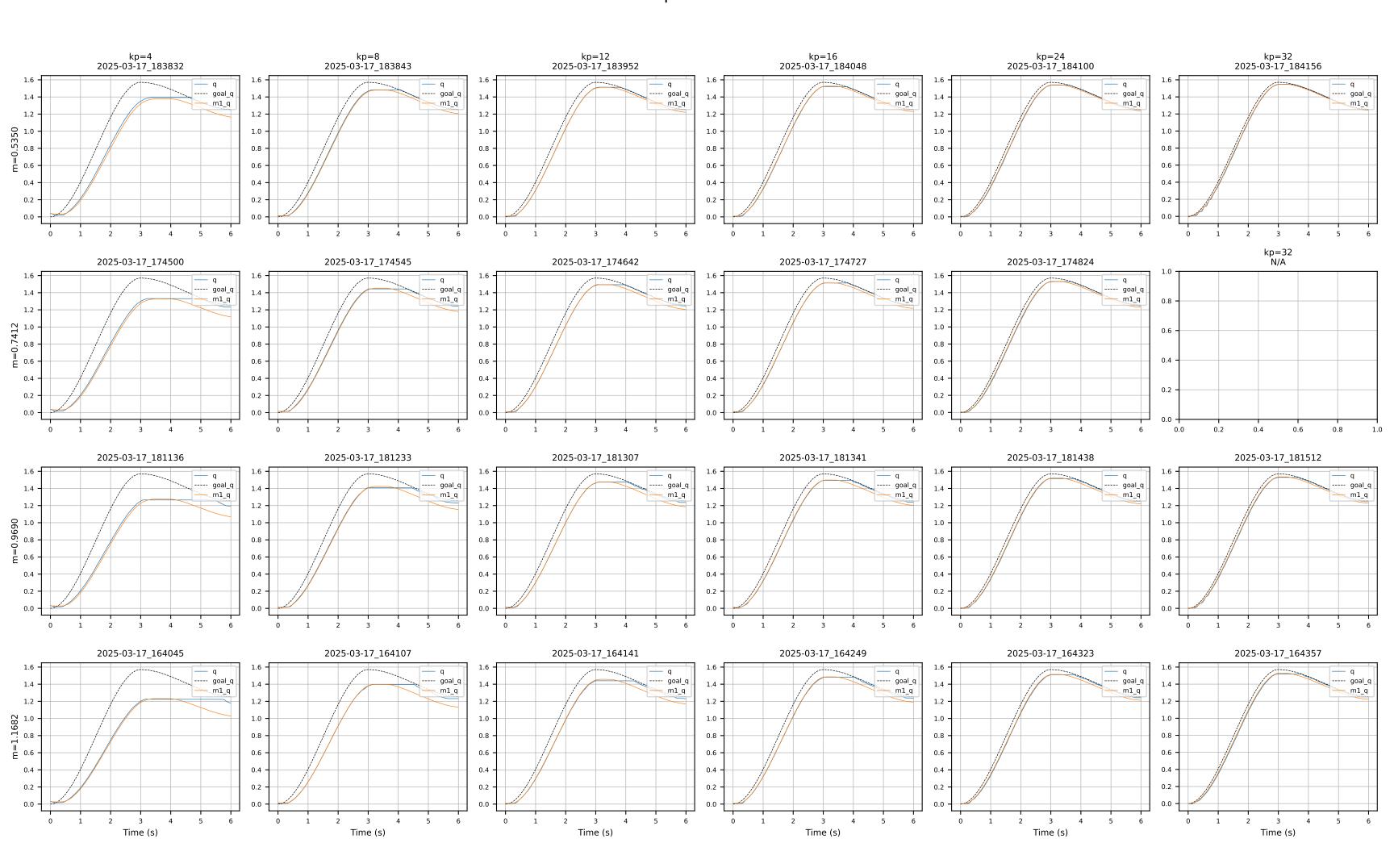
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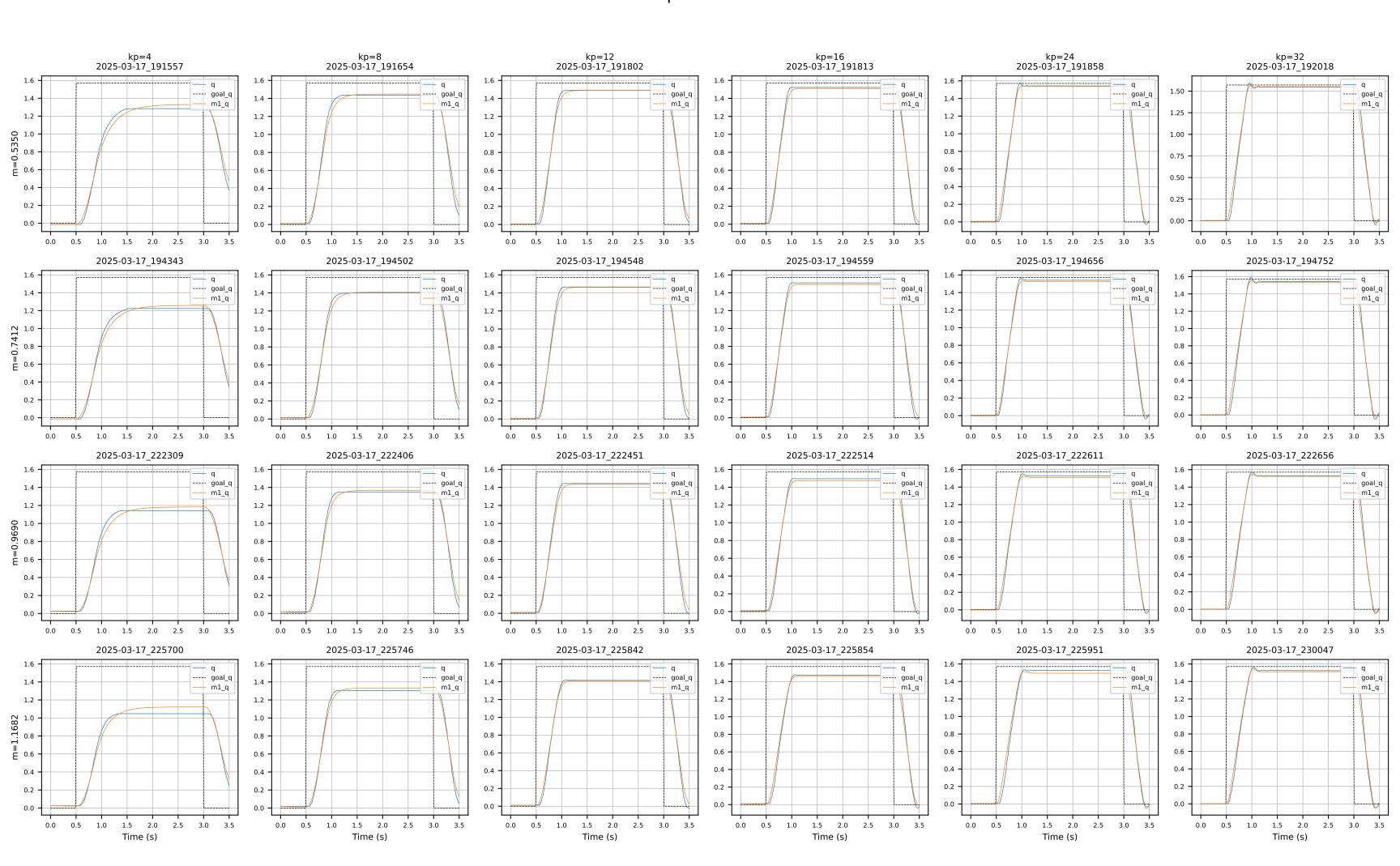
