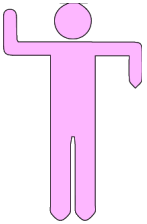




Movement1:

Type = 8

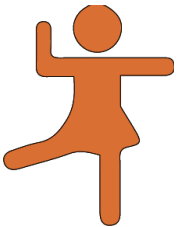
LeftHand.y < Torso.y
LeftHand.y > Head.y
RightHand.y < Torso.y
RightHand.y > Head.y
LeftFoot.x >= LeftHand.x
LeftElbow.y <= LeftShoulder.y
RightElbow.y <= RightShoulder.y



Movement2:

Type = 9

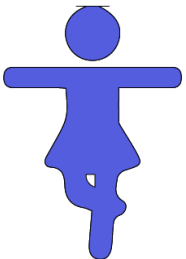
LeftHand.y <= Head.y
LeftElbow.y <= LeftShoulder.y
RightHand.y > RightShoulder.y
RightElbow.y <= RightShoulder.y
!!



Movement3:

Type = 10

LeftHand.y <= Head.y
LeftElbow.y <= LeftShoulder.y
RightElbow.y <= RightShoulder.y
RightHand.y > Head.y
LeftFoot.x > LeftElbow.x
RightHand.y <= RightShoulder.y



Movement4:

Type = 11

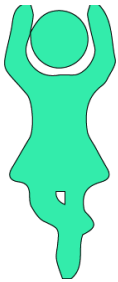
LeftHand.y < Torso.y
LeftHand.y > Head.y
RightHand.y < Torso.y
RightHand.y > Head.y
LeftFoot.y <= RightKnee.y
LeftFoot.x < LeftKnee.x



Movement5:

Type = 12

RightHand.y <= Head.y
RightElbow.y <= RightShoulder.y
LeftHand.x < LeftElbow.x
LeftHand.y > Torso.y
LeftKnee.x > LeftElbow.x



Movement6:

Type = 13

RightHand.y <= Head.y
RightElbow.y <= RightShoulder.y
LeftHand.y <= Head.y
LeftElbow.y <= LeftShoulder.y
LeftFoot.y <= RightKnee.y
LeftFoot.x < LeftKnee.x



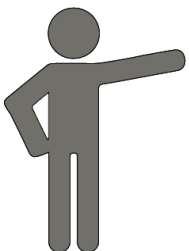
Movement7:

Type = 14

LeftHand.y < Torso.y
LeftHand.y > Head.y
RightHand.y < Torso.y
RightHand.y > Head.y
LeftKnee.x > LeftShoulder.x
RightKnee.x < RightShoulder.x

Movement8:

Type = 15



RightHand.y < RightShoulder.y
RightElbow.y < RightShoulder.y
LeftHand.x < LeftElbow.x
LeftHand.y > Torso.y



Movement11:

Type = 0

LeftHand.y < Head.y
 RightHand.y > Torso.y
 RightHand.x > RightElbow.x
 LeftFoot.y <= RightKnee.y

Movement12:

Type = 1



LeftHand.y < LeftHip.y
 LeftHand.y > LeftShoulders.y
 LeftHand.x < LeftKnee.x
 LeftHand.x < LeftElbow.x
 RightHand.y < RightHip.y
 RightHand.x > RightElbow.x
 RightHand.y > LeftShoulder.y
 LeftFoot.y <= RightKnee.y

Movement13:

Type = 2



RightHand.y < Head.y
 RightElbow.y < RightShoulders.y
 LeftHand.y >= torso.y
 RightFoot.x > LeftHand.x
 RightFoot.y <= LeftKnee.y

Movement14:

Type = 3



RightHand.y < Head.y
 RightHand.y > LeftHand.y
 LeftHand.y < Head.y
 RightFoot.x < RightHand.x
 RightFoot.y <= RightHip.y



Movement15:

Type = 4

RightHand.y < Head.y
RightHand.y > LeftHand.y
LeftHand.y < Head.y
RightFoot.x > LeftFoot.x



Movement16:

Type = 5

LeftHand.y < Head.y
LeftHand.x < LeftElbow.x
RightHand.y > RightShoulder.y
RightFoot.y <= RightHip.y
RightFoot.x > LeftFoot.x



Movement17:

Type = 6

LeftHand.y > LeftShoulder.y
LeftHand.x < LeftElbow.x
RightHand.y < Head.y
RightFoot.x > LeftFoot.x
RightFoot.y > LeftKnee.y



Movement18:

Type = 7

LeftHand.y < RightHand.y
RightHand.y < Head.y
RightFoot.y < RightHip.y
RightFoot.y < RightKnee.y