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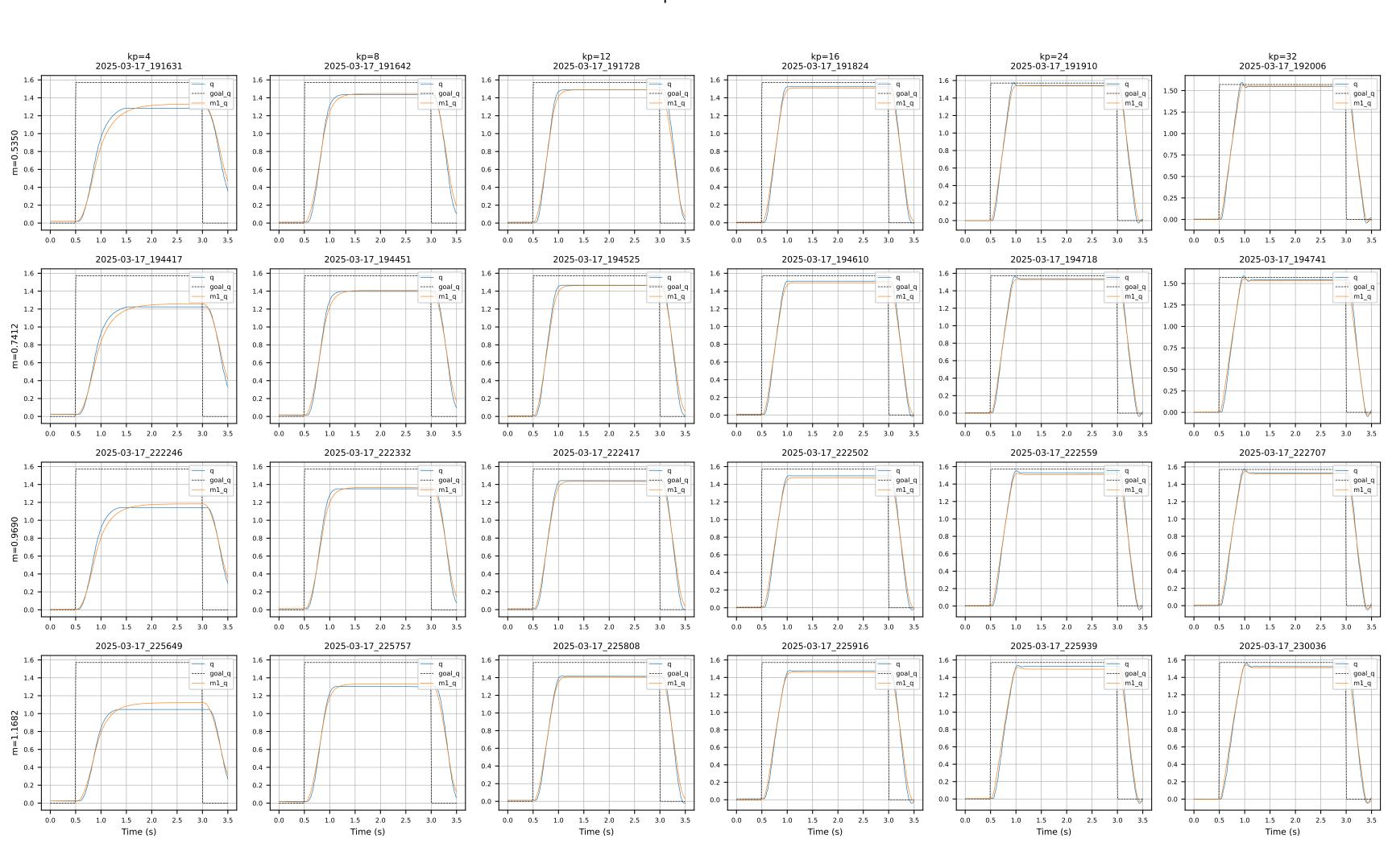
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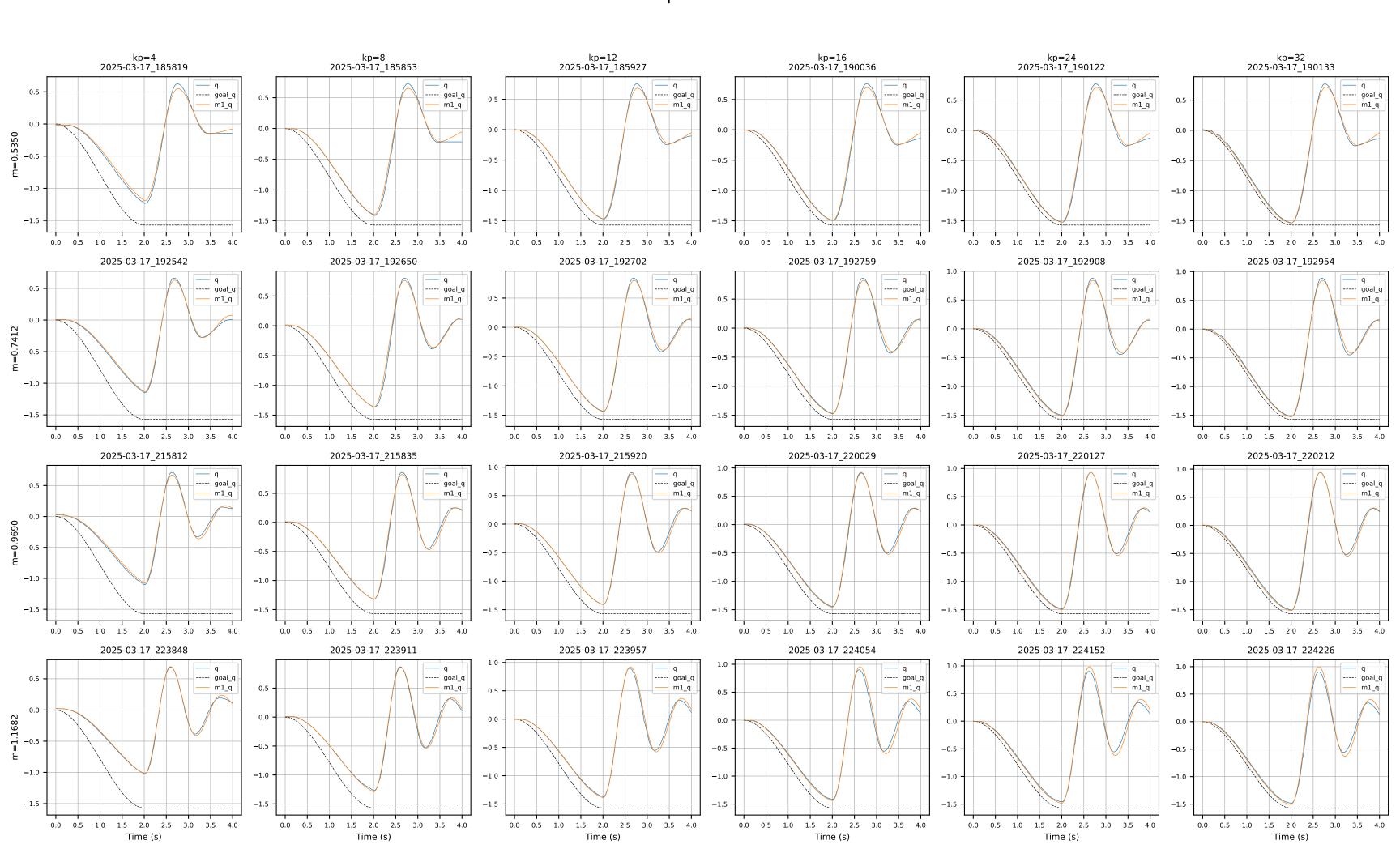
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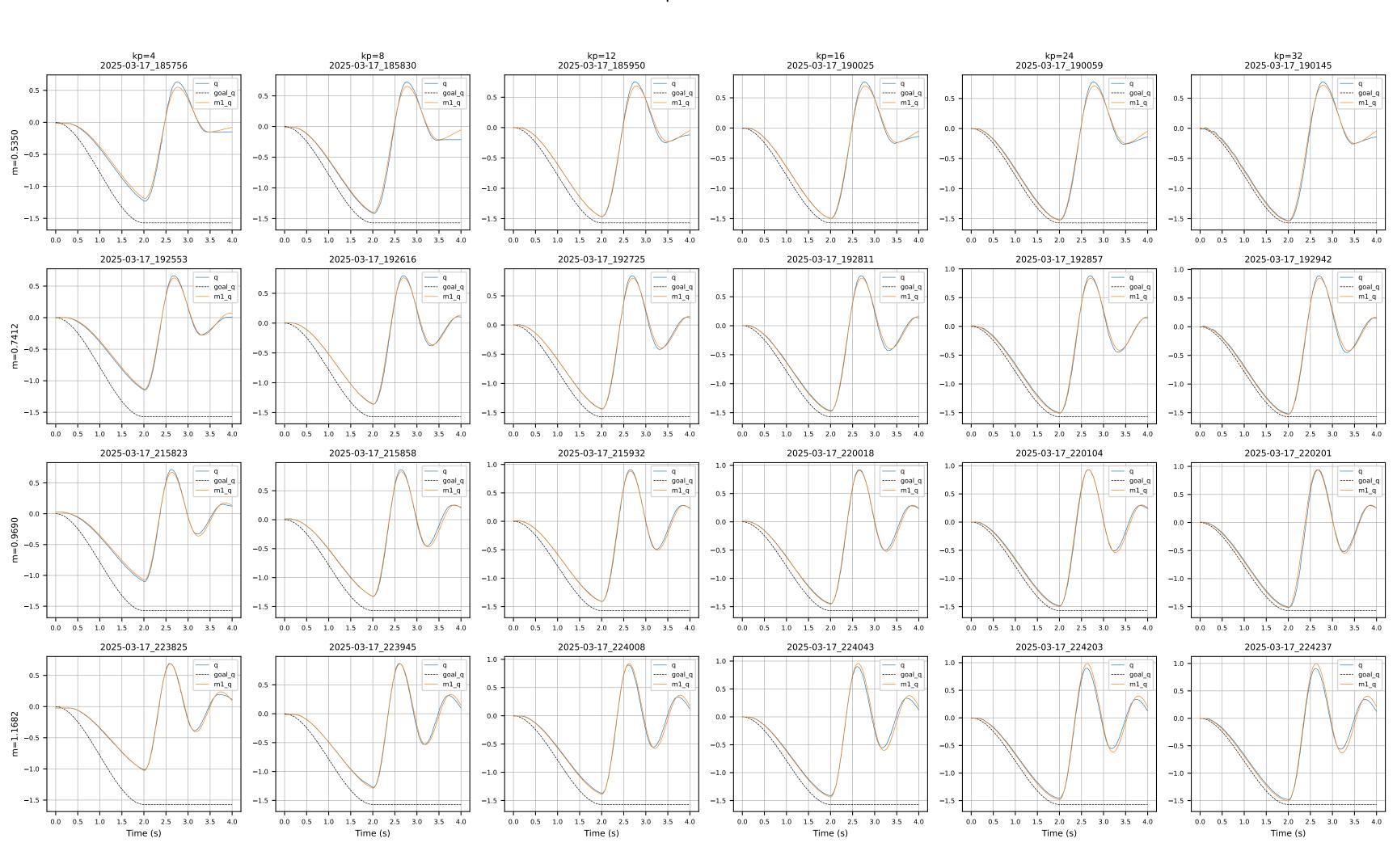
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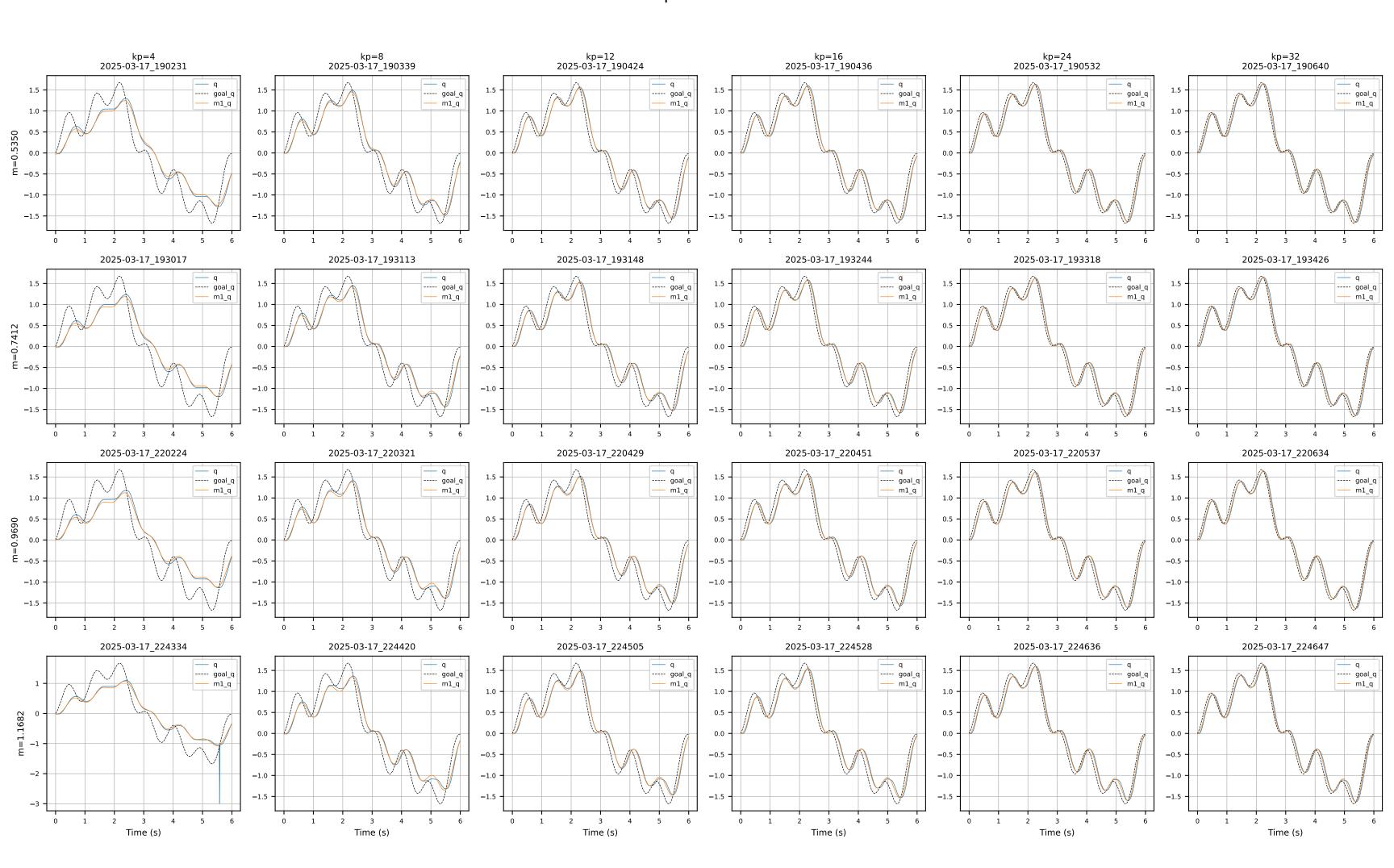
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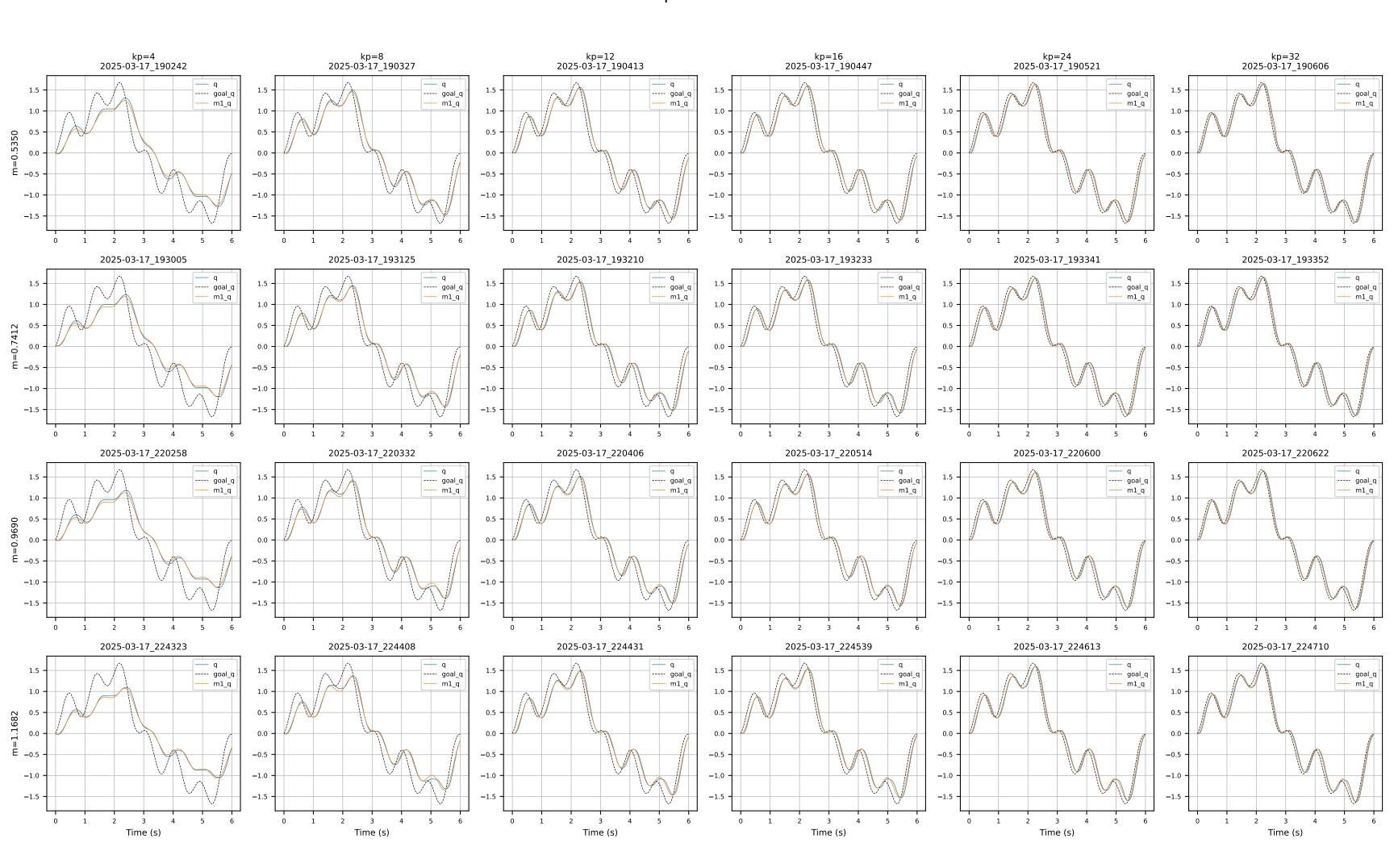
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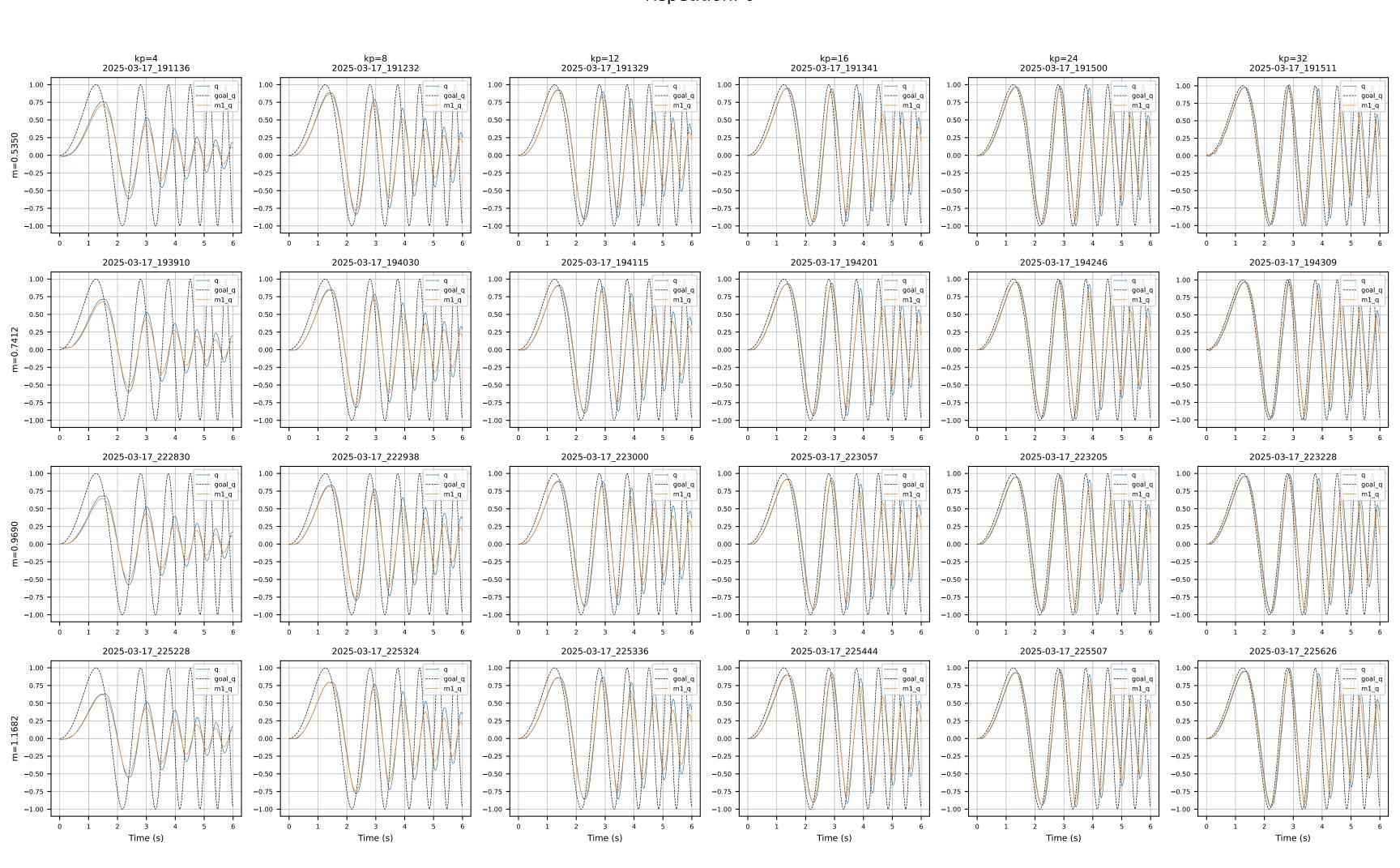
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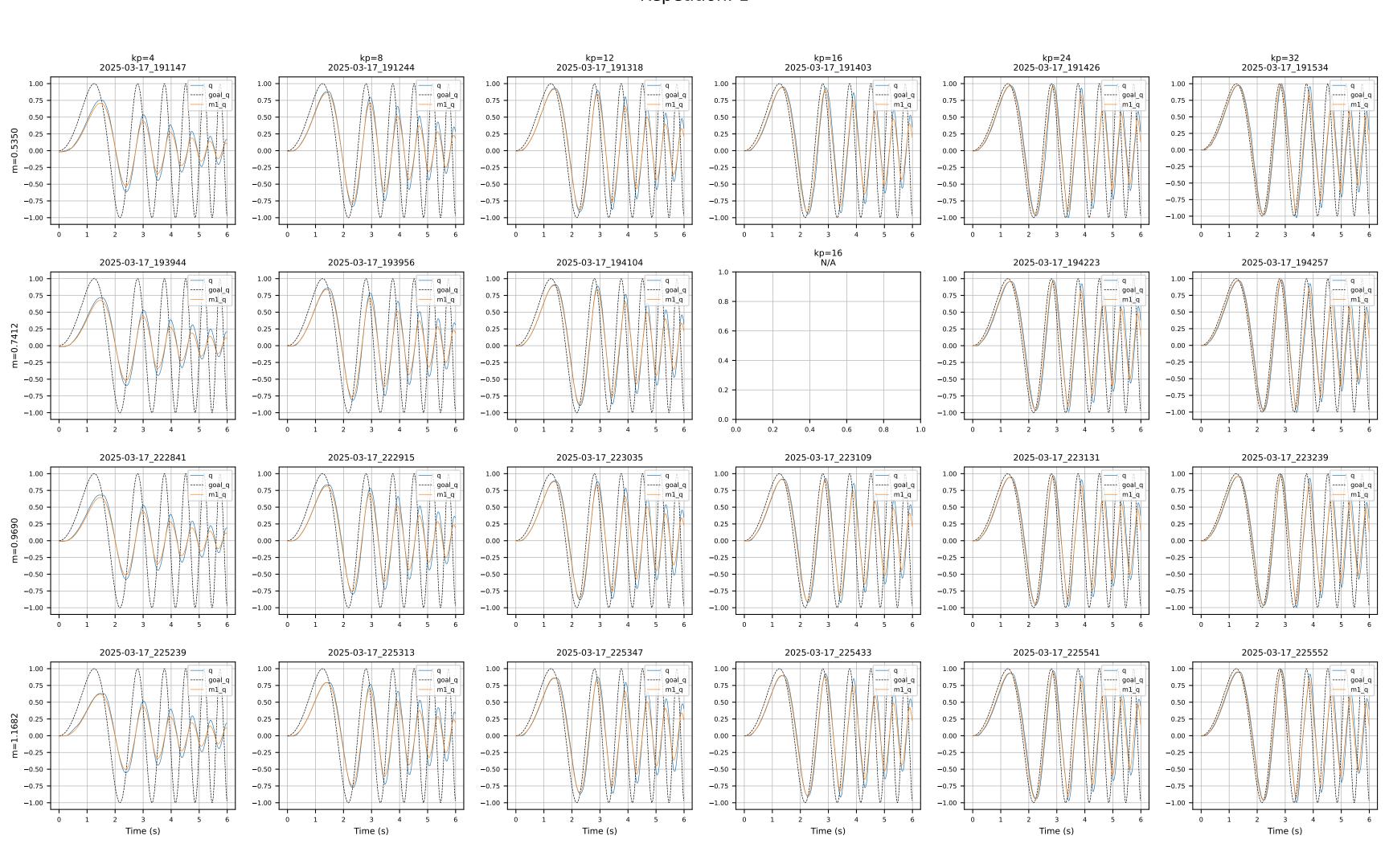
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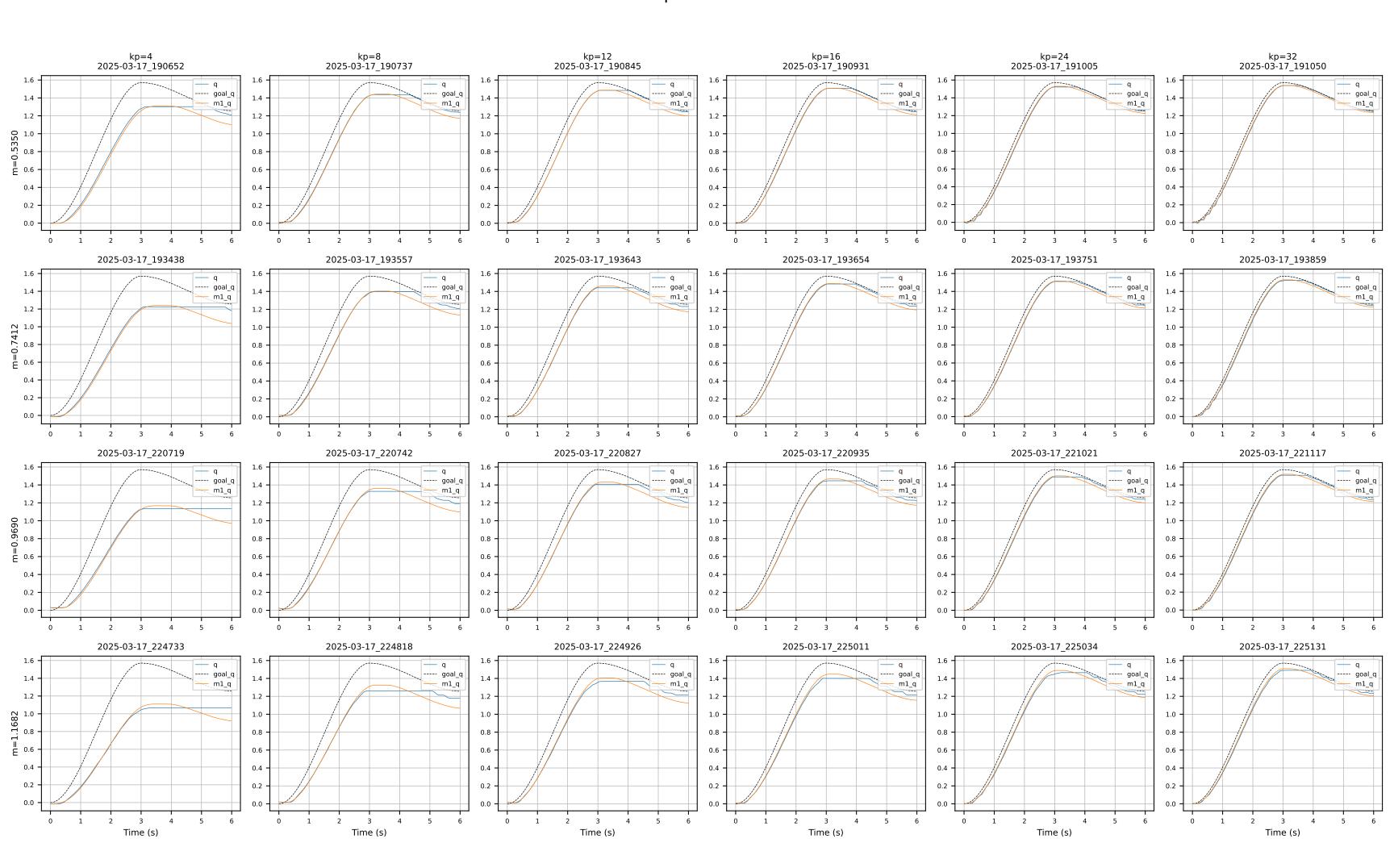
Length: 0.15m, Trajectory: sin_time_square Repetition: 0



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

